Usenet Newsgroup Archive: comp.sys.atari.st

1991-01 - 1991-05

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1991-01-01 through 1991-05-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,530

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Sozobon Sprites

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 01:53:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan01.015336.18335@ecst.csuchico.edu>
Source record: 236158

jimomura@lsuc.on.ca (Jim Omura) writes:

- That's not to say that it's impossible to create a great
- picture with Degas, for an artist you're working against the program
- rather than with it. It's like this: You're standing in front of
- your canvas with your "assistant" sitting beside you. Every time
- you want to change colours on your brush or think about picking up
- a different brush, he throws a blanket over your picture. . . .

A real artist must look down to his palette to change colors, right? So he's not always looking at his canvas. :^) Anyways, wouldn't a real artist have the image in his mind, so putting a blanket over the image wouldn't be so bad? Dunno. Like I said, I'm not a real artist. :^)

- Then again there was the disappearing cursors. That was another
- "classic feature" of Degas. Degas was a "passable" program at a
- time when the only other program on the market was Neochrome. I
- hated Neochrome even worse, though thankfully, it's been so long
- since I used it that I've actually forgotten exactly what it was
- I didn't like about it. Hey Neato!!! A bad memory has its
- compensations! :-)

Perhaps I should have been more specific to say "Degas Elite" instead of Degas. I've never used Degas. It was a mistake to bundle the two together.

- Anyway, CyberPaint is the best program I've tried on the
- ST so far in this regard. Deluxe Paint may be better, but I
- haven't gotten around to trying it yet.

I never regarded CyberPaint as a paint program, but more of a tool for animations. Now that you mention it, I guess it could be used as a paint program.

- With CyberPaint you don't "hold down the right button." You
- just click it to bring the menu bar up and click again to get rid of
- it. This is the best user interface for artwork that I've seen
- so far -- as I've said before.

Have you used any of the paint programs on the Mac? Pixel Paint Professional is one I like (but it's on the Mac :^( ). It has many features that aren't on other programs, but like other drawing programs for the Mac your image is always on the screen, and you just change your tool or select your color by selecting one of the icons on the left. Or another way would be to have two screens, like with the Lumena, ArtStar, or Dubnar systems; one screen is for the commands and

the other is for the image. Finally, TIPS and RIO also implement a nice interface with a menu that appears up over the image when you press the right mouse button or the stylus button.

- In fact, it's so good that I obtained Jim Kent's permission to copy
- the whole CyberPaint user interface for a paint program on another
- computer. That's an interesting story. I actually finished that
- program and it works. Jim Kent has a copy of it. Unfortunately, the
- computer I wrote it for was marginally popular and the negotiations
- for the distribution of the program died. 9 months of work went down
- the drain. Life'ls like that. . . .

Zoetrope on the Amiga seems to be exactly like CyberPaint. It was strange seeing it on an Amiga.

- On the one hand you say you've used lots of paint programs.
- Yet you obviously don't know how CyberPaint works.

Well, I know how CyberPaint works. It's just that I never thought of it as a drawing program, but more of a coloring utility for animations. This discussion started about using the right mouse button in programs to bring up a menubar and just noted Degas as an example -- not that it was the premier drawing program. I guess it got a little out of hand. :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2. panthera

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 02:12:56 UTC
From: 6600geo@ucsbuxa.ucsb.edu
Message-ID: <7929@hub.ucsb.edu>
Source record: 236159

Hello, How does one acces panthera for the Atari ST?

3. Re: X-former cable pin-out

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 02:20:59 UTC
From: jmack@b11.ingr.com
Message-ID: <9768@b11.ingr.com>
Source record: 236160

In article <37166@cup.portal.com>, Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
> Hey, could some nice net-person post or e-mail me the pin-out for the
> X-former cable? (Atari 8bit disk drive to Atari ST interface).. I got
> a pin-out, built the cable and it doesn't work! I have two programs that
> could utilize it but it just plain don't work and it seems to be a simple
> cable and I am 99% sure it is not anything I did wrong...
>
> ....Yonderboy@cup.portal.com

1 3 5 7 9 11 13 1 13
o o o o o o o o o o o o o o o o o o o o o
o o o o o o o o o o o o o
o o o o o o 14 25
2 4 6 8 10 12
9 Pin 8-Bit connector 25 Pin RS-232 male connector

View looking at end of cable looking at end of cable from ST
Hint: look for small numbers on the 25 Pin connector.

connections:

8-bit end ST end

3 11
5 5
7 7
2 3
10 1

Good luck!

4. The Immortal

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 04:58:37 UTC
From: nims@casbah.acns.nwu.edu
Message-ID: <2381@casbah.acns.nwu.edu>
Source record: 236161

I picked up a copy of The Immortal a couple of weeks ago. It's a great real-time dungeon adventure. I'm in the dragon's lair and keep getting my head cut off...any clues what to do with the magnetic hands?

-Chris

==========
Christopher D. Nims Chris_Nims@nwu.edu
Distributes Systems Services
Academic Computing and Networking Services: Northwestern University

5. how can I print to disk?

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 11:37:18 UTC
From: russ@wpg.com
Message-ID: <3507@wpg.com>
Source record: 236164

Are there any binaries available that will capture data headed
for the printer port and re-route it to a file? I've got an
ST that a friend of mine wants to use for wordprocessing, but
she'd prefer to send the output files to a highspeed laser on
one of our unix systems, rather than print her documents on
the cheapie printer attached to the ST.

Someone suggested barrel.prg a few weeks ago, but the copy I
found on compuserve provides spooling to ram only, rather than
to disk.
--
Russell Lawrence, WP Group, New Orleans (504) 443-5000
russ@wpg.com uunet!wpg!russ

6. Re: eprom cartridge

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 11:38:09 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan1.113809.22782@actrix.gen.nz>
Source record: 236163

In article <meijer.662641846@nvpna1> meijer@nvpna1.prl.philips.nl (Otto Meijer) writes:
>
> I just build a eprom cartridge for my ST but i have some
> problems now. I would like to put a few programs there
> (gulam, pinhead etc) i know this should be possible.
> But how do i make the file which should be placed in
> the four roms? My epromburner (DELA) can't do this for me,
> so my question is how do i put these files in one big
> file, or has someone a program which does this?
> Thank you for reading this.
>
>

> Otto Meijer Tel: (7)42667
> WAGp 324 meijer::nvpnaa
> Nat.Lab. meijer@prle.prl.philips.nl
> Holland Nice hardware !!!
>

Well you can't just put Normal programs into a E-Prom, as most programs would need some ram to work with, also the Rom Code would not be relocatable, but then the Rom code could be copied to Ram, but what would be the piont of this, most program would encase the ram needed within its self, this would not work with Rom programs...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

7. ANSI or VT100 Emulator Source Wanted...

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 14:33:04 UTC
From: Bobster@cup.portal.com
Message-ID: <37456@cup.portal.com>
Source record: 236165
Cross-posted to: comp.sys.atari.st,comp.sources.wanted

I am looking for ANSI Terminal Emulator source code for the Atari ST.
If you have source code for one, or VT100, PLEASE send it to me. Also, if
you dont have the source code, but do have a text file that contains the
needed info to make my own, please let me have a look at it.

Thanks in advance!!

8. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 16:17:02 UTC
From: erc@radon.berkeley.edu
Message-ID: <40188@ucbvax.BERKELEY.EDU>
Source record: 236166
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

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For information on the list format and on submitting your ratings, see
the end of this posting and the article entitled "ABOUT THE VIDEO GAMES
RATINGS REPORT" in the newsgroup rec.games.video.

ATARI GAME RATINGS REPORT

ATARI LYNX
New Distribution Votes Rank Title
..00111120 34 7.1 Blue Lightning
0.00113100 45 6.5 California Games
..0.010321 38 8.0 Chip's Challenge
.00122010. 31 5.5 Electrocop
0.0002220. 33 6.2 Gates Of Zendocon
0.001420.. 31 5.7 Gauntlet III
......0234 25 9.0 Klax
.......*.. 4 8.0 Ms. Pac-Man
....3.15.. 6 6.8 Paperboy
....1..531 10 8.2 Roadblasters
..1.1112.1 7 6.7 Robosquash
...002221. 23 7.0 Slime World
....0.3121 12 8.0 Xenophobe
......2.52 4 8.8 Zarlor Mercenary

ATARI ST
New Distribution Votes Rank Title
.........* 1 10.0 A Day At The Races
.3.....3.3 3 6.7 Airball
..22.5.... 4 4.8 Arctic Fox
....3.33.. 3 6.7 Arkanoid
....*..... 1 5.0 Artura
........*. 1 9.0 Baal
....5..5.. 2 6.5 Barbarian
.......*.. 1 8.0 Bard's Tale I
.....*.... 2 6.0 Batman
........*. 1 9.0 Blockbuster
.....5...5 2 8.0 Blood Money
.......*.. 1 8.0 Bloodwych
*......... 1 1.0 Breakers
........*. 1 9.0 Cadaver
.......135 6 9.3 Chaos Strikes Back
.....*.... 1 6.0 Demon's Winter
......*... 1 7.0 Dogs Of War
.......125 12 9.4 Dungeon Master
.....*.... 4 6.0 Empire Strikes Back, The
```

.....1151. 6 7.7 Falcon
......4.6. 5 8.2 Flight Simulator
.........* 1 10.0 Gold Of The Aztecs
..2..422.. 5 6.0 Goldrunner
........55 2 9.5 Gunship
......*... 1 7.0 Heroes Of The Lance
.....*.... 1 6.0 Jinxter
...1..313. 6 7.3 Joust
.....55... 2 6.5 Leisure Suit Larry I
.....5.5.. 2 7.0 Leisure Suit Larry II
.......*.. 1 8.0 Lombard Rally
.....5.5.. 2 7.0 Mean 18
........*. 1 9.0 Microleague Baseball
......3..6 3 9.0 Midimaze
.....55... 2 6.5 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
..22.2.2.. 4 5.2 Pawn, The
........*. 1 9.0 Phantasie III
.......521 7 8.6 Populous
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
......55.. 4 7.5 R-Type
....424... 5 6.0 Return Of The Jedi, The
.....*.... 1 6.0 Rings Of Zilfin
.11..131.. 6 5.5 Roadwar 2000
......*... 1 7.0 Rocket Ranger
....2242.. 5 6.6 Rogue
...5..5... 2 5.5 Rolling Thunder
....*..... 1 5.0 Shadow Of The Beast
.....225.. 4 7.2 Shanghai
.....3.33. 3 7.7 Silent Service
......3.6. 3 8.3 Simcity
..*....... 1 3.0 Sorcerer Lord
.....63... 3 6.3 Space Harrier II
.......*.. 2 8.0 Space Quest III
.....55... 2 6.5 Star Wars
...1.51.1. 7 6.3 Starglider
.......*.. 1 8.0 Starglider II
.....5.5.. 2 7.0 Sundog
.......*.. 1 8.0 T.V. Sports Football
.*........ 1 2.0 Terrorpods
...*...... 1 4.0 Tetris
.....513.. 6 6.8 Time Bandit
.........* 1 10.0 Ultima IV
.....55... 2 6.5 Wargame Construction Set
.......*.. 2 8.0 Wayne Gretzky Hockey
...3...3.3 3 7.3 Xenon
.......55. 2 8.5 Xenon 2

.5..11.1.. 6 4.2 Xevious

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT" in the newsgroup rec.games.video for more details, including information on how to vote.

Questions, comments, problems, and errors should be directed to the list maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng 1906 milvia street berkeley california 94704
..!ucbvax!irss.njit.edu!erc ...!ucbvax!radon!erc
erc@irss.njit.edu erc@radon.berkeley.edu

9. Re: Amiga ST Emulators (was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 16:20:13 UTC
From: don@brahms.udel.edu
Message-ID: <17129@brahms.udel.edu>
Source record: 236167

In article <N1Z2u1w162w@fquest.fidonet.org> mspacek@fquest.fidonet.org (Mark Spacek) writes:
>
>I've heard of one that sounds very similar to the one you posted about, I
>have to wonder if its not the same one. But the price was 195$, which
>seems a little more realistic, and it would only work on a 2000 or 3000,
>not a 500. Did the AmigaWorld article say which models it worked on?i

No, it did't say. I imagine MAST's board is just a place to plug
in ROMs & whatever custom stuff is needed to emulate an ST. Wouldn't be
surprised if it sits in the 68000 socket with the 68K plugged into the
emulator board.
There's another I've heard of, which may be one you're talking about,
called Medusa. I beleive it's an actual Zorro II (the bus on the 2000) card,
so it won't plug into a 500.

>You say the article stated that text speed was 120% of an ST and disk I/O
>108% of an ST. I would be curious to know how the numbers would compare
>if you used one of the inexpensive 'software blitters' like Quick ST or
>Turbo ST and used disks with a 'twisted' sector skew in the tests. Many,
>if not most ST users do these things and thus increase their performance
>greatly without spending much. I'd be curious whether you could do this
>on the emulator and how it would compare to an ST then.

The claimed speed increase is probably due to the Amiga's hardware
blitter. I guess the s/w for the emulator makes use of it somehow.
I really have no idea how the various ST speed-ups would work, but it'd be
interesting to see.

>Also, the
>software emulator I saw working worked at a decent speed when in high-res
>monochrome mode (flicker often got pretty bad though). But, in medium
>and low res modes, the speed was significantly slower - not anywhere near
>what the high-res was. I guess that was it having to keep up with the
>color planes. I'm not saying that the others are this way to, it just
>makes me wonder. In Germany it wouldn't matter so much, as the migh-res
>monochrome mode is the most popular way to set up STs there, and most of
>the software will run in that resolution.

I haven't seen any of them in action, so I'm not sure about their
relative speed. What I'd be more interested to know is whether they'll
work with non-68000 Amigas... I've got a 25MHz A3000 here (which also
kills the flicker problem). Do they take over the machine entirely (a la
Amax) or will they run as a process under AmigaDOS, or even come with
their own on-board processor? HD support? As you can see, I've got a few
questions about these emulators myself....

>You said that there were several ST emulators in Germany and this was
>based on one of them. Perhaps its not the same one I read about then,
>but I had only read about one confirmed ST emulator in Germany. It had
>been demonstrated at a computer show over there. Of course, I could have
>easily missed the others, I don't subscribe to German computer mags....

I'm fairly sure I've read reports of two emulators being shown, but I
can't remember where I read about them, and it was only a brief blurb
somewhere without much information.

(It'd be interesting if a TT emulator showed up here before the TT did :-)

Don't take this as Atari bashing or Amiga fanaticism (despite my .sig)
but I really don't think there's much of a market in the US for ST
emulators. The only legitimate users will most likely be those who have
switched or are thinking about switching from ST to Ami. Others will most
likely just get it as an "oh, and I can do this, too" kind of thing,
pirate a few pieces of ST software, and proceed to let it collect dust.
Of course, there's always the problem of how to get ST ROMs, and they'll
probably end up being pirated also, such as has been done with the Amax
Mac emulator. Just dump the ROMs to disk & hack the emulator code to load
it from disk. Pirating an entire computer is sinking pretty low, but that's
what's very likely to happen with these ST emulators...

--
Gibberish Amiga 3000 owner/fanatic
is spoken Contact don@brahms.udel.edu for more information.
here. DISCLAIMER: It's all YOUR fault.

10. Latest Xformer version ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 17:42:13 UTC
From: olorin@tardis.cs.ed.ac.uk
Message-ID: <sent.Tue.Jan..1.17
Source record: 236168

There have been a few postings about the latest version of Xformer lately . I presume this is later than 2.0 which is the version I have . Can someone please tell me where I can get it ?

(The odd posting never arrives here so please respond by email).
****
* Please send any replys to : *
* olorin%tardis.cs.ed.ac.uk%ukacrl@any_non_uk_bitnet_site *
* olorin%tardis.cs.ed.ac.uk@cunyvm.cuny.edu *
* Do not mail via ukc.ac.uk which is sometimes the default *
****

11. Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 17:58:16 UTC
From: michael@gem.stack.urc.tue.nl
Message-ID: <123@gem.stack.urc.tue.nl>
Source record: 236169

```
Hello,

Does anyone have a list of atari ftp sites and specifacly one were I kan get
the latest update of uniterm?

If you do please mail me this information.

Mij email adress is

michael@stack.urc.tue.nl

thanks.

Michael Brouwer

_____________________________________________________________________________
| _____________ tm |
| /\ \ \ \ \\ \\\ \\\\ \\\\ \\\ \\ \ |
| / \ \____ ____\ \ \\ Antisoft forever! \\ \ |
| / \ \ \ \ \\ \\\ \\\\ \\\\ \\\ \\ \ |
|_________________/ \______\ \_____________________________________|
|_____________________________________________________________________________|
```

12. 1040/Memory Exp

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 19:55:05 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jan1.195505.20152@cbnewsk.att.com>
Source record: 236170

The memory expansion board has been sold - thank you for your inquiries!

The 1040 is still available - I would like $400 but I am willing to
listen to offers. A trade for a hard disk would also be possible.

Ron Wolenty
inuxy!wolenty

13. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-01 23:23:34 UTC
From: kenyee@ksr.com
Message-ID: <1651@ksr.com>
Source record: 236171
Cross-posted to: misc.forsale.computers,ne.forsale,rec.music.synth,comp.sys.atari.st

```
For Sale:
Atari 1040ST w/internal DS 3 1/2" drive and mouse
Atari SC1224 color monitor (controls are on the front)
software: Easy Draw w/ Supercharger, Michtron Utilities, Procopy,
LDW Power spreadsheet, C.O.L.R. Object Editor, TeX, 1st Word,
Thunder! Spellchecker, Psion Chess

I'm selling the complete system for $600.

Leave mail to: kenyee@ksr.com
or uunet!ksr.com!kenyee
or call me at (617)423-5947
```

14. Trap information required

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 00:30:14 UTC
From: inb300campbe@qut.edu.au
Message-ID: <1991Jan1.193014.22182@qut.edu.au>
Source record: 236162

Hi,

Does anybody have a quick-sheet of all or most ST system
traps giving brief descriptions of each call?

Thanks,

David Campbell

15. Re: eprom cartridge

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 00:56:29 UTC
From: jmack@b11.ingr.com
Message-ID: <9770@b11.ingr.com>
Source record: 236172

```
> ------------------------------------------------------------------------
> ------
> Well you can't just put Normal programs into a E-Prom, as most programs
> would need some ram to work with, also the Rom Code would not be
> relocatable, but then the Rom code could be copied to Ram, but what
> would be the piont of this, most program would encase the ram needed
> within its self, this would not work with Rom programs...
>
>

You CAN put programs (supposedly, I've never tried it.) in EPROM
and plug them into the Cartridge port. The ST will treat the Cartridge as if
it were another storage device like the floppy or hard disk. Look in
ATARI ST Internals (page 97) for a discussion on how to put programs
in EPROM.
```

16. LiNK (MNP in software)

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 02:32:46 UTC
From: steve@thelake.mn.org
Message-ID: <A2752910881@thelake.mn.org>
Source record: 236173

I've been playing around with a program called LiNK that purports to implement a level of MNP error-correcting and a companion program called Turbo2 that is supposed to provide real-time compression/decompression of data over a conventional modem connection.

I've called a variety of modems -- Multitech, USR and a couple of Telebit T2500s -- but I haven't been able to initiate MNP of any sort. I'm calling with a 1200bps modem, using software that I wrote that doesn't do anything kinky. LiNK consistently reports ``host not responding.'' I had hoped to find LiNK communicating with firmware MNP. If it only works with other LiNK systems, it's not worth much.

Has anybody on this net found LiNK useful? Any tips?

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

17. TOS quirk with ALT key

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 04:34:14 UTC
From: dbrooks@penge.osf.org
Message-ID: <17625@paperboy.OSF.ORG>
Source record: 236174

I was trying to do something with 8-bit keyboard input, and use the ALT key to signal "hi-bit on" I'm reading with Bconin. The general idea was to see if the translated character is zero; if so, and kbshift indicates ALT, I would re-translate the scancode using the standard keyboard mapping tables and plug in the top bit.

Mostly, this works fine. But the keys in the top row, between "1" and "=", get 0x76 arbitrarily added to their scancodes before being returned to me.

Of course, once I knew this I could compensate for it. But does anyone know the rationale for dickering with something as basic as the scancode? It's the 11/86 ROM, if it matters.
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
In Memoriam: Chris Naughton, aged 16, killed by a drunk driver Dec 22, 1990

18. Re: Sozobon Sprites

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 04:36:09 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jan2.043609.15561@lsuc.on.ca>
Source record: 236175

In article <1991Jan01.015336.18335@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>jimomura@lsuc.on.ca (Jim Omura) writes:
>
>- That's not to say that it's impossible to create a great
>- picture with Degas, for an artist you're working against the program
>- rather than with it. It's like this: You're standing in front of
>- your canvas with your "assistant" sitting beside you. Every time
>- you want to change colours on your brush or think about picking up
>- a different brush, he throws a blanket over your picture. . . .
>
>A real artist must look down to his palette to change colors, right?
>So he's not always looking at his canvas. :^) Anyways, wouldn't a
>real artist have the image in his mind, so putting a blanket over the
>image wouldn't be so bad? Dunno. Like I said, I'm not a real artist.
>:^)

Look, if this is just some big joke to you, please stop posting to the Net at all. I don't have time to waste and I know a lot of other people who are likewise busy trying to earn a living, but are willing to take time to help each other by sharing their very valuable information. Now, on the chance that you really want to know the answer to your question, it's like this. "Changing colours" is not a single describable function for an artist. What an artist will do will depend on things like the medium in which he's working and the point at which he is working, but generally, no, you're wrong. Take an artist working with acrylics or oils and well advanced in a painting. S/he reaches a point where a detail is needed. The artist will probably lift up the palette to the work. It's obvious really. Why would an artist concerned with a precise colour want to guess what's on the brush or knife? On the other hand, I've seen artists take a tube and dab a colour straight onto a canvas and then work it around. But even then, you could say that the artist decided on the final colour mix while comparing it to the whole work. Chosing colours in that regard is never "in isolation" from the piece.

I don't think you realize that the human vision system sees colours as a relative matter and not as an absolute. If your really interested, you should do some real research into it because I'm certainly not going to teach you the "carotine cycle" and current theories of how the brain works. But the bottom line is simple. An artist generally wants to see the work.

>- Then again there was the disappearing cursors. That was another
>- "classic feature" of Degas. Degas was a "passable" program at a
>- time when the only other program on the market was Neochrome. I
>- hated Neochrome even worse, though thankfully, it's been so long
>- since I used it that I've actually forgotten exactly what it was
>- I didn't like about it. Hey Neato!!! A bad memory has its
>- compensations! :-)
>
>Perhaps I should have been more specific to say "Degas Elite" instead
>of Degas. I've never used Degas. It was a mistake to bundle the two

I used both. The disappearing cursor was never fixed. It's
still a problem. By the time I bought CAD-3D version 2.0 I got
really peeved with Tom Hudson. In both "upgrades" he never addressed
the fundamental problems with either program. He just added more
"features". In effect, his programs have long lists of "features"
yet do little more than get in your way when you're trying to get
things done. You know, to this day I have yet to find anybody
who actually used CAD-3D to *create* an object. At most they used
it to do a fancy render. But the "D" in the name of the program
is supposed to mean "design", and refers to the creation of the
objects. Anyway, I'm happier now with CyberSculpt. Be this is
digressing again. . . .

>
>- Anyway, CyberPaint is the best program I've tried on the
>- ST so far in this regard. Deluxe Paint may be better, but I
>- haven't gotten around to trying it yet.
>
>I never regarded CyberPaint as a paint program, but more of a tool
>for animations. Now that you mention it, I guess it could be used as
>a paint program.

Ironically, I've only done a bit of animation work with
CyberPaint, but on the contrary, I've found it a *wonderful*
paint environment. One of the fantastic advantages is that I
can bundle a group of related pictures together in a single file
which will load and unload all at once. Yup, most of my .SEQ
files are *not* animation sequences at all, but simple bundles
of related pictures.

>- With CyberPaint you don't "hold down the right button." You
>- just click it to bring the menu bar up and click again to get rid of
>- it. This is the best user interface for artwork that I've seen
>- so far -- as I've said before.
>
>Have you used any of the paint programs on the Mac? Pixel Paint
>Professional is one I like (but it's on the Mac :^( ). It has many
>features that aren't on other programs, but like other drawing
>programs for the Mac your image is always on the screen, and you just
>change your tool or select your color by selecting one of the icons on
>the left. Or another way would be to have two screens, like with the

>Lumena, ArtStar, or Dubnar systems; one screen is for the commands and
>the other is for the image. Finally, TIPS and RIO also implement a
>nice interface with a menu that appears up over the image when you
>press the right mouse button or the stylus button.

I've tried some Mac paint stuff casually, but I don't own
a Mac. I couldn't tell you the names of what I tried. Overall,
the main problem with the Mac programs is that because they are
single button oriented, they tend to be cluttered. You generally
work with the menu on the screen all the time. I don't want that.
I want to see my picture. In effect, 1. I don't want menus on
screen at all when I don't need them and 2. When I need a menu
I want as little of the screen taken up by them as is possible,
and definitely not obscuring the main part of my work unless
unavoidable. Is there some point to this discussion? It's not
helping me get my program done.

>- In fact, it's so good that I obtained Jim Kent's permission to copy
>- the whole CyberPaint user interface for a paint program on another
>- computer. That's an interesting story. I actually finished that
>- program and it works. Jim Kent has a copy of it. Unfortunately, the
>- computer I wrote it for was marginally popular and the negotiations
>- for the distribution of the program died. 9 months of work went down
>- the drain. Life'ls like that. . . .
>

...

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

19. Re: LiNK (MNP in software)

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 08:06:24 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan02.080624.25639@ecst.csuchico.edu>
Source record: 236176

steve@thelake.mn.org (Steve Yelvington) writes:

- I had hoped to find LiNK communicating with firmware MNP. If it only
- works with other LiNK systems, it's not worth much.
-
- Has anybody on this net found LiNK useful? Any tips?

Yeah, you need another ST running LiNK in order for it to work. I have it running on my BBS (which will be back up at the end of January). I like LiNK and I wish more people would use it, although some complain that there are a few problems with it. Some people have even used Ymodem-G successfully with it. People I've talked to (mostly on Fidonet) use LiNK without TURBO16.PRG because they blame TURBO16 for the problems. It's incredible, though, seeing something like 500cps on a 2400bps modem.

Oh, and read the docs. ;^) It tells you that you need another system running LiNK and how to engage/disengage it.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

20. DCACHE (was Re: VAULT problems)

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 08:37:24 UTC
From: atze@cs.ruu.nl
Message-ID: <4584@ruuinf.cs.ruu.nl>
Source record: 236178

In <27918@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:

>In article <CMM.0.88.661488577.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>>I have a BIG problem with THE VAULT hard disk backup !!!
>>It won't work at all together with the DCACHE hard disk cache program.
>>
>>When DCACHE is installed and active VAULT works VEEERYYYY SLOOWLYYY
>>and when it finally is finished ALL THE BACKUP DISKS ARE BLANKS !!!
>
[stuff deleted]
>
>I have attempted to contact the author of DCACHE to see if he can
>fix this problem with DCACHE. Until then, users of DCACHE should
>aware of the problems it can cause with other programs.
>
>--
>==
>| Michael Fischer <fischer-michael@cs.yale.edu> |
>==

Well, he found me and I am fixing the problem as well as making
some changes to DCACHE (i.e. resizing a cache after installation).
When I'm ready I will post the new version to comp.binaries.atari.st.

(BTW, Michael Fischer's bug report is the first reaction on DCACHE since
I wrote it. If any other problems exist and/or features are wished, NOW
is the moment to make me aware of them to possibly incorporate them in a
new version !)

--
--
Atze Dijkstra, Dept. of Computer Science, Utrecht University /|\
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands / | \
Tel.: +31-30-531935/1805 | UUCP: ...!uunet!mcsun!hp4nl!ruuinf!atze /__| \
Fax : +31-30-513791 | Email: atze@cs.ruu.nl [131.211.80.5] / |___|

21. Re: how can I print to disk?

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 08:45:44 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2893@laura.UUCP>
Source record: 236177

In article <3507@wpg.com>, russ@wpg.com (Russell Lawrence) writes:
|> Someone suggested barrel.prg a few weeks ago, but the copy I
|> found on compuserve provides spooling to ram only, rather than
|> to disk.

Using Barrel you spool your output to a RAM buffer first, then you call
Barrel again. It will let you write the RAM buffer to a disk file then.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

22. LHARC (was v04i049: gemfstfx -- Fixes for vdifast from Gemfast 1.3)

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 10:31:43 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan2113143@orion.laas.fr>
Source record: 236003
Cross-posted to: comp.sys.atari.st,comp.sources.d,comp.sys.ibm.pc

I just recovered the above! As it turns out the following entry:

rwxr-xr-x 1/1 0 0 ****** 0000 Nov 12 19:11 1990 gemfstfx//

causes lharc on our Unix box to create the directory when only testing
the archive. Is this another lharc bug?

Thanks in advance. And watch out to which newsgroup you might want to
follow up to...

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

23. Re: TT compiler (really Desktop (again))

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 10:37:01 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.662812621@mi1>
Source record: 236180

ens@ccu.umanitoba.ca writes:

>Here's a vote for releasing a RAM based version of the new desktop
>for ST's so all the ataris in our lab work the same way.

>Werner Ens

Here is another vote for a <1040 - runnable> version of the new desktop

Klamer.

(Atari corp., are you listening?)

--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!utrcu1!utep!utelmi01!klamer

24. TeX/LaTeX info sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 11:15:41 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan2.111541.1@simvax.labmed.umn.edu>
Source record: 236184

```
Recently uploaded to atari.archive.umich.edu: TEX_DOCS.ZOO

This is the file README.1st:
--------------------------------

The files in this ZOO archive provide an introduction to TeX and LaTeX which
may prove useful to the beginning user.

ESSENTIAL.TEX - "Essential LaTeX". Contains VERY basic information.
Run this through LaTeX.

LAYOUT.TEX - Shows the page layout for LaTeX. Run it through LaTeX

README.1ST - This file, information only.

TEXINTRO.TEX - "A Gentle Introduction to TeX". Very nice intro.
Run this through TeX.

These items were in the DECUS TeX collection for the Fall of 1990. We use
LaTeX quite a bit a work, and for a VMS system, the DECUS TeX collection is
-quite- complete! Highly recommended.

-- David Paschall-Zimbel, 28 December 1990
--------------------------------

David Paschall-Zimbel davidli@simvax.labmed.umn.edu
```

25. Re: editors: VI, EMACS

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 11:20:55 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan2122055@orion.laas.fr>
Source record: 236179

In article <37252@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
| There are about a thousand different version of VI and EMACS on the lists
| of Panarthea@sun.com and Atari.archive... Does anybody have any opinions
| about which ones are best.. That GNU emacs looks huge, any advantage to it?

It is Unix GNU emacs compatible for most everything (other than sub processes). The only thing is that it requires more than 1 Mb to do anything interesting. This doesn't mean to say that you cannot use on a 1040 ST. For certain functinality (such as bibtex-mode) it's the only way to go!

| but Emacs lets you have multiple windows (at least the one built
| into Gulam)..

Also MG and UE310: all emacs!

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

26. Re: ST Format, EuroNet BBS system's

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 14:01:47 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Jan2.140147.3495@kcbbs>
Source record: 236193

Bob_B.

GEnie's Star services are $4.95 per month and that is all the cost.
The normal RT's cost off peak $us6.00 per hour but this is still cheaper,
IMHO than the cis charges. I do use both systems but I donot use CIS
as much as I used to due to the amount of files/news/rtc's on GEnie
fair out number cis.

Have a look at Z

27. Re: ST Format, EuroNet BBS system's

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 14:10:17 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Jan2.141017.3575@kcbbs>
Source record: 236194

BobR , re the GEnie charges.

Yes Bob I did mean to say the Star services _only_ cost $us4.95 per
month. I agree the rt's off peak charges are only $us6.oo per hour and
it is cheap at that cost.

May I suggest you read issue 551 of Z*Net, and read the Z*Net New Zealand
section. This will give you my views and say the bandwith here.

I for one have had a drop and a BIG one in charges ie my monthly bill
on GEnie with the introduction of the Star Services. This new service
has saved me over $us75.00 per month as email is a star service now.

Happy 1991. See you in the ALL SYSOPS RTC on Page 475 on Saturday the
5th of January 1991 at 9pm EST [usa time] or the 6th January 1991 3am
UTC / GMT.

Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz 72000.3555@compuserve.com.usa
GEnie : J.Clarke6 Compuserve : 72000,3555
-----Where is Runciman?

28. Re: TeX/LaTeX info sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 14:50:02 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan2.145002.1@simvax.labmed.umn.edu>
Source record: 236190

In article <1991Jan2.111541.1@simvax.labmed.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> ESSENTIAL.TEX - "Essential LaTeX". Contains VERY basic information.
> Run this through LaTeX.

I have been notified that the file ESSENTIAL.TEX requires a style file for handouts called HNDOUT.STY. The DECUS TeX collection includes this style file, but I have no idea whether the Atari ST collection has this style file. I have uploaded the file HNDOUT.STY to the atari.archive server, so it should be available shortly. Sorry for any inconvenience.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

29. Re: GNU (as it applies to the ST)

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 15:03:38 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3781@eastapps.East.Sun.COM>
Source record: 236183

Any GNU experts out there? It'd be nice to have a list of pathnames
for atari.archive and dsrgsun which point to various GNU software -
The aim being to get complete working packages of the latest 'bestest'
software. Like for Emacs, GCC, G++, Scheme?, etc...

I don't know about anyone else but it's quite confusing to see
multiple versions with multiple (and often incompatible) libraries,
etc. Perhaps a system could be devised to facilitate the process of
distribution? packages like TeX, GNU software, and others would
benefit. There are other releases of software that don't suffer from
this, likely planned I would think!

Cheers,

Joe
-=-

30. Midi software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 15:41:09 UTC
From: srmjr@cbnewsd.att.com
Message-ID: <1991Jan2.154109.948@cbnewsd.att.com>
Source record: 236181
Cross-posted to: rec.music.synth,comp.sys.atari.st

Atari ST Software:

Dr. T's MT32 patch editor/librarian - $35

Dr. T's Midi Recording Studio - $20

Sam Mullins
att!ihlpm!srm
Bus. (708)979-4563
Home (708)898-8754
--
"What a strange, strange boy. He sees the cars as sets of waves.
Sequences of mass and space. He sees the damage in my face."
- Joni Mitchell

31. STE compatible software

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 16:12:21 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59404@aurs01.UUCP>
Source record: 236182

Is there a definitive list of major ST software that will or
will not run on the STE? I have been trying to recommend
programs to a friend with an STE, but I can't be sure what
will run. (I was crushed when my trusty old "Star Raiders"
refused to run on it.)

I can only make a few contributions. These programs work on the
STE (as far as I can tell):

Data Manager Professional
Their Finest Hour (better colors than ST!!)
Battlehawks 1942
Codehead Utilities
Dr.T's Tiger Cub, KCS V3.0
Atari Joust, Crystal Castles

Also, is the Mega STE going to have TOS V1.6, or higher? Will the
famous STE bugs be fixed for its release? I'm curious if it will
be worthwhile to upgrade from a Mega 2 to a Mega STE.

**********|||**********
Jonathan Whitcomb ||| UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 / | \
Raleigh, NC / | \ ******Save the ST!!!******

32. Re: how can I print to disk?

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 16:25:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0aymtna@jonh.wimsey.bc.ca>
Source record: 236053

In <2893@laura.UUCP>, Rainer Klute writes:
>In article <3507@wpg.com>, russ@wpg.com (Russell Lawrence) writes:
>|> Someone suggested barrel.prg a few weeks ago, but the copy I
>|> found on compuserve provides spooling to ram only, rather than
>|> to disk.
>
>Using Barrel you spool your output to a RAM buffer first, then you call
>Barrel again. It will let you write the RAM buffer to a disk file then.

Harlekin also does this, and many other things handy for programmers.
Of course it's a little pricey. The spooler size is more configurable
and all the other features are excellant too.
>
>--
> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
> Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
> Postfach 500500 |)|/ Tel.: +49 231 755-4663
>D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

33. avsplayr.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 16:47:08 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3784@eastapps.East.Sun.COM>
Source record: 236185

I'd like to run colawars and have since discovered that it requires avsplayr.lzh - a file that isn't on atari.archive (as least by that name). Any hints?

Joe
-=-

34. Re: STE compatible software

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 18:06:00 UTC
From: root@jonh.wimsey.bc.ca
Message-ID: <A0aymya6@jonh.wimsey.bc.ca>
Source record: 236186

A British Mag (ST Format) published a list of games when the STe first came out. Many of the games ST Format said didn't work have been found to work on 1 meg machines. Probably because of the larger TOS.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

35. Where to get ZIP for STs?

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 18:14:08 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Jan2.181408.19676@lonex.radc.af.mil>
Source record: 236188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I thought I say a version of unzip for the ST a while back, but can't find
it anywhere.

Does someone know where I can find a program for an ST to "unzip" files that were
compacted using pkzip on an IBM?? I want to unzip only, as several picture
files I was looking for were available on a BBS in .zip form only.
--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

36. STadel questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 18:14:38 UTC
From: jhm@nixtdc.uucp
Message-ID: <1991Jan2.181438.17893@nixtdc.uucp>
Source record: 236187

(My apologies if you've seen this before, but I stupidly typed "north america"
as a distribution keyword instead of "na")

I've been thinking about setting up my own BBS, so I got the three STadel
archives from atari.archive. Now, they contain a *lot* of useful utilities
and stuff (is there a new version of the jsh shell?), but they don't include
the source, and they are apparently some files not included (such as aide.mnu),
and they don't include a place to which I could send money if I decide
to use it. (I try to pay for shareware I use.)

So the questions are:

1) Does anyone actually have the "other" distribution of 3.3c, with the
files that are missing from the atari.archive files? --preferably
source as well, but it won't ruin my life if the sources never show.

2) Does anyone have an address for David "orc" Parsons, so I can send
him money if I decide to use it?

Thanks for your help.

John McMullen
jhm@nixtdc.UUCP or jhmcmullen@watyew.waterloo.edu
but it just forwards the mail

From comp.sys.atari.st.tech Wed Jan 2 13:08:41 1991
From: jhm@nixtdc.uucp (John H. McMullen)
Date: Mon, 31 Dec 90 03:37:02 GMT
Subject: Monochrome monitor shakes -- request for summary

After moving my machine to a new room, I find that my aged but usually
reliable SM125 monitor has developed an intermittent case of the
monitor shakes. I recall people were talking about this but didn't
bother to read the posts (after all, my monitor was usually reliable).
Could someone please e-mail me a summary, please? (Don't post; no need
to waste bandwidth, and I might not see it: we expire news awful fast here.)

Thanks!

John McMullen
jhm@nixtdc.uucp or jhmcmullen@watyew.waterloo.edu
but it just forwards to nixtdc

37. IBM Formatting Progs

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 20:24:52 UTC
From: schultzd@kira.uucp
Message-ID: <1991Jan2.202452.2403@msuinfo.cl.msu.edu>
Source record: 236189

I've heard about problems with PS2FORM due to identical serial numbers being placed on all disks. I've also heard about a program which does put random serial numbers. I could not find this program.

I like to keep ALL my data disks formatted to IBM incase I need to swap data with IBM users. (For some reason I can't convince everyone in the world to buy an ST ;^)

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ ARMAGEDDON SOFTWARE DEVELOPMENT / | \

38. Re: Phantom typist and mystic (Was: Timedrv5 (and: 1st Word Plus))

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 21:44:28 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan02.214428.29279@ecst.csuchico.edu>
Source record: 236197

jvt@its.bt.co.uk (John Trickey) writes:

- I too have recently re-discovered the Typist - or at least I think
- it is. I occasionally use mystic to format higher capacity disks
- when I don't want doMeSDOS (is that a UK joke) compatibility. I have
- found that mouse movement too soon after clicking the format button
- causes a key down fault. This appears to be the ESC key as the
- directory windows are updated although pressing any key will stop
- the problem. This is 100% reproducable on my system and does not
- seem to require the presence of any other accessory. As yet my cure
- is to count to 5 before moving the mouse - but if those chasing this
- bug want more info I will look at it more seriously (by email please).

This occurs not only with Mystic, but with all, if not most, desk accessories using the pseudo-multitasking feature. I have experienced the repeated key syndrome while uploading with STalker, the do-everything-in-the-background desk accessory terminal program by Eric Rosenquist, and typing in a text editor like STeno, which comes with STalker. (No, Eric didn't pay me to say that. He just writes great programs.) I asked him about the problem and he's looked into it a lot, but hasn't found a cure. It seems Atari hasn't been to helpful in discovering a cure, or even recognizing the problem. If I remember correctly, it's the keyboard interrupt interfering with the multitasking (is it 'evnt_multi' or something like that?). He mentioned something about waiting for Doug Wheeler's (from Gadgets) routines from the Megatalk board, I think. He said they should work right. I'm not sure what correlation Megatalk board has with it, but it sounded promising. :^) I asked Eric about this a while ago, so my memory about it is a little foggy.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

39. Re: STE compatible software

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 21:59:16 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan02.215916.29417@ecst.csuchico.edu>
Source record: 236191

whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:

- Is there a definitive list of major ST software that will or
- will not run on the STE? I have been trying to recommend
- programs to a friend with an STE, but I can't be sure what
- will run. (I was crushed when my trusty old "Star Raiders"
- refused to run on it.)

There are very few programs that do not work on the STe. I guess
Star Raiders is one of them. :^) Some games will not owrk because
they make programming shortcuts and didn't heed Mother Atari's rules.

- Also, is the Mega STE going to have TOS V1.6, or higher?

Yeah. It should have the new 'TT desktop.' Other than that, it
seems to be the same as TOS 1.6.

- Will the famous STE bugs be fixed for its release?

What STe bugs?

- I'm curious if it will be worthwhile to upgrade from a Mega 2 to a
- Mega STE.

Yes. I've even been thinking about upgrading from my STe. :^) But
I probably won't. I'd miss my ICD booter software and could just
install an ADSpeed to get the 16Mhz. A detachable, nice-looking
keyboard (not a KX or Zkeys hack job with IBM keyboard) would be nice
too. (BTW, there's something called a Megamater cable which lets you
connect a Mega keyboard to a 520/1040. If the MegaSTe and TT uses
the same modular phone jack, I wonder if it would work.)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

40. Re: TOS quirk with ALT key

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 22:15:07 UTC
From: apratt@atari.UUCP
Message-ID: <2792@atari.UUCP>
Source record: 236192

dbrooks@penge.osf.org (David Brooks) writes:
>...the keys in the top row, between "1" and
>"=", get 0x76 arbitrarily added to their scancodes before being
>returned to me.

That's not arbitrary; it's part of the VDI spec, which is really just a codification of the behavior of the IBM PC keyboard/scancode characteristics. I don't know WHY it is, but the keys from 1 to = are defined to return scan codes 0x78 to 0x83, and that's just the way it is.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

41. Re: STE compatible software

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 23:02:38 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1991Jan2.230238.14478@cbnewsj.att.com>
Source record: 236196

> Is there a definitive list of major ST software that will or
> will not run on the STE?

STart magazine included a compatibility list in it's Dec. 1990 cover
story on the ST. I quote from it:

"Extensive testing by European sources shows that less than a quarter
of the available games run on the STE."

It goes on to say that programs that break the TOS developer guidelines
(Microsoft Write being one of them) will most likely not run on the STE.

Here is START's very noncomprehensive list of programs that DO run on the STE.

WORD PROCS/DTP	GRAPHICS	PROG/OTHER
1st Word Plus	CAD-3D 2	GFA Basic 3.0
Calamus 1.09	Cyber Paint	HiSoft Basic
Fleet St. Publ.	DEGAS Elite	Laser C
Pagestream	EasyDraw	MWC
Wordflair 1.0	Spectrum 512	Lattice C
WordPerfect 4.1	Touchup	Phasar 4.0
Word Writer 1.0		

The list also included about two dozen games that run on the STE,
including Chessmaster 2000, F-15 Strike Eagle, Gauntlet II and Ultima II.

I wish someone would compile a more comprehensive list, something
like the excellent Spectre compatibility lists found in Dave Small's
newsletters.

Rana Dutt
rcd@mtqua.att.com

42. Re: Where to get ZIP for STs?

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 23:15:01 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37500@cup.portal.com>
Source record: 236200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There are various implementations of ST_UNZIP available practically everywhere. Nothing fancy, but it gets the job done. It's either Shareware or PD can't recall..

Also DC Utilities (commercial, like $30) has a ZIPper and UNZIPper.

Bryan_Jones_Woodworth@cup.portal.com

43. Re: IBM Formatting Progs

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 23:36:52 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.662859412.larserio@kvart.ifi.uio.no>
Source record: 236199

PROTECT5.PRG is a resident virus-killer protector and it makes disks
readable on IBM's AND writes random serial numbers...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

44. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-02 23:37:36 UTC
From: psurge@cs.utexas.edu
Message-ID: <16430@cs.utexas.edu>
Source record: 236198

In article <123@gem.stack.urc.tue.nl>, michael@gem.stack.urc.tue.nl (Michael Brouwer) writes:
> Hello,
>
> Does anyone have a list of atari ftp sites and specifacly one were I kan get
> the latest update of uniterm?
>
> If you do please mail me this information.
>

What? Uniterm was upgraded? And nobody told me...well call the President, better yet, just tell us where we can get version 2.0f and I will be happy.

I think most of us use Uniterm, so anyone who knows were an upgrade is should post it to the net, so we can all get the new version.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

45. Re: STE compatible software

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 00:14:00 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <37505@cup.portal.com>
Source record: 236195

>Also, is the Mega STE going to have TOS V1.6, or higher? Will the
>famous STE bugs be fixed for its release? I'm curious if it will
>be worthwhile to upgrade from a Mega 2 to a Mega STE.

Quick Index reports the Mega STe has TOS 2.2 installed...

It apparently fixes those known bugs in lower versions of TOS too...

This is essentially the TT TOS, and adds lots of nice features..!

BobR

46. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 01:28:17 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1991Jan3.012817.6966@bwdls61.bnr.ca>
Source record: 236051

In article <16430@cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
> In article <123@gem.stack.urc.tue.nl>, michael@gem.stack.urc.tue.nl (Michael Brouwer) writes:
> >
> > Does anyone have a list of atari ftp sites and specifacly one were I kan get
> > the latest update of uniterm?
[stuff deleted]
>
> What? Uniterm was upgraded? And nobody told me...well call the President,
> better yet, just tell us where we can get version 2.0f and I will be happy.
>
[stuff deleted]
> post it to the net, so we can all get the new version.
>
Don't expect any more updates to UniTerm beyond the last 2.0e 014(?) version.
I ran into Simon Poole at a meeting in CA last summer, and he definitely left me with the impression that he's had enough of working on it. I don't recall if he still has an ST...

In my case, I have moved to STalker by Eric Rosenquist who lives right here in the Ottawa area. I am extremely satisfied with his product which I highly recommend. If you obtain a copy, be sure to send in your registration as Eric provides excellent support; heck, he even added the capability to use the contents of a FunctionKey as part of the dial string for me. I need to send (currently) up to 39 characters to my modem for some dialing sequences; so I asked Eric what he could do... The current version (2.06) has this feature. In fact, Eric went the extra mile on this one and allowed multiple F-key strings to be used (will not allow a circular reference though). That kind of support has sold me on his products.

Anyway, we started on UniTerm which was provided to the ST community by Simon completely free/gratis/no-charge; he also supported his excellent product very well. However, I strongly believe he has moved on to other things.

Simon: I suspect you are no longer reading this newsgroup, but if you are...
How are you? Can you let us in on what you're up to these days?
Even if it's only fishing... :^)

UniTerm and now STalker/STeno: Two of the best, and best supported products for the Atari ST line.

My only relationship with Simon and Eric is as a very satisfied user of both products.

Cheers,
Pierre

Oh! Almost forgot: STalker works on Moniterm monitors, Overscan mods, and (I think) even on the TT!

Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

47. Looking for UUCP-f-protocol on ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 01:39:06 UTC
From: ob@obh.in-berlin.de
Message-ID: <7714831@obh.in-berlin.de>
Source record: 236054

Hi everybody,

does anybody know about an implementation of the UUCP-f-protocol
on the ST? I will soon get my HST-Modem, but g-protocol and HST
aren't the best partners :-(
The best would be a UUCICO compatible to Rodney's UUCP-modules/
mailtruk but with f- or e-protocol.

Bye, Olli an PLEASE: REPLY!!!
--

|ob@obh.in-berlin.de (Oliver Brandmueller) |bbs:+49 30/853 65 44|
|Detmolder Str. 64a - Tel.: +49 30 853 69 80 | write 'n enjoy! |
---

48. Looking for Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 04:42:32 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Jan3.044232.16947@cs.ucla.edu>
Source record: 236052
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware

Hello, all! I finally have the money to purchase a Macintosh emulator, but I've been having difficulty finding the required 128k ROMs. If you have a set to sell or know where I might find some, please let me know. The price is negotiable.

Steve Whitney
stephen@cs.ucla.edu
(213) 839-7062

--
Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY (To Cal: We still have the axe!) `-----'

49. Mac MIDI S/ware under GCR Add-On Board: Available?

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 06:50:50 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1991Jan3.065050.23349@cunixf.cc.columbia.edu>
Source record: 236055
Cross-posted to: comp.sys.atari.st,rec.music.synth

Not long ago I read in a magazinelike KEYBOARD that Dave Small had developed a board for Mega machines that would hook up to Apple Midi intrface and allow Mac Midi s/ware to be run under the GCR. Is that available?

Imran Anwar

50. Re: Looking for Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 07:00:18 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Jan3.070018.21640@cs.ucla.edu>
Source record: 236056
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware

In article <1991Jan3.044232.16947@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>Hello, all! I finally have the money to purchase a Macintosh emulator,
>but I've been having difficulty finding the required 128k ROMs. If
>you have a set to sell or know where I might find some, please let
...

It's strange replying to my own message, but I found someone who will
sell me a set he no longer needs. Thanks!

--Steve
--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY (To Cal: We still have the axe!) `-----'

51. detex

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 09:20:56 UTC
From: uttwkt@utrcu1.UUCP
Message-ID: <764@utrcu1.UUCP>
Source record: 236057
Cross-posted to: comp.text.tex,comp.sys.atari.st

Hello,

Is there a program like "detex", which strips off the (La)TeX-commands,
for the Atari ST computer? Pointers to ftp-sites(including address-
number-code) are welcome.
Thanks!

Harmen van den Berg
University of Twente
The Netherlands
hvdberg@math.utwente.nl

52. amiga samples on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 11:08:07 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <4133@uniol.UUCP>
Source record: 236058

```
Hi everybody out there,

Merry xmas and a happy new year!

And here is my question :

Does anybody know how convert Amiga samples to
the .snd - format used by play, digivec and all
these funny pd soundlpayers?
The .snd format is compatible to the one that the
apple MAC uses.
(the amiga samples are in RAW DATA format,
but a friend of mine can convert them to any
other common amiga-format)
anything may help!

Thanx in advance,
Frank
--
================================================================================
Nick : Lateman | I may be late,
Real : Frank Moehle, Oldenburg, West Germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
EARN/BITNET: 025881@DOLUNI1 UUCP: moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<---------------------------------
Computing violation , IBM dumped
```

53. Re: Predictions

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 14:39:17 UTC
From: aiajms@castle.ed.ac.uk
Message-ID: <7676@castle.ed.ac.uk>
Source record: 236062

Dear Jim et all

Before I start my own modest offering of predictions, I would like to congratulate Jim on his "Nostra Damus" like predictions he has made on the globe and Atari, very interesting and a trifle amusing. (I would have prefered his comments on the Persian gulf than that of Atari to be honest!)

I am of the opinion that with the current state of the global economy, certainly in the US and in the UK, and nervousness over the Gulf war, that companies of whatever stature are going to find life difficult to survive. As a result, most companies will either have to push up prices (which is inflationary == bad) or cut production costs. Cutting production costs will be for most manufactures the first choice.

Now lets look at Atari. They have already cut costs in many areas in the new machines. The plastic casing on the ST is nothing short of "tacky", the keyboard feels like a spring mattress on a bed, plus the array of "99%" functionality of I/O ports. Plus the darn things are made in Taiwan.

I cannot see Atari being able to make enough savings in cost of production to keep prices as they are at the moment. They will either have to increase prices, thus placing them in the realms of PC-land which would be a difficult market for them to compete or further reduce production costs. I believe the ST is already "mutton dressed as lamb", and I cannot see them doing much more with it.

Cheers.

==
Name : Andrew Mcsherry +++++++
Degree: Computer Science & Artificial Intelligence(4) ++ ++
Univ : University Of Edinburgh, Scotland. ++ ++
Mail : aiajms%uk.ac.ed.castle@nsfnet-relay +++++++
.......Go Elway....Go Humphries....Go Johnson. GO BRONCOS
==

54. GRAFX for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 14:49:38 UTC
From: raza@cs.hw.ac.uk
Message-ID: <1880@odin.cs.hw.ac.uk>
Source record: 236063

Subject: GRAFX

Here is the small info about GRAFX I promised some time ago.
Could you please post this mail to comp.sys.atari.st and
comp.sys.atari.st.tech because I have no access to News here in Paris...

~~~~~~~~~~~~~~~~

Product GRAFX for Atari ST
Company PROCYON
65, Avenue Victor Hugo
F-33110 LE BOUSCAT
FRANCE
tel: +(33).56 50 54 10
^
this is the international code for France

Main Features :

PostScript interpretor; automatic or interactive mode
Display previewer
Text Editor included for the creation &/or modification of sources
Ability to use directly GDOS fonts or to convert them in PS compatible
fonts
external programs for customizing fonts

Files Included :

GDOS
GRAFX v1.1
PS fonts : Times-Roman, Times-Italic, Courier, Courier-Oblique,
Helvetica, Helvetica-Oblique, Olde
GDOS fonts : News, Lark
GEMFONT.TOS |
CVTFONT.TOS |
STDFONT.TOS |> customizing fonts
STDTOUCH.TOS |
Printer drivers : SLM804, quite all the dot printers

Other features :

export GEM-metafiles
ability to customize the pre-file CONFIG.PS

Everything is included in 2 disks 3'5; it is very easy to install it on HD.

****
* I have absolutely no contact, personal or professional, with the *
~~~~~~~~~~~~~~~~

```
* company names PROCYON. This is not an advertisement. This is info... *
************************************************************************

~~~~~~~~~~~~~~~~~
```


```
+-------------------------------------+-------------------------------------+
| Daniel Glazman | e_mail in Sweden : |
| Telecommunications & Computer Science | glazou@mowitz.pdc.kth.se |
| The Royal Institute of Technology | e_mail in France : |
| S-100 44 STOCKHOLM, SWEDEN | glazman@inf.enst.fr |
+-------------------------------------+-------------------------------------+
```

55. Re: STadel questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 15:55:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1324095011@thelake.mn.org>
Source record: 236060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[jhm@nixtdc.uucp writes ...]

> I've been thinking about setting up my own BBS, so I got the three STadel
> archives from atari.archive. Now, they contain a *lot* of useful utilities
> and stuff (is there a new version of the jsh shell?), but they don't include
> the source, and they are apparently some files not included (such as
> aide.mnu),

Oops. Several people on the net should be able to mail you that one.

> and they don't include a place to which I could send money if I decide
> to use it. (I try to pay for shareware I use.)
>
> So the questions are:
>
> 1) Does anyone actually have the "other" distribution of 3.3c, with the
> files that are missing from the atari.archive files? --preferably
> source as well, but it won't ruin my life if the sources never show.

Sources are available from the MAST BBS, (612) 472-6582, in Minnesota,
which runs a Telebit T2500 -- you can snag the files at high speed using
either V.32 or PEP protocols. Use STadel to file-request "*.dir" from
the "STadel" room. MAST has source code to STadel and binaries for
STadel, Fortress, Citadel-86 and <fnord>adel. The sysop of MAST is
tacook@mast.moundst.mn.org; the BBS is a Citadel/UUCP gateway.

The problem with the sources is that they depend on the Alcyon compiler,
which almost nobody uses anymore, and Orc's personal mutant libc.a.

> 2) Does anyone have an address for David "orc" Parsons, so I can send
> him money if I decide to use it?

Orc's network address is akcs.orc@vpnet.chi.il.us or orc@jazz.sybase.com.
He has released STadel to the public domain and is (slowly) working on
a small, modular, portable replacement.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

56. 4 Player Option

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 16:34:34 UTC
From: dalessio@motcid.UUCP
Message-ID: <5483@feldspar23.UUCP>
Source record: 236071

```
Some games, such as Gauntlet II, allow four player
to play at once. Here are the pin assignments for
the cable. You need two female 9-pin plugs and
one 25-pin plug (don't remember if it's male or
female).

Joystick 3 Parallel Port
----------------------------
1 6
2 7
3 8
4 9
6 11
8 25

Joystick 4 Parallel Port
----------------------------
1 2
2 3
3 4
4 5
6 1
8 24

Parallel port pins 18-25 are all connected to ground.

I haven't tried building this myself, so I don't know if
it will work. Good luck!

*****************************************************************
* ************************************************************ *
* * * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Group * *
* * * * *
* ************************************************************ *
*****************************************************************
```

57. Re: Amiga ST Emulators (was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 18:49:47 UTC
From: mjv@brownvm.brown.edu
Message-ID: <60644@brunix.UUCP>
Source record: 236064

In article <17129@brahms.udel.edu> don@brahms.udel.edu (Donald R Lloyd) writes:
> Of course, there's always the problem of how to get ST ROMs, and they'll
> probably end up being pirated also, such as has been done with the Amax
> Mac emulator. Just dump the ROMs to disk & hack the emulator code to load
> it from disk. Pirating an entire computer is sinking pretty low, but that's
> what's very likely to happen with these ST emulators...

Which is the exact problem with some of the emulators in particular the Medusa ST emulator. I picked up a British Amiga magazine because it had a cover article on emulators. It described the Medusa emulator in particular.
The article stated that the way to get the ST roms was to take a ST program that came with the emulator that dumps the roms to disk. Then you use that to boot the ST emulator. The Medusa card was a very small being that only had a couple of chips and NO roms sockets.
BTW ST roms aren't hard to get. You can easily buy TOS 1.4 roms from any Atari dealer (finding the dealer is the hard part :-) But I doubt Amiga people would stoop to paying the ~$90 for the roms.
Any, back to Medusa. I was just amazed (or as they say here in the Brown Daily Herald: "Shocked and outraged!") that the magazine was condoning such blatant pirating. And don't doubt that Atari won't sue this company. Atari has sued in the past and they are probably strong enough in the Germany arena to do it. It just amazes me that a big magazine would condone a product that used pirating to work.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of Agnes Nutter, Witch

58. Re: 1040/Memory Exp

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 19:17:44 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <9498@cg-atla.UUCP>
Source record: 236059

I'm interested in the 1040st you have for sale
Email to me how to get in touch with you or call
me at home, (617) 942-7339

Ken

--
AGFA Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. rectum? Shit, nearly killed 'em!

59. Re: STadel questions -- refined

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 19:34:40 UTC
From: jhm@nixtdc.uucp
Message-ID: <1991Jan3.193440.5046@nixtdc.uucp>
Source record: 236088

I asked for the missing files for STadel. Sigh. That was The Post
That Didn't Work Right, No Matter What.

Before I'm told to RYFM, what I'm interested in is

a) aide.hlp, not aide.mnu (which is in the atari.archive files)
as I mistakenly posted;
b) information on creating floors -- aides do it, apparently,
but with what command? And what are the configuration parameters
in ctdlcnfg.sys for floors? (There are some that refer to floors,
but how to use them?)

I should have thought of phoning up MAST directly, but I was trying
to avoid phoning Minnesota (nothing personal :-). I suppose
if I borrow a Telebit from the office, it'll improve things.

If anyone can help me with these things, I appreciate it.

(I hope I've finally got it right....)

John McMullen
jhm@nixtdc.uucp or jhmcmullen@watyew.waterloo.edu
but it just forwards to nixtdc

60. Re: Predictions

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 19:36:23 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Jan3.193623.10020@cunixf.cc.columbia.edu>
Source record: 236067

In article <7676@castle.ed.ac.uk> aiajms@castle.ed.ac.uk (-=Andy=-) writes:
>Dear Jim et all
>
>Before I start my own modest offering of predictions, I would like to
>congratulate Jim on his "Nostra Damus" like predictions he has made on
>the globe and Atari, very interesting and a trifle amusing. (I would have
>prefered his comments on the Persian gulf than that of Atari to be honest!)

Certainly, the Gulf would be more interesting to talk about, but...

>
>I am of the opinion that with the current state of the global economy,
>certainly in the US and in the UK, and nervousness over the Gulf war,
>that companies of whatever stature are going to find life difficult to
>survive. As a result, most companies will either have to push up prices
>(which is inflationary == bad) or cut production costs. Cutting
>production costs will be for most manufactures the first choice.

Well, companies will try to cut costs, but as for the rest of your
analysis....I don't think so.

>Now lets look at Atari. They have already cut costs in many areas in the
>new machines. The plastic casing on the ST is nothing short of "tacky",
>the keyboard feels like a spring mattress on a bed, plus the array of
>"99%" functionality of I/O ports. Plus the darn things are made in
>Taiwan.

This is all true. ST's are certainly not built to last, but what
can you expect at that price? When you buy a Hyundai, you can't expect it
to last as long as a BMW.

>I cannot see Atari being able to make enough savings in cost of
>production to keep prices as they are at the moment. They will either
>have to increase prices, thus placing them in the realms of PC-land
>which would be a difficult market for them to compete or further reduce
>production costs. I believe the ST is already "mutton dressed as lamb",
>and I cannot see them doing much more with it.

Well, if Atari raised prices, they would effectively cut their own
throat. I suspect, if sales really start to slump, they will just
slow down or stop production until such time as demand picks up. They
don't have the cash to inventory all this stuff if nobody is buying so
I think the layoff option will be the most attractive. The majority of
Atari's employees are located in Taiwan and Japan so I would expect
the ax to fall heaviest there (Besides, Atari already cut back in the
USA last year).

>Cheers.

Hey, that's my line! :-)

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

61. Re: TeX/LaTeX info sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 20:16:36 UTC
From: be@arium.stgt.sub.org
Message-ID: <8841628@arium.stgt.sub.org>
Source record: 236073

In article <1991Jan2.111541.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
(Sender was: news@cs.umn.edu)

> The files in this ZOO archive provide an introduction to TeX and LaTeX which
> may prove useful to the beginning user.
>
> ESSENTIAL.TEX - "Essential LaTeX". Contains VERY basic information.
^^^

And how am I supposed to read those...

without having installed TEX allready?

AAAAAaaaaaaah

TschauTschau
Bernd
--
---
be@arium.stgt.sub.org | be@aragon.gtc.de | ud01@kauni2.bitnet
(if all else fails try: ud01@ibm3090.rz.uni-karlsruhe.de)
---

62. .snd files and sparc stations

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 20:46:55 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3800@eastapps.East.Sun.COM>
Source record: 236075

What does one use to play the .snd files on atari.archive? Is there an Ste version (for pseudo (or real) stereo)?

There was some talk a while ago about converting various sound formats (sparc<->atari<->mac<->amiga). Did any software for doing this surface or get put on atari.archive?

Thanx.

Joe
-=-

63. GEM key sequences?

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 20:49:03 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540001@hpcc01.HP.COM>
Source record: 236061

I'd like to compile a list of key sequences that are useful under GEM.
I can never remember the keys to do a screen dump or a warm start, and
they're always hard to find in the manual. Plus I suspect that
there are some that aren't even in the manual. So I'll start this off
and anybody who has any to add please join in. I'll post a summary if
I get any e-mail replies...

<Esc> = Re-read disk for active window

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

64. Re: amiga samples on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 20:51:48 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan03.205148.12591@ecst.csuchico.edu>
Source record: 236068

Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) writes:

- Does anybody know how convert Amiga samples to the .snd - format
- used by play, digivec and all these funny pd soundlpayers?Z

Get DIGIEDIT.LZH from atari.archive. Load the Amiga sound as 'raw data,' as opposed to 'ST Replay file.' Click on CONVERT. Select Option #2 under the Options menu to save the file. Don't play the file from DigiEdit. Converted Amiga files will still sound garbled; you have to convert it back to an Amiga file for it to sound right from within DigiEdit. Use another player, like play, beep, click, or digivec as you suggested, to play the converted Amiga file.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

65. Re: Predictions

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 21:05:40 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan03.210540.12842@ecst.csuchico.edu>
Source record: 236069

aiajms@castle.ed.ac.uk (-=Andy=-) writes:

- Now lets look at Atari. They have already cut costs in many areas
- in the new machines. The plastic casing on the ST is nothing short
- of "tacky", the keyboard feels like a spring mattress on a bed, plus
- the array of "99%" functionality of I/O ports. Plus the darn things
- are made in Taiwan.

They have already cut costs in many areas in the NEW machines? It's always been that way! All their ST computers have been what you described above since the 520ST, although I would argue that the Mega's keyboard is better. The plastic casing and Taiwan manufacturing are what make the darn things so cheap. You get what you pay for. If you want a comparable Mac, you'll pay for it.

Enough of the history lesson. I thought this was the prediction thread.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

66. Re: TOS quirk with ALT key

Newsgroup: comp.sys.atari.st
Date: 1991-01-03 21:09:04 UTC
From: dbrooks@osf.org
Message-ID: <17689@paperboy.OSF.ORG>
Source record: 236066

```
In article <2792@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
|> dbrooks@penge.osf.org (David Brooks) writes:
|> >...the keys in the top row, between "1" and
|> >"=", get 0x76 arbitrarily added to their scancodes before being
|> >returned to me.
|>
|> That's not arbitrary; it's part of the VDI spec, which is really just a
|> codification of the behavior of the IBM PC keyboard/scancode
|> characteristics. I don't know WHY it is, but the keys from 1 to = are
|> defined to return scan codes 0x78 to 0x83, and that's just the way it
|> is.

Thanks for the explanation, Allan. A clarification: in the part you
edited out I explained that this only happens when ALT is depressed.
Otherwise, the scancodes 0x02 to 0x12 are returned. Is *this* also
true of the IBM keyboard?
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
```

67. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 00:20:59 UTC
From: psurge@cs.utexas.edu
Message-ID: <16477@cs.utexas.edu>
Source record: 236070

In article <1991Jan3.012817.6966@bwdls61.bnr.ca>, fortinp@bwdls56.bnr.ca (Pierre Fortin) writes:
> UniTerm and now STalker/STeno: Two of the best, and best supported products for
> the Atari ST line.
>
> Cheers,
> Pierre
>
> Oh! Almost forgot: STalker works on Moniterm monitors, Overscan mods, and (I think)
> even on the TT!
>

Ok, were do we get STalker, is it on the FTP sites? I would love to give this
a try!

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

68. Re: STadel questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 00:34:29 UTC
From: zair@polari.UUCP
Message-ID: <3073@polari.UUCP>
Source record: 236083

More on STadel: the last version released as binaries was STadel 3.3d, which I believe is the version available on MAST. If you're closer to Seattle than you are to Minnesota, you could call my BBS and I'll put the stuff up for you. I ran STadel 3.3d for a month and just switched to <fnord>adel, which was based on the STadel 3.3b code. 3.3d has a lot of features <fnord> doesn't have, but they're working on it. One of the advantages of <fnord> is that it is still being actively supported, whereas orc has stopped working on STadel.

STadel and related files I have:

STadel 3.3d binaries, documentation, and help files
STadel 3.4a sources
<fnord>adel 1.30 binaries, docs, and help files

Any or all of the above can be made available to you if interested. Drop a note to me (Sysop) on my BBS, Snickersnack at (206)869-8697 (300/1200/2400).

==
Peter Sarrett | 18603 NE 59th Court | "I don't know what God is,
Internet: zair@polari | Apt. E207 | but I know he's more
GEnie: DELTASOEGTSI | Redmond, WA 98052 | powerful than Mom & Dad
BBS: (206)869-8697 | Phone: (206)869-7746 | combined." - L. Simpson
==

69. Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 01:26:11 UTC
From: rrwood@contact.uucp
Message-ID: <1991Jan4.012611.23146@contact.uucp>
Source record: 236065
Cross-posted to: comp.sys.atari.st,comp.sys.mac.wanted

Someone recently posted a request for 128K ROMs to be used with his Atari ST/ Spectre GCR. This prompts me to ask two questions which I've been curious about for a while:

1.) Why doesn't litigation-happy Apple sic their lawyers on Gadgets by Small?

2.) Why doesn't anyone talk about how easy it is to duplicate a set of Mac ROMs instead of forking out the cash for an official set? All you need do is borrow a friend's ROMs and an EPROM (or EEROM) burner...

I hope this elicits a response from someone official at Apple, or at least from someone with answers.

-Roy Wood.

70. SOZOBON Problem

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 02:18:21 UTC
From: gray@diemen.utas.edu.au
Message-ID: <1906@diemen.utas.edu.au>
Source record: 236072

Hi all,

I recently FTP'd the SOZOBON compiler from ATARI.ARCHIVE, along with the GULAM shell and ELVIS (trying to improve my knowledge of C).

Trouble is, after I run ELVIS, the Sozobon linker (LD) will fail, with a message saying it can't open the output file. What is even more confusing is that if I quit out of Gulam and then restart, everything worts fine until I use ELVIS again. It seems as though ELVIS is doing something it shouldn't, but if this is the case why doesn't an earlier part of the compile stage fail?

The problems occur when I use both MAKE and CC (as supplied in the Sozobon kit).

My machine is a Mega 4 (TOS 1.2) and I run Gulam from Neodesk. I have tried disabling all of my AUTO folder utils and DA's, and even Neodesk, running Gulam directly from the inbuilt desktop, but I still get the problem at link time.

If I use the -v option to CC (to see the progress of commands) I notice odd graphic characters after one of the file names passed to the linker, but these seem to be visible both when the linker works and when it doesn't.

Also, if I use MAKE rather than CC (using just the simple form 'make xx.ttp') I can tell if it's going to work or not almost immediately - if MAKE displays the command it passes to CC then the I know the compile is going to work. If make doesn't display this, I get lots of disk accessing (ie., going through the compile stages) and then the link failure.

Has anyone else seen this problem before? Can anyone suggest a fix?
Heres hoping...!

Tony Gray AARNET : gray@diemen.cc.utas.edu.au
School of Applied Computing Phone : +61 03 260366
University of Tasmania - Launceston
(was Tasmanian State Institute of Technology - Score : South 1, North 0!)
---

71. bash for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 04:40:32 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <1991Jan4.044032.11282@mintaka.lcs.mit.edu>
Source record: 236074

> The "init.prg" that comes with the system is useful because it directly
> supports pipes, background processes, and job control. There's a port
> of the GNU "bash" shell to MiNT, too.

According to the docs provided with the latest version of
The MINT kernel, bash is available for MiNT. Can someone
please let me know where I can get a copy? What kind of
shape is it in? Does it support job control?
Thanks for any help.

Regards,

Doug (dstailey@gnu.ai.mit.edu)

--
disclaimer: This message is sold by weight, not volume. Contents may have
settled during shipment.

72. SOZOBON Problem (Again)

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 06:43:37 UTC
From: gray@diemen.utas.edu.au
Message-ID: <1907@diemen.utas.edu.au>
Source record: 236076

Hi all,

Further to the problem I reported earlier with SOZOBON C/GULAM/ELVIS,
I seem to have stopped the problem with the loader not being able to
write to the output file (somehow) - now I get the following:

```
cc -v q0502.c <==my command to compile a program
c:\sozobon\bin\hcc.ttp q0502.c
c:\sozobon\bin\jas.ttp -l -u q0502.s
c:\sozobon\bin\ld.ttp -p -u _main -o q0502.ttp -f ldfile.tmp
Undef _main from \sozobon(main.o)
Bad sym type
cc: loader failed
```

This happens only after I run ELVIS. If I quit GULAM and then rerun it
and try the compile, all is dandy. Run ELVIS and bingo - she fails.

By the way, ELVIS identifies itself as version 1.3, GULAM identifies
itself as "beta test version 1.03.04.05 121887", and the Sozobon stuff
is 1.2.

Any thoughts?

Tony Gray AARNET : gray@diemen.cc.utas.edu.au
School of Applied Computing Phone : +61 03 260 366
University of Tasmania - Launceston
(was Tasmanian State Institute of Technology - Score : South 1, North 0)
---

73. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 08:21:08 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan04.082108.5671@ecst.csuchico.edu>
Source record: 236080

psurge@cs.utexas.edu (Troy Carpenter) writes:

- Ok, were do we get STalker, is it on the FTP sites? I would love
- to give this a try!

It's a commercial product that retails for $30. It comes with STeno,
a great little text editor. The latest version, 2.06, includes a
miniBBS in STalker that runs in the background.

The package is well worth even the $30 retail price, but you can find
it mail order for less. I got it several months ago from my local
dealer for $17.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

74. Re: 4 Player Option

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 08:31:44 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan04.083144.5936@ecst.csuchico.edu>
Source record: 236077

dalessio@motcid.UUCP (Mario D'Alessio) writes:

- Some games, such as Gauntlet II, allow four player
- to play at once. Here are the pin assignments for
- the cable. You need two female 9-pin plugs and
- one 25-pin plug (don't remember if it's male or
- female).

The 25-pin plug must be male to connect to the printer port. The
9-pin plugs must also be male so the (female) joystick plugs can be
connected.

(Geez, it's late. I hope I haven't mistaken what female and male
plugs look like. :^)

I haven't made one of these adapters, but would like to. I'm still in
the process of solving the dilemma of connecting my NEC 3D to my STe.
Should be resolved next week when I receive an IB Computers Switchbox.
(Yes, I'm writing this on a TV. Eeeek!)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

75. Re: .snd files and sparc stations

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 08:43:42 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan04.084342.6155@ecst.csuchico.edu>
Source record: 236079

gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software)
writes:

- What does one use to play the .snd files on atari.archive? Is there an
- Ste version (for pseudo (or real) stereo)?

There's a couple of programs I've seen, but I'm positive that one is
on there and it's the better of the two. It's EPLAY by Aaron Naas.
It's a .TTP program. To satisfy curiousity, there's another called
STESND.LZH or something similar that is a GEM program with all the
functions of EPLAY, except that EPLAY lets you load two files and
play them through each stereo channel. EPLAY also exits after it's
finished doing its dirty work, so the sounds can continue in the
background. But how long can one have "I'm falling and I can't get
up" playing in the left speaker with "Well, isn't that special?"
playing the right? :^)

(Aaron, where's that STE Sound Control Panel?)

- There was some talk a while ago about converting various sound
- formats (sparc<->atari<->mac<->amiga). Did any software for doing
- this surface or get put on atari.archive?

Yes. I got the Sparc<->Atari stuff from there and DIGIEDIT, for
Amiga<->ST conversion, should still be there. Mac and ST sound files
are the same.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

76. Re: STadel questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 10:53:00 UTC
From: jon@Asylum.cam.org
Message-ID: <A0ayq3lc@Asylum.cam.org>
Source record: 236078

In <1991Jan2.181438.17893@nixtdc.uucp>, John H. McMullen writes:
>
>(My apologies if you've seen this before, but I stupidly typed "north america"
>as a distribution keyword instead of "na")

>1) Does anyone actually have the "other" distribution of 3.3c, with the
> files that are missing from the atari.archive files? --preferably
> source as well, but it won't ruin my life if the sources never show.

>Thanks for your help.
>
>John McMullen
>jhm@nixtdc.UUCP or jhmcmullen@watyew.waterloo.edu

On GEnie, STadel 3.3d is actually posted.. though there isn't a whole lot of
source code included. There *is* source code for the main program...

I'd be interested in hearing from anyone who uses STadel as a news/mail
reader. I never managed to get it to work.

--

(c)1991 All Rights Deserved

My views do not necessarily represent
the views of myself... Huh?

Jonathan Carroll MCS Consultant.
----

77. Re: TeX/LaTeX info sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 11:57:56 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan4.115756.1@simvax.labmed.umn.edu>
Source record: 236087

In article <8841628@arium.stgt.sub.org>, be@arium.stgt.sub.org (Bernd Ebach) writes:
>> ESSENTIAL.TEX - "Essential LaTeX". Contains VERY basic information.

> And how am I supposed to read those...
> without having installed TEX allready?

Repeat after me:

"TeX and LaTeX source files (with the .tex file extender) are ASCII files."

"TeX and LaTex device files (with the .dvi file extender) are BINARY files."

"I can read TeX and LaTeX source files with any text editor (or even the SHOW option from the desktop). There is no reason to complain about TeX and LaTeX source files being unreadable."

[Perhaps after repeating this mantra a hundred times it'll get through to people....]

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

78. Usenet on an ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 12:58:36 UTC
From: mathew@mantis.co.uk
Message-ID: <D939u15w163w@mantis.co.uk>
Source record: 236093

I'm looking for software which will handle Usenet news and mail on an ST.
I don't need the UUCP stuff, just the newsreader / batcher / unbatcher and
mail front end.

Can anyone help?

mathew.
[Oh, and please *DO NOT* mail me any binaries!]

79. Re: TT compiler (really Desktop (again))

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 13:34:11 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <4135@uniol.UUCP>
Source record: 236081

klamer@mi.eltn.utwente.nl (Klamer Schutte -- Universiteit Twente) writes:

>ens@ccu.umanitoba.ca writes:

>>Here's a vote for releasing a RAM based version of the new desktop
>>for ST's so all the ataris in our lab work the same way.

>>Werner Ens

>Here is another vote for a <1040 - runnable> version of the new desktop

>Klamer.

>(Atari corp., are you listening?)

This is another vote for a HD-booteable version,
RAM usage is less important

Frank
--
==
Nick : Lateman | I may be late,
Real : Frank Moehle, Oldenburg, West Germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
EARN/BITNET: 025881@DOLUNI1 UUCP: moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
Computing violation , IBM dumped

80. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 14:11:04 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1991Jan4.141104.7241@ux1.cso.uiuc.edu>
Source record: 236082

```
--------------------------------

>- Ok, were do we get STalker, is it on the FTP sites? I would love
>- to give this a try!
>
>It's a commercial product that retails for $30. It comes with STeno,
>a great little text editor. The latest version, 2.06, includes a
>miniBBS in STalker that runs in the background.

>--
> Ed Krimen ..........................................
-----------------------------------------------
what are it's capabilities? vt-100?, what else? Uniterm is very nice,
but pretty much fills my 520, so I'm kind of on the lookout for something
a bit smaller, that doesn't necessarity have all that stuff I don't need
(like tectronix emulation).
--
------------------------------------------------------------------------------
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.
------------------------------------------------------------------------------
```

81. Re: TT compiler (really Desktop (again))

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 14:31:40 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Jan4.143140.16251@cunixf.cc.columbia.edu>
Source record: 236085

In article <4135@uniol.UUCP> Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) writes:
>klamer@mi.eltn.utwente.nl (Klamer Schutte -- Universiteit Twente) writes:
>
>>ens@ccu.umanitoba.ca writes:
>
>>>Here's a vote for releasing a RAM based version of the new desktop
>>>for ST's so all the ataris in our lab work the same way.
>
>>>Werner Ens
>
>>Here is another vote for a <1040 - runnable> version of the new desktop
>
>>Klamer.
>
>>(Atari corp., are you listening?)
>
>This is another vote for a HD-booteable version,
>RAM usage is less important

With 1 meg SIMMs at about $30/meg now, I would agree with the above. RAM usage isn't as important as the addition of the newer (hopefully less buggy) features.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

82. lattice c 5.0

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 16:02:05 UTC
From: tellabs_canada@canrem.uucp
Message-ID: <19914.1113.4481@canrem.uucp>
Source record: 236084

Hello all,

Only several days ago I purchased Lattice C v5.0. I would like to move all of my future projects over to this compiler system but I'm more than just a little uncomfortable without a make utility (Lattice doesn't include one).

I have both MWC and Laser C make (don't ask me why I own both - it's a long story :) and I realize that I could use these with Lattice, but I'm no make guru, and I forsee a long and troublesome time ahead as I try to get either of these makes to work with Lattice.

Has anyone successfully modified either of these makes to run with Lattice 5.0? If so, could you show me how?

Thanks in advance,
Mark
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

83. Driving/Racing Simulators

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 17:38:49 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1991Jan4.173849.6845@cbnewsj.att.com>
Source record: 236086

Well, after upgrading my ST to 4 Megs, I found one program that doesn't like the extra memory! It's a game called Test Drive, by Accolade - it loads and runs, but you get two bombs as soon as you crash your Ferrari Testarosa! So first your car crashes, then the program does! Hmmm...

Test Drive actually does a good job simulating the acceleration and other characteristics of actual sports cars. I was wondering if anyone can recommend their favorite driving or auto racing simulation games? I have heard of Lombard Rally, is that a good one? I know I'm asking for too much here, but, ideally, I would like to be able to run the game from my hard drive.

By the way, we ought to compile a list of games/programs that are so badly written that they refuse to run when you ADD RAM to your system!

Thanks in advance for any recommendations. Happy driving!

Rana Dutt
rcd@mtqua.att.com

84. Re: gnu 1.37.1 gdb

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 19:16:37 UTC
From: apratt@atari.UUCP
Message-ID: <2794@atari.UUCP>
Source record: 236089

wchow@world.std.com (wing p chow) writes:
>gcc -c -gg foo.c
>gcc -o foo.prg foo.o
>sym-ld -r -o foo.sym $GNULIB\crt0.o foo.o -lgnugdb

I think you have to include -gg on the second gcc command line, as well
as the first. That way the executable is compiled with gnugdb.olb,
too, not gnu.olb as it is without that option. Check the output of

gcc -v -gg -o foo.prg foo.o

to see what options and files gcc is giving to gcc-ld, and give those
same options and files to sym-ld (in addition to -r).

On the other hand, I haven't used gdb since it bombed for me the first time,
so I don't really know.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

85. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 19:50:16 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan04.195016.19699@ecst.csuchico.edu>
Source record: 236091

chuck@mrcnext.cso.uiuc.edu (charles bridgeland) writes:

- what are it's capabilities? vt-100?, what else?

Well, it does a lot of nice stuff, including VT-100. Uploading and downloading (Xmodem and Ymodem-Batch, Zmodem on the way) in the background. Right now, I'm in STeno editing this message. Then, I can hit ALT-A to Select All and ALT-X to cut everything into a clipboard buffer. Then I hit ALT-Tab and it toggles over to STalker where I hit ALT-V to paste back into the vi editor. It may sound a bit confusing at first, but after a while or if you watch someone go through the process, it's really quick and, I think at least, A LOT nicer than Flash's and Interlink's terminal program/editor combos. A script language is also on the way for version 3.0.

- Uniterm is very nice, but pretty much fills my 520, so I'm kind of
- on the lookout for something a bit smaller, that doesn't necessarity
- have all that stuff I don't need (like tectronix emulation).

STalker and STeno are pretty big for desk accessories, although you can configure how much memory their buffers consume. One meg of RAM is recommended, if not almoot required. I have one meg with NeoDesk, Turbo ST, STalker and STeno, and a few little things loaded with ICD's booter (taking about 200K). It's pretty snug having only 65K left, but still usable. If I need to do any memory-intensive stuff, I just reboot and don't load STalker and STeno.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

86. Portfolio Transfer

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 20:17:10 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.663020230.larserio@kvart.ifi.uio.no>
Source record: 236090

Does any one have a program to tranfer files to/from Portfolio
using the parallell port on an Atari ST ???

If NOT - Does any one have enough info on the Portfolio paralell transfer
protocol and on the St centronics interface to make such a program ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

87. Supercharger forsale

Newsgroup: comp.sys.atari.st
Date: 1991-01-04 23:26:11 UTC
From: wngai@ics.uci.edu
Message-ID: <27850F12.15108@ics.uci.edu>
Source record: 236092
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Thanks,
Wayne@paris.ics.uci.edu

88. Re: Driving/Racing Simulators

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 00:03:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <37578@cup.portal.com>
Source record: 236095

Rana Dutt writes:
>Well, after upgrading my ST to 4 Megs, I found one program that
>doesn't like the extra memory! It's a game called Test Drive,

I had a similar experience with SDI.. it lets you install a Ramdisk if you have a 1040... but ONLY a 1040 (1 Meg RAM, actually).

To get around this, I used an old program called MAKE1MEG.TOS (left over from the early days of piggybacking RAM. Some programs assumed 512K and bombed if run in 1 Meg, thus there was a pair of programs called MAKE512 and MAKE1MEG to fool the ST into switching back and forth.)

It might be worth giving this a try with Test Drive also...

BobR

89. TT Desktop

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 00:20:16 UTC
From: seitz@netcom.UUCP
Message-ID: <20031@netcom.UUCP>
Source record: 236094

Pertinent quotes from ATARI EXPLORER January/February 1991:

From the Dialog Box column: "View from the Top", by Sam Tramiel:

"Atari brought several TT's to Comdex. Installed in these machines will be the new GEM desktop, a strongly revised and enhanced version of the ST user-interface, designed primarily for the TT, BUT ALSO COMPATIBLE WITH PRESENT AND FUTURE STs [emphasis mine]."

From "The TT Desktop: Hands-on" by the Atari Explorer Technical Staff:

"Though the new Desktop and CP were designed primarily for the TT, much of the software is FUNDAMENTALLY COMPATIBLE WITH CURRENT ST SYSTEMS [emphasis mine], particularly the STe. It is likely, therefore, that within the next several months, the ENTIRE ST COMMUNITY MAY BENEFIT FROM ITS RELEASE [emphasis mine]."

Looks like Atari is seriously concidering releasing the TT desktop for the ST. My guess is that user demand may be the deciding factor. If you want the TT desktop, I'd recommend writing to Atari and ATARI EXPLORER. Check the latest issue for addresses.

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

90. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 01:07:27 UTC
From: gray@diemen.utas.edu.au
Message-ID: <1908@diemen.utas.edu.au>
Source record: 236096
Cross-posted to: comp.sys.atari.st,comp.sys.mac.wanted

In article <1991Jan4.012611.23146@contact.uucp>, rrwood@contact.uucp
(roy wood) writes:
> Someone recently posted a request for 128K ROMs to be used with his Atari ST/
> Spectre GCR. This prompts me to ask two questions which I've been curious
> about for a while:
>
> 1.) Why doesn't litigation-happy Apple sic their lawyers on Gadgets by Small?
>
>2.) Why doesn't anyone talk about how easy it is to duplicate a set of Mac
> ROMs instead of forking out the cash for an official set? All you need
> do is borrow a friend's ROMs and an EPROM (or EEROM) burner...
>

Re point 1, why should Apple do anything to Gadgets? Gadgets in no way encourage the acquisition of Apple's copyrighted software (ROMS or system software) by any unlawful means (if anything, they actively discourage it). Gadgets produce a polished product, that, with the addition of Apple components can emulate a Macintosh. Even Apple would have a hard time getting a judge to believe Gadgets were in the wrong.

Re point 2, sure its easy to duplicate a set of Mac ROMS instead of forking out for the official set. No one talks about it for the same reason no one talks about how they can get drugs - its illegal! Surely you must realise that (or are you just looking to generate some network activity?)

Tony Gray AARNET : gray@diemen.cc.utas.edu.au
School of Applied Computing Phone : +61 03 260 366
University of Tasmania - Launceston
(was Tasmanian State Institute of Technology - Score : South 1, North 0)
---

91. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 03:39:59 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40231@ucbvax.BERKELEY.EDU>
Source record: 236097

STalker is also my favorite term program. I feel it's the best. The VT100 is solid and there are only a few features that I miss (kermit). I'd also like to commend the authors for there excellent support. They were extremely helpfulwhen I couldn't get background downloading to work properly. (Don't use 2 screen savers) Actually they called me back from Toronto twice!!!

That's support. This program is very reasonably priced and I feel if there's any justice in the world Strata Software will be rewarded by Atari users buying this program and seeing a new standard in Atari software and support.

92. Re: 4 Player Option

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 04:19:44 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Jan5.041944.4842@math.lsa.umich.edu>
Source record: 236098

I've made one of these adapters, it was pretty easy and it works fine with
Gauntlet II. Just make sure you don't have your printer plugged in when
you start up Gauntlet.....
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

93. Downloading g++ question

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 04:27:30 UTC
From: kron@aiki.Eng.Sun.COM
Message-ID: <5323@exodus.Eng.Sun.COM>
Source record: 236002
Cross-posted to: comp.sys.atari.st,gnu.g++.help

I'm trying to download g++ (which I hope is the GNU C++ compiler) and having lots of problems. One of the readme files says you only need 4 files (g++-exec, g++lib, g++lib2, and g++-gnulib) but then there are are all these g++-1-35 files. I'm real confused. Anybody out there with helpful info??

--
Kenneth Kron (kron@eng.sun.com)

The opinions I gave were mine, the opinions you form are yours.

94. vt100 emulator

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 05:48:44 UTC
From: psurge@cs.utexas.edu
Message-ID: <16530@cs.utexas.edu>
Source record: 236099

Ok, I have been using Gulam now for some time. I have been using Uniterm for its VT100 support. However, I would like a small .TTP or .TOS program that supports VT100 and has no other features. Just run it and it communicates with the Modem and takes VT100 screen codes. Oh, I guess a Quit command, via the Undo key, but that is it. I would like to type "term" and have this come up instead of the Gulam term command (which is vt52, not 100). C-Kermit is also just vt52 (for those who know what I am talking about), so it doesn't help me as a terminal program. Since I am starting to like C-Kermit because of its similarity to C-Kermit under unix, and I only use Uniterm for the VT100 stuff, then I don't really need all that Uniterm offers.

I have tried all the terminal programs from atari.archive and they all seem to be just vt52.

If I have overlooked one somewhere, please point me to it, as in what FTP site it is at. This seems like a simple thing, since all I want (need) is vt100 support. Maybe someone who has experience programming with vt100 codes can whip this up.

Thanks in advance,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

95. command line arguments

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 05:56:41 UTC
From: psurge@cs.utexas.edu
Message-ID: <16531@cs.utexas.edu>
Source record: 236001

I am programming in either Personal Pascal or Modula 2. I have this question:

How does one get a program in either of these languages to use arguments passed from the command line. For instance, say I wanted to write a .TTP dialer called "dial". From the command line I would type:

dial [number]

How do I get the program to recognize the variable "number" in either Personal Pascal or Modula 2 (Modula 2 preferred).

Thanks in advance.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

96. ST Hardware and Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 06:09:55 UTC
From: seitz@netcom.UUCP
Message-ID: <20062@netcom.UUCP>
Source record: 236100

All items include original manuals, disks, cables, power
supplies, and keyboard templates. All prices negotiable; make me
an offer! Prices include U.P.S. Ground shipping.

Hardware:

Atari SC1224 Color Monitor: $175

Atari SF314 Double-Sided (720K) disk drive: $100
(Plus, I'll throw in Turbo Blitz disk duplicating cable and
software). (No manual for drive).

Dynax DX-15 Daisy Wheel Printer: $75

Software:

Hi-Soft C Interpreter: $25

DC Desktop 1.0: $10

TDI Modula-2 Compiler: $10

Zoomracks II Database: $10

NeoDesk CLI: $10
(Requires NeoDesk 2.05
or higher)

Tempus II Text Editor: $10

Alice Pascal Interpreter: $10

Philon Fast/Basic-M Compiler: $5

ANSITerm VT-100 Terminal Emulator: $5

Music Construction Set: $5

Thunder! 50,000 word spell checker: $5
(Works with all ST word processors)

Empire 2.03 (Wargame): $5

Gamestar Championship Baseball: $5

Death Sword: $5

Carrier Command: $5

Indiana Jones and the Last Crusade: $5
(Graphic Adventure)

97. switching res

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 09:31:06 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <27859cda.6547@petunia.CalPoly.EDU>
Source record: 236004

Does anyone know of a legal or illegal way to switch resolution without going through the desktop? This would be convenient to write low res programs while running in medium res (such as using Laser C). I have TOS 1.0 but I suppose I could check the TOS version and use differenct methods if necessary.

The only thing that remotely comes close to what I wanted was in a program called AVS.PRG (Audio-Visual Player by Jim Kent, released by STart). For example, if you were in medium res and wanted to be in low res...

```
char *ainit=(char *)a_init; /* Line A call, $A000 */
Setscreen(-1L,-1L,0);
*((int *)(aline-692))=319; /* Mouse X limit */
*((int *)(aline-690))=199; /* Mouse Y limit */
*((int *)(aline-666))=16; /* # of bitplanes */
```

Apparently, that works in setting the boundaries for moving the mouse cursor. It also shows the correct colors. Unfortunately, it does not center dialog boxes correctly, does not clear the area under the drop-down menus, and some VDI functions (such as drawing ellipses) do not work as expected.

I know using Line A is not recommended in the TTs but this is for my own personal use.

Steven Lee

98. Re: Where to get ZIP for STs?

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 13:09:39 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1991Jan5.130939.76@n6vbg.hamavnet.com>
Source record: 236005

In article <1991Jan2.181408.19676@lonex.radc.af.mil>, longj@lonex.radc.af.mil (Jeffrey K. Long) writes:

> I thought I say a version of unzip for the ST a while back, but can't find
> it anywhere.
>
> Does someone know where I can find a program for an ST to "unzip" files that were
> compacted using pkzip on an IBM?? I want to unzip only, as several picture
> files I was looking for were available on a BBS in .zip form only.
> --
Try retrieveing it from my mail server. Send mail to
st-requests@n6vbg.hamavnet.com with just one line saying HELP to get more
info about the server. Along with the unzipper, there are many other files.

> --
> Capt Jeff Long Rome Air Development Center
> longj@lonex.radc.af.mil Network Design Laboratory
> jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

Javier Henderson, N6VBG

system@n6vbg.hamavnet.com
{simpact,asylum,elroy}!hamavnet!n6vbg!system

99. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 13:28:00 UTC
From: Darin.Arrick@ijcr.fidonet.org
Message-ID: <65.27866FE8@ijcr.fidonet.org>
Source record: 236006

Quote:

"Why doesn't ... Apple sic it's lawyers on Gadgets by Small?"

Because they haven't done anything wrong. He developed the hardware and
software for Spectre by himself.

"Why doesn't anyone talk about how easy it is to copy someone else's
ROMs instead of forking over the cash for an official set?"

Because we're not criminals.

--- QuickBBS 2.66 (Reg)
* Origin: I.J.C.R. BBS & B'nai No'ach [Ft.Worth, Texas] (1:130/49)

--
Darin Arrick - via Fidonet node 1:130/49
UUCP: ...!merch!ijcr!Darin.Arrick
INTERNET: Darin.Arrick@ijcr.fidonet.org

100. Re: Driving/Racing Simulators

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 18:53:14 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2786209A.17923@maccs.dcss.mcmaster.ca>
Source record: 236022

My favourite ST racing game has to be Stunt Track Racer. I think
it is called Stunt Car Racer in Europe.

I've never played Hard Drivin', but I've hear negative things about
that one. I personally would like a comparison between Stunt Track Racer
and Power Drift. Anyone have them both?

On a related note, Bad Company is pretty good shoot-everything-
that-moves game. I just love mindless violence. I was kind of disappointed
with F29 RETALIATOR though. Graphics are not too bad, but game play is
not very good.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

101. See Hyperlink for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 19:10:04 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2786248C.18563@maccs.dcss.mcmaster.ca>
Source record: 236023

Multimedia for the ST

Becuase Hyperlink has generated quite a lot of interest in the ST
world, I thought I would mention again that you can come and see
Hyperlink at the Atari Users Group of Brantford. Author
George Geczy of JMG Software International there to do the
demonstration.

7:30pm, Thursday January 10th, 1991

Junior Achievement Centre
197 Colborne St
Brantford, Ontario

I can be contactd at (416) 628 - 4051

Cost is $5 for admission, newsletter, and PD disk swap. Bring a
blank disk, and receive a disk with PD software.

Please post this message on any BBS where there are ST users.
Thank you.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

102. STuff wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 20:01:45 UTC
From: schultzd@kira.uucp
Message-ID: <1991Jan5.200145.19559@msuinfo.cl.msu.edu>
Source record: 236007

Mail bounce to two people I wanted to buy stuff from. If you see your stuff listed and still want to sell it, please get a hold of me.

TOS 1.2 (Unless someone wants to sell me 1.4 cheaply)
LASER C
THUNDER Spelling Checker

Phone (517)337-1085
Address 911 Marigold #23
E. Lansing, MI 48823

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ ARMAGEDDON SOFTWARE DEVELOPMENT / | \

103. Re: New GNU stuff

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 20:24:00 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Jan5.202400.10892@math.lsa.umich.edu>
Source record: 236009

By the way, I have not yet tried to install this on my own system, so please don't ask me about it at this time.

And I forgot to mention, gcc 1.38 has a new flag "-mint" for compiling code for the MiNT kernel. (I don't know if it really affects code generation, it seems to just cause the MiNT library to be linked in before the regular GNU library.)
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

104. Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-05 20:48:41 UTC
From: wrs@infidel.lanl.gov
Message-ID: <10472@lanl.gov>
Source record: 236008

I've recently gotten back into using my ST, and have been trying
to download various files from atari.archive.umich.edu, but I'm
having MAJOR difficulties unpacking 'lzh' files.

I've been downloading files to my ST via Z-modem, and 'arc' files
have unpacked with no problem. When I try to unpack 'lzh' files,
however, the various unpackers keep choking on the files---usually
some sort of CRC or CRC-header error. I've tried several different
'lzh' de-archivers as well as several different 'lzh' files---no go.

In particular, I have gotten the "starter" package from atari.archive,
supposedly the 'recommended' set of de-archiving tools, and have been
able to get LHarc 1.02 from this. But LHarc 1.02 still chokes on any
'lzh' file I give it. (As a size note, arc602 from the "starter"
package works fine, so it's probably NOT a problem of unpacking the
"starter" archive wrong.)

Does anyone have any idea what's going on here?!? Since so much stuff is
'lzh' packed, I'd really like to be able to unpack them. Please E-mail
your responses, since I havn't been reading news too often recently.

Thanks in advance,

--

William R. Somsky Center for Nonlinear Studies ; MS-B258
wrs@falcon.lanl.gov Los Alamos National Lab ; Los Alamos NM 87545

105. Re: GNU (as it applies to the ST), TeX

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 00:34:43 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37621@cup.portal.com>
Source record: 236013

I too am having trouble sorting thru all of this stuff, and they are huge files -- therefore trail and error is a real *pain*.

Anyways, I have recently been trying to figure out how I might be able to play around with TeX on my ST. Will I be able to do this with only 1Meg? Also, how much HD space? Which archives do I need?

The main utilitarian reason I would like to get TeX working is so that I could print out the UniTerm docs. Is there a "easy" way to print these out (I.E. a utility that just prints and nothing else?) Also I am using a cheap old dot matrix printer (SG-10)..

I think DVI is a TeX file previewer and MetaFont is a TeX font maker, is this correct? I haven't been able to get any of this stuff to run correctly yet.. ....thanks ahead of time.... yonderboy@cup.portal.com

106. Re: Looking for Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 00:36:35 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37622@cup.portal.com>
Source record: 236010
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware

Kinda on this subject, is the new Spectre out yet? Version 3.0?

.....yonder@cup.portal.com

107. Re: OPUS Starter Pack?

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 00:54:20 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37623@cup.portal.com>
Source record: 236014

I too have been having trouble trying to use OPUS. I have an early version of GDOS. OPUS will not except my ASSIGN.SYS file. The program works great otherwise. I would really like to see what this program can do.. Anybody got hints on how to setup an assign.sys file that OPUS will like?

.....yonderboy@cup.portal.com

108. Re: TT Desktop

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 00:56:49 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37625@cup.portal.com>
Source record: 236015

I guess I'll use up a little bandwidth too, and put my vote in for a
HD bootable RAM version of the TT ROMS....
.........yonderboy@cup.portal.com

109. Two questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 03:42:20 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan06.034220.15537@ecst.csuchico.edu>
Source record: 236016

Anyone know where I can find Nitelite BBS (PD)? If you can upload it to atari.archive, that'd be great!

Anyone have any experience with Script, the word processor? Has anyone read any reviews? I've seen this program at my dealer and it looks pretty good, but it's difficult to critique a program without REALLY using it, besides just playing around with it. At first glance, it looks pretty good. Different fonts, importing of images. Quick scrolling. Automatic text formatting like Word on the Mac. But, I couldn't figure out how to delete a page, or even a series of lines without highlighting them with my mouse. Any info would be greatly appreciated. Thanks!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

110. TT

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 04:41:24 UTC
From: sgodun@pro-graphics.cts.com
Message-ID: <6719@crash.cts.com>
Source record: 236017

What do people think of TT? Is it the next step forward or backwards?
-- Steve Godun

Pro-Graphics BBS 908/469-0049 "It's better than a sharp stick in the eye!"

Internet: sgodun@pro-graphics.cts.com
UUCP: crash!pro-graphics!sgodun
ARPA: crash!pro-graphics!sgodun@nosc.mil

111. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 05:56:02 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1991Jan6.055602.28627@bwdls61.bnr.ca>
Source record: 236018

In article <16477@cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
> In article <1991Jan3.012817.6966@bwdls61.bnr.ca>, fortinp@bwdls56.bnr.ca (Pierre Fortin) writes:
> > UniTerm and now STalker/STeno: Two of the best, and best supported products for
> > the Atari ST line.
>
> Ok, were do we get STalker, is it on the FTP sites? I would love to give this
> a try!
>
I didn't include the information in my original posting because I didn't want
to be flamed for "commercialism". :^)

Therefore, in direct response:

STalker/STeno, if not available locally, can be obtained by
writing/calling:

Strata Software
94 Rowe Drive
Kanata, Ontario (Ottawa area, not Toronto)
Canada K2L 3Y9

GEnie : E.ROSENQUIST
Bix : e_rosenquist
Ph/Fax: (613) 591-1922

I think Eric has both a Fax machine and an answering machine
connected to this line (but don't hold me to that information).

He also provides support on the National Capital Atari Users'
Group (NCAUG) BBS in Ottawa (613) 737-1133; there is an area
on the BBS for registered users.

I think you get the idea about the level of support he provides.

Possible conflict of interest disclosure: :^)
I know Eric through the NCAUG club. His wife works in the same building I do.
I am a STalker beta-tester. I am in no other way associated with Strata
Software. I receive no remunerations. I am just a VERY satisfied user.

STalker/STeno retails for under CAN$40.

Little known STalker info:
- mini-BBS mode
- supports SHADOW (from Antic)
- supports DC-Port
- runs on ST, large monitors, Overscan

- runs as either .ACC or .PRG
- V3 will support:
- a C-like language
- features will allow STalker to be programmed to auto-dial unattended, and do whatever you want; maybe get the latest xxx.arc from a remote BBS while you sleep and the rates are cheap...
- PC-ANSI

Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

112. RE: Mac MIDI with GCR (MegaTalk and SST '030!)

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 05:57:20 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1991Jan6.055720.12696@hub.cs.jmu.edu>
Source record: 236020

ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:

>Not long ago I read in a magazinelike KEYBOARD that Dave Small had developed
>a board for Mega machines that would hook up to Apple Midi intrface and
>allow Mac Midi s/ware to be run under the GCR. Is that available?

>Imran Anwar

The board that you're thinking of is the MegaTalk board, I just got the
Gadgets newsletter describing it and does it sound nice! The only downer
is that you have to have a Mega ST for it (until they come out with the
other version, heh). It has two of the LocalTalk din-8 ports and a
SCSI port that has been tested to work with Mac MIDI devices, scanners,
and even the Apple CD-ROM works apparently! Makes me wish I had a Mega.
Their list price is $299.95 and will be available by March '91 (they have
to get it to pass FCC inspection because of the added ports.) The newsletter
hints at a 1040/520 version of it in the future (as well as for the
68030 SST board!) but I can imagine all kinds of problems that that will
cause, like weak power supplies, heat buildup, and major hacking on the
plastic case of your ST. In case you haven't heard, Gadgets has also
finished the 68030 board for the Megas, but the installation won't be
as easy for the MegaTalk board, which just plugs into a Mega slot.
It requires yanking your 68000, soldering in a socket and pluggin their
board into the socket (and if you just order the board by itself, you
get to plug in the 68030, SIMMs, and 68882 yourself!) Freedom of press
also pushes me toward revealing the prices as well (it's not like I'm
giving away trade secrets or anything) -
SST board by itself: $599.00 (That's with no '030)
option A.) 16 Mhz 68030: $200.00
option B.) 16 Mhz 68030, 4 1Meg SIMMs (80ns): $460.00
option C.) 33 Mhz 68030, 68882, 4 1Meg SIMMs: $800.00
Of course, you will need to buy SIMMs, since the memory in your ST is too
slow for the 68030, the board will take up to 8 of them.
If you ask me (which of course you didn't, heh), option C is the only
way to go, if I had a Mega I would seriously think about scrounging for
the $1,400 (sure beats $3,000-$4,000 doesn't it?) You still don't have
the VME bus or super monitors of the TT, but coupled with the MegaTalk
board, you've got networking and SCSI! The SST board won't ship until
April '91.

I am in no way affliliated with Gadgets by Small, just a proud owner of
the Spectre GCR.

JT
Internet: bayers@hub.cs.jmu.edu or
help_jt@vax1.acs.jmu.edu

113. background downloading

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 06:42:24 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <2786c6d0.3b52@petunia.CalPoly.EDU>
Source record: 236019

I've seen a program called DCTRANDM (probably on atari.archive also) that allows you to upload in the background so you can continue to do something else in the meantime. Is there a program that will let you download in the background or is the program Shadow (if it's still selling) my only option?

Steven Lee

114. Re: TeX/LaTeX info sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 14:22:26 UTC
From: be@arium.stgt.sub.org
Message-ID: <0323228@arium.stgt.sub.org>
Source record: 236033

In article <1991Jan4.115756.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
(Sender was: news@cs.umn.edu)

> In article <8841628@arium.stgt.sub.org>, be@arium.stgt.sub.org (Bernd Ebach) writes:
> >> ESSENTIAL.TEX - "Essential LaTeX". Contains VERY basic information.
>
> > And how am I supposed to read those...
> > without having installed TEX allready?
>
> "TeX and LaTeX source files (with the .tex file extender) are ASCII files."

Bingo, you are right... But it definitly looks ugly and I hate to
read it that way. How about uploading plain ASCII??? What use is all
those typesetting-stuff, if you never use to read this AFTER you got
everything up and working...

TschauTschau
Bernd
--
---
be@arium.stgt.sub.org | be@aragon.gtc.de | ud01@kauni2.bitnet
(if all else fails try: ud01@ibm3090.rz.uni-karlsruhe.de)
---

115. Re: eprom cartridge

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 15:05:53 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Jan6.150553.1954@kcbbs>
Source record: 236011

There is a program out in the Public Domain called "junior Prommer" which allows for just this to happen.

When you set up the programs you want to run from ram drive you place them in an folder. The software then asks you if this is to be a rom drive if you answer yes it copies the who directory to rom. If you are using 27128's it will not be a problem but if you go to 27256 you will have to manually switch it.

Also you may add an auto folder with what ever you wish as the ST on boot up looks for a cart before the floppy drive. Thus this will allow you to boot from your ROM drive in the cart.

Jounior Prommer is marketed by Merlin Computer GMBH in Germany. I use here version 2.31 with the CT eprom burner and have no problem at all with it.

Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz 72000.3555@compuserve.com.usa
GEnie : J.Clarke6 Compuserve : 72000,3555
-------Where is Runciman?

116. Re: LiNK (MNP in software)

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 15:13:53 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Jan6.151353.2095@kcbbs>
Source record: 236012

Ed@ecst.csuchio.ed,

This "link" program you refer to is it like the program S.Goss wrote
in Germany for his mailbox / BBS?

The only other version of mnp emulator I have seen is a program called
mte215.zip which is an IBM/pc program for ms_dos only. Could you please
send me some doc's or information on "link" please.

Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz 72000.3555@compuserve.com.usa
GEnie : J.Clarke6 Compuserve : 72000,3555
-----Where is Runciman?

117. Re: background downloading

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 17:58:32 UTC
From: ob@obh.in-berlin.de
Message-ID: <3331220@obh.in-berlin.de>
Source record: 236034

Hello Steven,

In article <2786c6d0.3b52@petunia.CalPoly.EDU> sslee@polyslo.CalPoly.EDU
(Steven Lee) writes:
> I've seen a program called DCTRANDM (probably on atari.archive also)
> that allows you to upload in the background so you can continue to do
> something else in the meantime. Is there a program that will let you
> download in the background or is the program Shadow (if it's still
> selling) my only option?

There is also a way if you install the RUFUS-terminal-program from
germany (shareware) as an ACCessory. Or if you've installed MiNT
you can up- and download with TOS rz/sz and maybe other TOS trans-
fer-protocols.

Bye, Olli
--

|ob@obh.in-berlin.de (Oliver Brandmueller) |bbs:+49 30/853 65 44|
|Detmolder Str. 64a - Tel.: +49 30 853 69 80 | write 'n enjoy! |
---

118. Re: command line arguments

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 18:12:38 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan6.181238.1@simvax.labmed.umn.edu>
Source record: 236029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <16531@cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
> How does one get a program in either of these languages to use arguments passed
> from the command line.

Personal Pascal 2 has special subprograms (called CMD_ARGS and CMD_GETARG())
to perform this function. They were also available in Personal Pascal 1.

usage is describe on page 6-198 of the PP 2 manual and 6-94 of the PP 1
manual. Basically:

Cmd_Args is an integer function which returns the number of arguments in the
TOS command line buffer.

Cmd_GetArg(i, request) is a procedure which assigns the requested command line
argument to the argument ('request' is a string variable, 'i' is an integer.

As for Modula-2, it would depend upon WHICH Modula-2 compiler you were using
and the nature of the libraries included with the compiler.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

119. Re: GNU C troubles

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 19:41:41 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jan6144141@acae127.cadence.com>
Source record: 236024

```
In article <1991Jan4.160903.17843@mdivax1.uucp> >
> the compiler exited after a little while with an exit code
> of -66.
>
yeah, -66 normally indicates that you have a currupt executable.
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

120. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 21:20:14 UTC
From: dag@gorgon.uucp
Message-ID: <1991Jan06.212014.21625@gorgon.uucp>
Source record: 236035

One thing that prevents people from pirating the MAC ROMS to use in the Spectre (or Magic Sac) products is that it is possible for circuitry to be designed to distinguish between the masked ROMs and EPROMS, and to make sure that Apple did not go after him, Mr. Small built said logic into his product. EPROMS don't work.

--

Daniel A. Glasser One of those things that goes
dag%gorgon@persoft.com "BUMP! (ouch!)" in the night.

121. TT TOS (and operating systems in general

Newsgroup: comp.sys.atari.st
Date: 1991-01-06 22:30:08 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3203@gmuvax2.gmu.edu>
Source record: 236025

Regarding the disk-based TOS, why not put TOS on cartridge??? For that matter, why not just base all operating systems in cartridge? Think about the advantages!! Upgrades would be a simple matter of bringing the old cart in and exchanging it for the new (plus a small fee I suppose). Changing operating systems would just be a matter of changing cartridges. A cartridge based OS wouldn't take up an RAM (as would a disk based), nor would it take any time to load (again, as would a disk based OS). From what I understand, carts can hold a LOT. The Lynx cards (for those who have seen them) hold upwards of 2 MEG!!!!!! If they can hold that much, just think how much of an OS you could put in one cartridge!!! By way of price, the physical aspect of the cart doesn't cost THAT much (carts for most game machines cost between $30 and $40, and SOME of that has to be for the software). Can anyone tell me why this ISN'T a good idea???

-Steve "Stevers!" Coile SCOILE@GMUVAX.BITNET scoile@gmuvax2.gmu.edu

122. Re: TT TOS (and operating systems in general

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 00:04:43 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Jan7.000443.22225@cunixf.cc.columbia.edu>
Source record: 236026

In article <3203@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>
> Regarding the disk-based TOS, why not put TOS on cartridge??? For
>that matter, why not just base all operating systems in cartridge?
>Think about the advantages!! Upgrades would be a simple matter of
>bringing the old cart in and exchanging it for the new (plus a small fee
>I suppose). Changing operating systems would just be a matter of
>changing cartridges. A cartridge based OS wouldn't take up an RAM (as
>would a disk based), nor would it take any time to load (again, as would
>a disk based OS). From what I understand, carts can hold a LOT. The
>Lynx cards (for those who have seen them) hold upwards of 2 MEG!!!!!!
>If they can hold that much, just think how much of an OS you could put
>in one cartridge!!! By way of price, the physical aspect of the cart
>doesn't cost THAT much (carts for most game machines cost between $30
>and $40, and SOME of that has to be for the software). Can anyone tell
>me why this ISN'T a good idea???

I'm not sure, but I seem to remember that the cartidge port could
only address 128K. (I could very well be mistaken, I'm not really
a techie.)

As for the OS updates, I think the best policy I've seen so far is
at Apple. You can anonymous FTP over to Apple.Com and get the latest
version. Now THAT'S what I call service.

>
>-Steve "Stevers!" Coile SCOILE@GMUVAX.BITNET scoile@gmuvax2.gmu.edu

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |D¦r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

123. Re: Looking for Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 00:34:30 UTC
From: stmwang@hubcap.clemson.edu
Message-ID: <12490@hubcap.clemson.edu>
Source record: 236027
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware

From article <37622@cup.portal.com>, by Yonderboy@cup.portal.com (Christopher Lee Russell):
> Kinda on this subject, is the new Spectre out yet? Version 3.0?
>
> ....yonder@cup.portal.com

Yes it is! I just got the announcement about the update in the mail last week. The NewsLetter said it was ready to ship in mid-December. The upgrade from 2.65 is $20. They won't be answering phones before the 14th though, due to inventory, but they do encourage FAXing or mailing in your order.

So if you haven't received the newsletter, send in your registration!

--
Sam Wang Visual Arts Clemson University stmwang@hubcap.clemson.edu
---

124. Basepage

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 00:35:46 UTC
From: psurge@cs.utexas.edu
Message-ID: <16588@cs.utexas.edu>
Source record: 236030

Ok, I have had many people tell me that the image of the Command arguments is in Basepage + 128. Could someone please tell me what address is the pointer to Basepage held in? I have TOS 1.0, and cannot find anything about Basepage in the ST Internals. Thanks a bunch.

By the way, does anyone know of a good memory map of the ST? Something like "Mapping the Atari" for the 8 bits, which was a good memory map of those computers...anything like that for the ST?

Thanks..

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

125. Re: background downloading

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 00:43:22 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1991Jan7.004322.10730@bwdls61.bnr.ca>
Source record: 236032

In article <2786c6d0.3b52@petunia.CalPoly.EDU>, sslee@polyslo.CalPoly.EDU (Steven Lee) writes:
>
>
> Is there a program that will let you
> download in the background or is the program Shadow (if it's still
> selling) my only option?
>
Pick up STalker; it's a commercial program, but you *will* like it, especially the support.

Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

126. Re: TT TOS (and operating systems in general

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 00:52:52 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1991Jan7.005252.10937@bwdls61.bnr.ca>
Source record: 236028

In article <3203@gmuvax2.gmu.edu>, scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>
> Regarding the disk-based TOS, why not put TOS on cartridge??? For
[stuff deleted]
> and $40, and SOME of that has to be for the software).
> Can anyone tell me why this ISN'T a good idea???
>
Well, for starters: The current OS (1.4) fits in 192K of ROM, *BUT* there
is only 128K available on the cart port. If you can figure how to squeeze
the OS into that little cart... :^)

Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

127. Usenet on an ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 02:05:05 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Jan7.020505.5423@kcbbs>
Source record: 236021

From: mathew@mantis.co.uk (mathew)
Mathew, re your request for a reader of usenet mail there is many options we have here a reader/packer/unpacker for our BBS. It is run on a michtron BBS version 3.

The packer/unpacker is writen in GFA and will unpack to where ever you want and only the news groups you define in a .inf file. So if you receive a full feed of all the atari news groups and do nt want to post say comp.sources.atari.st or for that matter read this news group it will drop them off to either a news goup called .999 or to the trash can.

If you want more information please email me or post in here.

Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz 72000.3555@compuserve.com.usa
GEnie : J.Clarke6 Compuserve : 72000,3555
-----Where is Runciman?

128. Re: Looking for Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 04:26:58 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480013@hpdmd48.boi.hp.com>
Source record: 236031

>Kinda on this subject, is the new Spectre out yet? Version 3.0?
>
> ....yonder@cup.portal.com

Yes. Received the announcement newsletter yesterday -- they say 2-3 week
delivery.

Also contained an announcement concerning a 68030 upgrade card that replaces
your 68000. Can't remember the details, so I won't try and post them.

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com

129. Re: Basepage

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 05:55:10 UTC
From: steve@thelake.mn.org
Message-ID: <A3202684454@thelake.mn.org>
Source record: 236036

[psurge@cs.utexas.edu writes ...]

> Ok, I have had many people tell me that the image of the Command arguments is
> in Basepage + 128. Could someone please tell me what address is the pointer
> to Basepage held in? I have TOS 1.0, and cannot find anything about Basepage in
> the ST Internals. Thanks a bunch.
>
> By the way, does anyone know of a good memory map of the ST? Something like
> "Mapping the Atari" for the 8 bits, which was a good memory map of those
> computers...anything like that for the ST?

What sort of compiler are you using? The basepage stuff and parsing the
command line should be managed by the standard program startup code. If
you want to see how it's done, the dLibs sources are free. If you're using
Pascal and can't talk yourself into C and asm, try to track down the
Tackle Box ST package. (I can't help you; I sold my copy many months ago.)

As for mapping the ST's memory -- in general, it's bad magic to think
8-bit thoughts about the ST. There are good reasons for restricting
user-mode access to system variables. Besides the fact that you may wound
innocent bystanders, you may produce a program that breaks on later
versions of TOS and newer members of the ST family. If you want to muck
around in the system, use the documented system calls.

For the few cases in which you need to examine or replace system
variables, 0x400 through 0x4FE are documented in the Mark Williams C
manual and in Bantam's ``Atari ST Applications Programming.'' I think
``Internals'' documents device addresses, although you should slap
yourself for even thinking about it .... :-)

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

130. Atari Explorer is back

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 06:00:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1840679@thelake.mn.org>
Source record: 236037

The official Atari (U.S.) magazine, Atari Explorer, is back on the newsstands with a January/February issue that includes an article on the TT and the new TT Desktop. There is nary a word of the Mega STE. The magazine has reviews of games for the ST and Lynx, but no productive applications. I don't remember seeing anything in it about the 8-bits.

The last issue was dated Spring 1990.

The new editor/publisher is John Jainschigg, who was a technical editor on the old magazine before it was shut down by Atari management in a tiff over editorial content and control.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

131. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 06:10:34 UTC
From: gray@diemen.utas.edu.au
Message-ID: <1910@diemen.utas.edu.au>
Source record: 236038

In article <1991Jan06.212014.21625@gorgon.uucp>, dag@gorgon.uucp (Daniel A. Glasser) writes:
> One thing that prevents people from pirating the MAC ROMS to use in the
> Spectre (or Magic Sac) products is that it is possible for circuitry to
> be designed to distinguish between the masked ROMs and EPROMS, and to make
> sure that Apple did not go after him, Mr. Small built said logic into his
> product. EPROMS don't work.
> --

There was a lot of hype when the Magic Sac was first released stating (in big bold letters) that EPROMS would not work. To the best of my knowledge, this was and still is just that - hype. I don't beleive it is that easy to distinguish between ROMS and EPROMS with such simple circuitry as exists in either the Magic Sac or the SPECTRE carts.

Disclaimer : I am NOT advocating the duplication of Macintosh ROMS.

132. Basepage

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 06:42:31 UTC
From: psurge@cs.utexas.edu
Message-ID: <16598@cs.utexas.edu>
Source record: 236039

This is to all who have helped me about finding out about Basepage, but I have the solution already. I found in my Modula 2 Library a procedure that takes an Integer and returns the address of that argument in the command line. (minus one, since the first argument is #0). All I did is create a pointer to a string and then used the pointer as the address parameter in the call.

For those curious persons, this is with ana-systems Modula 2 compiler, in the GEMDOS Module.

Thanks for all the help!

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

133. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 09:42:20 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2908@laura.UUCP>
Source record: 236041

Unfortunately there is a whole bunch of LHarc versions and programs out there. Most of them are uncompatible, at least with LHarc variants running under Unix.

I don't know what people find so remarkable at LHarc (except the compression factor).

Now for the question: The only LHarc version I have found useful so far is "LHarc 1.02 based on MSDOS LHarc 1.13", ported to the ST by Bill Shroka (bjsjr@ncoast.org). With this program I had no problems unpacking LZH archives.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

134. Re: GNU (as it applies to the ST), TeX

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 09:54:04 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.91Jan7105404@kunto.jyu.fi>
Source record: 236040

In article <37621@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:

Anyways, I have recently been trying to figure out how I might be able to play around with TeX on my ST. Will I be able to do this with only 1Meg? Also, how much HD space? Which archives do I need?

TeX runs OK in 1 Meg, sure... HD usage depends on how much you have & what you want to do with TeX: For simple documents you need (much) less than 2 Megs, but if you want a "good" collection of stuff for professional book typesetting, you can easily use more than 20 megs...
5 Megs is enoug for most TeXperts.

What you need?? Get sttex.xxx [xxx for arc, zoo, lzh, whatever]; get a previewer; get font files as much as you wand/you have space in your HD; get format files and last but not least get pk (or pxl)pixel files for both previewer and printer driver (forgot: get a printer driver also).

All the stuff should be found from atari.archive...

The main utilitarian reason I would like to get TeX working is so that I could print out the UniTerm docs. Is there a "easy" way to print these out (I.E. a utility that just prints and nothing else?) Also I am using a cheap old dot matrix printer (SG-10)..

Yes.... If you don't mind those TeX commands in your doc, then just print all .TEX files you have, but if you do mind about those commands then find a detex program somewhear (migh be in atari.archive). detex eats all TeX -stuff from .TEX files so you can print them.

In general: .TEX files are pure ASCII files...

I think DVI is a TeX file previewer and MetaFont is a TeX font maker, is this correct? I haven't been able to get any of this stuff to run correctly yet..

NO!!! DVI is DeVice Independent output of TeX. Metafont IS a font maker, and you don't need it to run TeX (unless you wan't to make your own fonts).

--
Timo Suhonen I am logged in, therefore I am suhonen@nic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Opinions(?) are mine (if not stolen), NOT those of Univ. of Jyvaskyla.

135. Re: ST fidonet point, specifics

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 11:01:07 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan7120107@orion.laas.fr>
Source record: 236047

Can the necessary ST Fido stuff be posted to atari.archive?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

136. Re: TT Desktop

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 11:19:16 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1337@ssp18.idca.tds.philips.nl>
Source record: 236046

I read about KOAS in the ST-magazin (german). KAOS should be a
strongly improved version of TOS 1.4 (lots faster, less buggy). In
combination with eg. Neodesk you will have a system comparable (or better)
than the RAM version of the TT-ROMs.
Does anybody know more about KAOS? (will it be available soon? does
there exist a demo version? what will be the price?)

Jan

##
DISCLAIMER:Unless otherwise stated, the above comments are entirely my own
# #
Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl
##

137. Re: eprom cartridge

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 12:06:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ayvqz8@jonh.wimsey.bc.ca>
Source record: 236042

In <1991Jan6.150553.1954@kcbbs>, Jon Clarke writes:
>
>When you set up the programs you want to run from ram drive you place
>them in an folder. The software then asks you if this is to be a rom
>drive if you answer yes it copies the who directory to rom. If you are
>using 27128's it will not be a problem but if you go to 27256 you will
>have to manually switch it.
>
>Also you may add an auto folder with what ever you wish as the ST on
>boot up looks for a cart before the floppy drive. Thus this will allow
>you to boot from your ROM drive in the cart.

I guess this means all info is still copied to ram on boot-up though.
It would be faster than hard drive, but memory usage by programs like
Neodesk and Gemini would remain unchanged. Or am I missing something?

>Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz 72000.3555@compuserve.com.usa
> GEnie : J.Clarke6 Compuserve : 72000,3555

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

138. Connecting Commodore Monitor

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 12:11:47 UTC
From: jvt@its.bt.co.uk
Message-ID: <+|X^F~@uzi-9mm.fulcrum.bt.co.uk>
Source record: 236043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PLEASE EMAIL REPLIES - News Server is Brain-Dead!

A friend would like to connect his Commodore 1901 monitor to his ST
but does not know if it will work or what the connections are.
Can anyone supply details of how to do it. Even the pin-out of
the montior would help as I do not know that.

John.

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

139. Re: background downloading

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 12:20:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ayvrmi@jonh.wimsey.bc.ca>
Source record: 236044

In <2786c6d0.3b52@petunia.CalPoly.EDU>, Steven Lee writes:
>
>
> Is there a program that will let you download in the background
>or is the program Shadow (if it's still selling) my only option?

I've seen a few copies of shadow still on the wall in local stores.
(At least here we have local stores) I don't think Antic is shipping
it or supporting it at all, in fact, of the 6 warranty cards I mailed
to Antic during their heyday, I never received one newsletter, catalogue
or any other ack.
I think I saw Mike Vederman complaining here, or on GEnie, that he
hadn't seen a royalty check in years. I bought, and use Shadow regularly
and would like to publicly call on DClick to follow CFJ's recent re-doing
of macro-mouse as a new and improved program, and give us another Shadow
with new and improved features like zmodem. Any others to show these guys
there'd be some sales. Shadow is excellant, except for a few annoyances,
like, if you time out in a batch download, you lose all of the files.
Other than that, it has a permanent place on my machine anyways. Thanks
to Mike and Paul, even if Antic never allowed you to provide a followup
support.

>Steven Lee
--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

140. Panathea Archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 12:20:06 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <2681@gould.doc.ic.ac.uk>
Source record: 236045

Hi ST fans out there,

From what I hear there seems to be a Software Archive called Panarthea out there somewhere in the States,does anyone know whether they have ST software and if so their e-mail address,also the addresses of any other good archives, as the only one I know of is the Atari / Terminator archive !

Thanks in advance,

Alan.

141. ** HELP !!!!!! ** Minix ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 12:49:28 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.91Jan7134924@mowitz.pdc.kth.se>
Source record: 236048

I just received my Minix ST 1.5... I was doing the safety copies when..
BADABOOM : EDF (Electricite De France) cut down the power in my house for half
of an hour !!!

Because the original AND the copy disk are dead, can someone PLEASE
send me a copy of disk 03 (/usr) of MINIX ST 1.5 ?????

Of course I will send back some money to my savior... Please use this
address :

Daniel GLAZMAN
19 rue de la Butte aux Cailles
F-75013 PARIS
FRANCE

Thanks a lot... I really want to see Minix running some day on my poor old ST !

/Daniel/

--
+---------------------------------------+-------------------------------------+
Daniel Glazman , TDS	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+---------------------------------------+-------------------------------------+
| "Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander |
| ce que je fais ici..." Anonyme |
| |
| "Gardez votre ville propre : mangez un pigeon !" Gary Gregory. |
+---+

142. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 12:55:56 UTC
From: piet@cs.ruu.nl
Message-ID: <4603@ruuinf.cs.ruu.nl>
Source record: 236049

>>>>> In message <10472@lanl.gov>, wrs@infidel.lanl.gov (William R. Somsky) (WRS) writes:

WRS> I've recently gotten back into using my ST, and have been trying
WRS> to download various files from atari.archive.umich.edu, but I'm
WRS> having MAJOR difficulties unpacking 'lzh' files.

WRS> I've been downloading files to my ST via Z-modem, and 'arc' files
WRS> have unpacked with no problem. When I try to unpack 'lzh' files,
WRS> however, the various unpackers keep choking on the files---usually
WRS> some sort of CRC or CRC-header error. I've tried several different
WRS> 'lzh' de-archivers as well as several different 'lzh' files---no go.

Note that zmodem usually does not recognize .lzh as an extension for binary
files, whereas it does recognize .arc. Maybe the files have been downloaded
in ASCII mode. I always download files in binary mode by default, even
ASCII files. (I download from Unix, and I can get the CR/LF characters with
a simple text editor).
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

143. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 13:31:10 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <1109@nikhefh.nikhef.nl>
Source record: 236050

"How do people think about the TT?"

I think it is definitely a step forwards, but whether it is
for everyone is a matter of what you do with computers.
If you need your computer just for typing in text files that
you take to your work for further processing you can save
yourself the extra money.
At the moment the price seems to be coming down. My guess is
that they are selling many more than they had feared so
the enlarged production gives lower prices. At the moment
one can buy them already for 25% less than the price that
Atari announced in october. (Here in Holland).
This starts making it an excellent buy. Of course the
exact pricelevel is irrelevant because one would have to
compare it with the local prices of other computers, not
with dollars, marks, guilders, francs, pounds etc.

The computer is (if equally properly tuned) for my purposes
faster by a factor 4. This assumes running in TT memory
with the cache on. For a program like FORM each of these
make a factor 1.5 difference. Also compilations with Turbo C
go faster by a factor 4.
This brings us to the software:
Much of the software runs and much doesn't run.
The earliest versions of Turbo-C would mishandle the 68020
option badly. There is a newer version that is much better,
but the printf doesn't work right. But it improves.
Shell programs are also rather problematic. Many programs
assume fixed screen sizes (and sometimes addresses). On the
other hand it is possible to run in ST mode. With the color
monitor one can run in ST-Low, ST-medium, ST-high, TT-Low
and TT-medium mode. In ST-high one has just a very fast ST
and many of the programs that break in the TT modes will run.
For developers this is very fine. One can try all resolutions
easily.
Atari Benelux tried to get some TT's to developers quickly,
just to have as soon as possible some improved software.

So I think that it is a step forward, but people who had
to save their money for a long time to buy an ST won't be
able to buy a TT for quite a while. On the other hand:
My first ST was about 3300 guilders (currently $2000) and
now they cost 1300 guilders (<$800). Note that only the ratio
is relevant.

Jos Vermaseren

144. WARNING ABOUT ATHENANET!

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 14:39:12 UTC
From: iam@stiatl.UUCP
Message-ID: <300@stiatl.UUCP>
Source record: 235860

This is just to let everyone know that I ordered a mouse from Athenanet (the guy who posted a message here about STuff for sale.), and the package that arrived was quite devoid of any such mouse. I have sent him a message concerning such problem, but have had no response.

Be careful before you plunk down your hard earned bucks!

Ian

--
-------- ---- ---- -- | Ian Mercado: iam@salestech.com |
-- - - ----- -- | gatech!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "Can't keep my mind from the circling sky" |

145. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 14:55:58 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jan07.145558.21047@chinet.chi.il.us>
Source record: 235851

In article <6719@crash.cts.com> sgodun@pro-graphics.cts.com (Steve Godun) writes:
>What do people think of TT? Is it the next step forward or backwards?
>-- Steve Godun
>
From descriptions and from what I've seen at shows, it's a nice machine that probably won't sell very well. There'll be disagreement, but I think it looks like a serious computer. It runs fast, with good backward compatibility. The 68030 is a good chip for programmers. The video is "Good Enough". But in a market that contains fast 80386 boxes and the NeXT, the TT isn't going to be a hit unless it's priced about where the MEGA STE is supposed to go. Pity about all the delays.

While we're at it--anyone seen a TT or a MEGA STE offered for retail sale in the US?
Steve J. saj@chinet.chi.il.us

146. Re: Where to get ZIP for STs?

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 15:19:36 UTC
From: christ@n6vbg.hamavnet.com
Message-ID: <1991Jan7.151937.77@n6vbg.hamavnet.com>
Source record: 235852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <37500@cup.portal.com>, Bryan_Jones_Woodworth@cup.portal.com writes:
> There are various implementations of ST_UNZIP available practically
> everywhere. Nothing fancy, but it gets the job done. It's either
> Shareware or PD can't recall..
>
> Also DC Utilities (commercial, like $30) has a ZIPper and UNZIPper.
>
>
>
> Bryan_Jones_Woodworth@cup.portal.com
```

147. Re: Mac 128K ROMs ---> questions and More questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 16:10:59 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1991Jan7.161059.3416@cbnewsl.att.com>
Source record: 235861
Cross-posted to: comp.sys.atari.st,comp.sys.mac.wanted

In article <1991Jan4.012611.23146@contact.uucp>, rrwood@contact.uucp (roy wood) writes:
> Someone recently posted a request for 128K ROMs to be used with his Atari ST/
> Spectre GCR. This prompts me to ask two questions which I've been curious
> about for a while:
>
> 1.) Why doesn't litigation-happy Apple sic their lawyers on Gadgets by Small?
>
> 2.) Why doesn't anyone talk about how easy it is to duplicate a set of Mac
> ROMs i...
>

The appearance of MegaTalk raises further questions.

Originally, Spectre was a program (emulater) that allowed MAC roms to be executed on an ATARI. The lawyers seem to accept both Spectre and the Amiga version as long as they read real MAC roms.

Anyone visibly copying MAC roms (such as dealers) have been pursued by Apple. If you and a friend "share" a single set of ROMS by means of a copying machine it the same as copying the Spectre program itself. Illegal, but not likely to be enforced. (BTW copying the roms is real easy, converting a Magic Sac cartridge to hold 128K roms is also easy).

Finally:
Last year there was quite a stir in the ...mac... groups discussing a MAC clone made in the Far East. It was felt that Apple would surly strangle them.
But now that Gadgets sells the MegaTalk board which duplicates the Mac chips needed to do "appletalk and SCSI" what is the distinction of a Mega4 +Megatalk board and a MAC clone. This isn't just a software emulater! Its become a MAC clone!

Just a thought.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

148. Re: GNU (as it applies to the ST), TeX

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 16:17:57 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan7171757@orion.laas.fr>
Source record: 235864

In article <37621@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
| I too am having trouble sorting thru all of this stuff, and they are huge
| files -- therefore trail and error is a real *pain*.

Yes it IS big!

| Anyways, I have recently been trying to figure out how I might be able to
| play around with TeX on my ST. Will I be able to do this with only 1Meg?
| Also, how much HD space? Which archives do I need?

I have managed to run LaTeX.TTP on my 1040 ST w/o any problems. I do not know how large a document it could handle when all ACCs are removed.

| The main utilitarian reason I would like to get TeX working is so that I
| could print out the UniTerm docs. Is there a "easy" way to print
| these out (I.E. a utility that just prints and nothing else?) Also I am
| using a cheap old dot matrix printer (SG-10)..

The Uniterm docs come out quite nicely, especially if you can get them to a Laser printer. I haven't yet tried DVIEPSON.TTP which should work with my old FX-80.

| I think DVI is a TeX file previewer and MetaFont is a TeX font maker, is this
| correct? I haven't been able to get any of this stuff to run correctly yet..

TeX transforms a .TEX file to a .DVI (DeVice Independant) file. The DVI file can then be viewded with DVIST, or SHOWDVI, or printed with DVIEPSON, etc. If you have access to a Unix box with TeX, then you can upload the DVI file and print it there. MetaFont is the TeX font maker. There are also many little font conversion programs such as PXLTOPK, PKTOGF, GFTOPK, etc. Some device drivers only accept one kind of font file: GF is Generic Font, PXL is the wasteful pixel Font format, and PK is the PacKed format.

| ....thanks ahead of time.... yonderboy@cup.portal.com

By the way, cup.portal.com does not seem to be known from the .COM domain. I believe that it was rejected by Sun.COM's mailer.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========

Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

149. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 16:21:36 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1991Jan7.162136.3773@cbnewsl.att.com>
Source record: 235866

In article <1991Jan06.212014.21625@gorgon.uucp>, dag@gorgon.uucp (Daniel A. Glasser) writes:
> One thing that prevents people from pirating the MAC ROMS to use in the
> Spectre (or Magic Sac) products is that it is possible for circuitry to
> be designed to distinguish between the masked ROMs and EPROMS, and to make
> sure that Apple did not go after him, Mr. Small built said logic into his
> product. EPROMS don't work.
> --
> Daniel A. Glasser One of those things that goes
> dag%gorgon@persoft.com "BUMP! (ouch!)" in the night.

Sorry, Dan. Magic SAC played this game, which Intel created.
But Spectre 128 reading 128K ROMS will also read EPROMS because the magic
line is not present on 128K devices.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

150. Re: ANSI or VT100 Emulator Source Wanted...

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 17:03:32 UTC
From: kenn@intrbas.uucp
Message-ID: <130@intrbas.UUCP>
Source record: 235873
Cross-posted to: comp.sys.atari.st,comp.sources.wanted

This is the second time I've seen a request for this info in this group.
The first was during a brief time that I kept up with it in the Spring.
Then I left for several months, and just picked it up again this morning.
I sent the guy in the spring some of the critical stuff, but I don't
know if I still have it online anywhere.
If I type it all in again, perhaps I will upload it to CompuServe,
and perhaps some kind soul here would volunteer to convey it to an
anonymous-FTP site and/or to a newsgroup archive machine.

How pressing is your need at this time?
I probably won't get to this for a while.

-- Kenn Goutal
...!linus!intrbas!kenn
...!uunet!intrbas!kenn

151. PC-Ditto II $155

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 17:06:29 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Jan07.170629.25970@hpmclc.mcm.hp.com>
Source record: 235853

I've just purchased a PC Laptop. I no longer need my PC-Ditto II.
(Even though I've only used it twice)
It is fully functional and has the proper IC's chips in it.

PC Ditto II - $155

Contact:
Patrick J. Hawke
(patrick@hpmcaa.mcm.hp.com)
Home: 503-434-5122

152. OPUS go BOOM

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 17:20:33 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jan7.172033.26016@cbnewsk.att.com>
Source record: 235854

I have been trying to chek out the latest version of OPUS. I believe this
is 2.2. However, the archives at terminator and (knew where I meant at one time) both only
have 7 of the 9 parts of the distribution. Sooo, I
found version 2.0. The problem is, if I try to run opus.prg without
GDOS stuff (I know - no charts) I get 2 bombs. If I try running with
GDOS (G+PLUS) installed with an appropriately configured (I think) ASSIGN.SYS - I get 4
bombs! Any help out there? I like OPUS, at least
version 1.x, but I would like to know if version 2.2 supports any macros -
at the least file save/restore macros?

Ron Wolenty
inuxy!wolenty

153. Re: Atari Explorer is back

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 17:24:38 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750099@hpsad.HP.COM>
Source record: 235855

>The official Atari (U.S.) magazine, Atari Explorer, is back on the newsstands

Gee, I wonder if they'll restart my subscription! :-)

Jim Smith	e-mail: smithj@hpsad.HP.COM
R&D Firmware/Software QA	Telnet: 794-4632
HP Signal Analysis Division	AT&T: (707) 794-4632
1212 Valley House Dr.	HPDesk: Jim M Smith/HP5300/I0
Rohnert Park, CA 94928-4999	HP Mailstop: 2LR-D
Everybody wants a rock to wind a piece of string around. - TMBG
---

154. Re: TT TOS (and operating systems in gen

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 17:35:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ayw678@jonh.wimsey.bc.ca>
Source record: 235856

In <1991Jan7.005252.10937@bwdls61.bnr.ca>, Pierre Fortin writes:

>Well, for starters: The current OS (1.4) fits in 192K of ROM, *BUT* there
>is only 128K available on the cart port. If you can figure how to squeeze
>the OS into that little cart... :^)

How about packing the part that is loaded into memory and unpacking
on boot-up? I think ST Internals said there were several tricky ways
to get 512k out of the cartridge port.
Come to think of it, wasn't there a company that sold 4 meg ram
drives that went into the cartridge port. Someone posting here a few
months ago had one.

>
>Pierre Fortin Bell-Northern Research I know, my postings are
>Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
>(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
>fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design
--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

155. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 17:51:24 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340057@hpfcso.HP.COM>
Source record: 235857

Okay, you've almost got me convinced to buy it. Two little nagging questions remain:

1) What handshaking does it support?
RTS/CTS
XON/XOFF
ENQ/ACK

2) Why not Kermit? Will future versions support Kermit?

And I swore I'd never get another piece of ST software...

Regards
Ray Depew
HP ICBD -- IC's by Bill & Dave
rrd@hpfitst1.hp.com

156. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 17:53:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ayw71g@jonh.wimsey.bc.ca>
Source record: 235858

In <2908@laura.UUCP>, Rainer Klute writes:
>
>Now for the question: The only LHarc version I have found useful so far is
>"LHarc 1.02 based on MSDOS LHarc 1.13", ported to the ST by Bill Shroka
>(bjsjr@ncoast.org). With this program I had no problems unpacking LZH
>archives.

I concur. LHarc1.02, recently posted on comp.binaries is the most
stable version I've found. Some versions appearantly don't under-
stand lower case file names in the arc. This is often the reason for
corrupted header messages.
LHarc does offer a significant difference in packed size. It
probably would be the new standard if the versions weren't so
incompatable.

>
>--
> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
> Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
> Postfach 500500 |)|/ Tel.: +49 231 755-4663
>D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

157. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 17:58:42 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340058@hpfcso.HP.COM>
Source record: 235859

> ... This prompts me to ask two questions which I've been curious
> about for a while:

> 1.) Why doesn't litigation-happy Apple sic their lawyers on Gadgets by Small?

Old news. They tried that once already. GBS had a little trick they pulled (perfectly legal, of course) that shut up Apple and their lawyers very quickly.

> 2.) Why doesn't anyone talk about how easy it is to duplicate a set of Mac
> ROMs instead of forking out the cash for an official set? All you need
> do is borrow a friend's ROMs and an EPROM (or EEROM) burner...

Also old news. Of course it's easy. It's also easy to grow marijuana at home, or make pipe bombs in your basement. But I doubt you'll find anyone talking about it in a public forum like this. That wouldn't be too smart.

Ray
(My 128K ROMs were made by Apple, I don't grow or smoke pot, and I don't even WANT to know how to make pipe bombs.)

158. Re: STadel questions -- refined

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 18:31:36 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Jan07.183136.22588@vpnet.chi.il.us>
Source record: 235862

In article <1991Jan3.193440.5046@nixtdc.uucp> jhm@nixtdc.uucp (John H. McMullen) writes:
>
>b) information on creating floors -- aides do it, apparently,
> but with what command? And what are the configuration parameters

;A(ide)C(reate-floor)

The other floor commands (as of version 3.3e - the final orcish version) are:
;AK(ill floor)
;AR(ename floor)
;AI(nvite people to this floor)
;AE(vict people from this floor)
;AM(ove rooms to this floor)

> in ctdlcnfg.sys for floors? (There are some that refer to floors,
> but how to use them?)

There is one: #basefloor; it gives the name of the lobby floor.

.david parsons
(orc@bach.sql.sybase.com, orc@jazz.sybase.com)

159. Re: lattice c 5.0

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 18:33:07 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2788BEE3.19536@maccs.dcss.mcmaster.ca>
Source record: 235863

In article <19914.1113.4481@canrem.uucp> "tellabs canada" <tellabs_canada@canrem.uucp>
writes:
>Hello all,
>
>Only several days ago I purchased Lattice C v5.0. I would like to move
>all of my future projects over to this compiler system but I'm more than
>just a little uncomfortable without a make utility (Lattice doesn't
>include one).
>[...]

I have Sozobon C, and there is a make tool included in that
archive that I use.
I use EDC.PRG and set up my environment variables from there. Once
that is done I use one of the tool slots to call MAKE.TTP when the right
key is pressed, and of course I put MAKE.TTP in my LC\BIN directory. When
that is done, I can just press ALT-KEYPAD# to call make. You also have
to change the current directory under the file menu title to the directory
the makefile you want to use is in.
The following could be a typical makefile.

```
---------------------------------------------------------------------
CC=LC.TTP
EXE=dvert2
OBJ=main.o gui.o
DEBUG=
CFLAGS=-b1 -ca -cf $(DEBUG) -ma -ms -r1 -rs -w

$(EXE).prg: $(OBJ)
CLINK.TTP WITH dvert2.LNK
# $(CC) $(CFLAGS) -Lgv $(OBJ)

main.o: globals.h dvert2.h
gui.o: globals.h gui.h sel3.h

.c.o:
$(CC) $(CFLAGS) $*.c

.s.o:
$(CC) $(CFLAGS) $*.s
---------------------------------------------------------------------
```

A good idea would probably be to use another macro like

```
LD=CLINK.TTP WITH
```

Line number 9 above is commented out. (The one that begins with
the hash ("#") symbol) The first time I use the makefile, I remove the
hash symbol, put a hash symbol at the beginning of line 8, and call make.

This will create a .lnk file, and then I put the hash symbol at line 9
and remove it from line 8.

I hope this helps. I'm doing this from the top of my head, so
if anythings is unclear feel free to ask.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

160. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 18:43:33 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jan7.184333.9901@watmath.waterloo.edu>
Source record: 235875

In article <40231@ucbvax.BERKELEY.EDU> emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:
>
>STalker is also my favorite term program. I feel it's the best.

I would like to know what features STalker has that UNITERM does not have.

161. Re: WARNING ABOUT ATHENANET!

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 19:41:26 UTC
From: seattle@hydra.cirt.unm.edu
Message-ID: <1991Jan7.194126.19175@ariel.unm.edu>
Source record: 235876

```
In article <300@stiatl.UUCP> iam@stiatl.UUCP (Ian Mercado) writes:
>This is just to let everyone know that I ordered a mouse from Athenanet
>(the guy who posted a message here about STuff for sale.), and the package
>that arrived was quite devoid of any such mouse. I have sent him a message
>concerning such problem, but have had no response.
>
>Be careful before you plunk down your hard earned bucks!
>
>Ian

I received my order (Flash 1.6) in a week. I had NO problem at all.

So if you base your decision on how others have been treated, take
this one into account as well.

(I am not affiliated with Athenanet, just a happy consumer)

Dave

--
/|\ | seattle@hydra.unm.edu <> <> David G. Adams \
< |/\ | LotE | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! | Don't bug the University 'bout nuthin' I've said. /
```

162. KWEST Atari User Group - ST meeting - Wed Jan 9/91

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 19:49:28 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Jan7.194928.17428@watmath.waterloo.edu>
Source record: 235865
Cross-posted to: uw.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs), associated bulletin
boards, public domain libraries, and a newsletter "The Hard Copy".

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Rooms open at 7:00 pm. Meetings start at 7:30 pm.

Call 579-3695 for details.

Next Meetings
****

16-bit (ST) - Wednesday, Jan 9, 1991
DCS Course Room, Room 2009 (2nd floor)

Hope to see you there,
Dani Roloson

163. Re: Latest ST Xformer II = 2.55

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 21:12:51 UTC
From: darekm@microsoft.UUCP
Message-ID: <60319@microsoft.UUCP>
Source record: 235867

```
VERSIONS OF ST XFORMER II
=========================

In response to the question about the latest version of Xformer, here is
a list of all release of ST Xformer II to date and what they do:

(for reference, ST Xformer 1.1 and 1.2 ran at 15% to 25% the speed of the
real Atari 800 and didn't support Atari DOS)

2.0 - released July 1988 - don't use it!

2.1 - released July 1988 - Atari 800 emulation, Apple II emulation
- Atari DOS 2.0 support
- this version is OK for running Atari 800 software
if you already have it ported to the ST disk
- a memory hog (uses over 800K)

2.2/2.3 - October 1988 - don't use it!

2.31 - November 1988 - support for the Xformer cable (big plus!!!!)
- 800XL emulation
- selectable 800/800XL emulation, slow or fast FP
- said by many to be the most stable/compatible version
- runs at about 40% to 45% the speed of a real 800XL
- requires less memory but more than 512K

2.4/2.5 - May 1989 - 130XE emulation
- uses much less memory (runs on 512K, just barely)
- supports up to 8 disk drives
- 8-bit hard disk emulation (on ST hard disk)
- runs at 45% to 50% the speed of real 130XE

2.55 - September 1989 - LATEST and GREATEST!

2.6 - spring of 1991 - even smaller memory requirements
- bug fixes
- 16 MHz support
- possible TT support (for FAST speed) if I ever get my
hands on a TT (hopefully this decade)

All of these versions of Xformer are up on various bulletin boards. But
people still complain they can't find them. So if you really need Xformer
badly, send me $10 and I will send you a disk with Xformer 2.31 and 2.55 and
if I have any left, an ST Xformer II User's Manual that includes such things
as the pinouts to the Xformer Cable. Last time I looked I had about a dozen
manuals left. And no, I do not make or sell Xformer Cables.
```

Question: does a 16MHz board help?
Answer: Yes, it boosts the speed by about 60%.

Question: does ST Xformer 2.55 run on the TT?
Answer: No. But when I figure out why, it will run at about 300% the speed of the Atari 800.

Question: Where do I get the disk and manual.
Answer: Send $10 to me at the address below. If you write a check, do not make it out to Branch Always Software since that is not a product. Make it out to me, Darek Mihocka.

Question: Where do I get a Xformer Cable?
Answer: Look in START or other magazines and look for ads from either BRE Software, First Stop Computers, or Innovative Concepts. I do not manufacture the cables or sell them and do not receive royalties from their sale, so please do not bother me about cable problems.

I will also be making available a public domain IBM PC version of Xformer that runs at about 50% speed on an XT, 100% on a 286, and 200%-500% on a 386 or 486, depending on clock speed. It is currently being tested by a few people and assuming Atari doesn't have a cow about people running Atari 800 software on a PS/2 or Compaq (or heaven forbid, an Atari PC-4), it will be up on the boards in a few months. The similar Apple II emulator will not <grin>.

- Darek

Darek Mihocka (206)-885-5893 after 6pm. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
---

164. More memory 520STE

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 22:07:50 UTC
From: alastair@hpqtdla.sqf.hp.com
Message-ID: <15760002@hpqtdla.sqf.hp.com>
Source record: 235868

I have just bought a 2Mbyte upgrade for an STE. This required removal of
1Mbyte in the form of four simms cards of 0.25Mbyte each. Is anybody
interested in upgrading their 520STE to 1Mbyte. Contact alastair@hpsqf.hp.com

165. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 22:15:34 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan7.221534.14971@mailer.cc.fsu.edu>
Source record: 235879

I am impressed with Unlzh v1.72 (available from atari.archive). It is
very fast, and installs as an application quite nicely. I have yet to have
a problem extracting something with it.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

166. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 22:16:42 UTC
From: waltrip@capd.jhuapl.edu
Message-ID: <1991Jan7.171642.1@capd.jhuapl.edu>
Source record: 235878

In article <1991Jan07.145558.21047@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> In article <6719@crash.cts.com> sgodun@pro-graphics.cts.com (Steve Godun) writes:
[...stuff deleted...]
> While we're at it--anyone seen a TT or a MEGA STE offered for retail sale in
> the US?
Sort of. I saw an ad by Toad Computers that included prices and specs but said "Call for Availability". I didn't but if you want to call their phone number is (301)544-6943.

I have no connection with Toad Computers (but I like their Toad cartoon figure:^).
> Steve J. saj@chinet.chi.il.us

c.f.waltrip

DDN: waltrip@capsrv.jhuapl.edu

Opinions expressed are my own.

167. Re: TT TOS (and operating systems in general

Newsgroup: comp.sys.atari.st
Date: 1991-01-07 22:57:02 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Jan7.230302.44219@vaxb.acs.unt.edu>
Source record: 235869

In article <1991Jan8.003736.13171@cs.olemiss.edu>, tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:
> In article <1991Jan7.005252.10937@bwdls61.bnr.ca> fortinp@bwdls56.bnr.ca (Pierre Fortin) writes:
>
>>Well, for starters: The current OS (1.4) fits in 192K of ROM, *BUT* there
>>is only 128K available on the cart port. If you can figure how to squeeze
>>the OS into that little cart... :^)
>>
>
> Put a kernel OS with RAM jump-tables on the internal ROMS.
> Add 128K of updates to the cartridge port.
>
> Only problems are: What do you decide to put on the cart?
> When do you release a new internal ROM?

Tony,
Though I myself REALLY like this idea, (ala Macintosh), it goes back to bringing up the subject of (*yikes*) viruses. It WOULD however, provide easy updating, by simply putting out a new 'system' disk, (again, ala Macintosh). Atari must have had some valid reasons not to do this, but I can't think of any. Since they started out in one direction, it seems that they are stuck going in that replace-the-complete-ROM-set direction, though It's not NEARLY as cost effective, or easy to implement.
Before anyone starts arguing about speed considerations, let me say that I do program development on the Macintosh, (with a slower hard drive interface), and the delay in rebooting is not all that bad, especially considering programs like Pinhead for the ST. Also, if you're not in an environment that causes frequent reboots, the reboot speed of loading in such a RAM-based OS would be negligible.

Atari people: I know you're tired of seeing this type of message, but CAN you pass word to the people that make those type of R & D decisions to at least CONSIDER something like this?

168. Re: TeX/LaTeX info sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 00:08:40 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Jan8.000840.1588@doe.utoronto.ca>
Source record: 235886

In article <0323228@arium.stgt.sub.org> be@arium.stgt.sub.org (Bernd Ebach) writes:
>> "TeX and LaTeX source files (with the .tex file extender) are ASCII files."
>
>Bingo, you are right... But it definitly looks ugly and I hate to
>read it that way. How about uploading plain ASCII??? What use is all
>those typesetting-stuff, if you never use to read this AFTER you got
>everything up and working...
>

I have ported dvi2tty to the ST, and I will be sending it to
comp.binaries.atari.st as soon as I figure out how to. dvi2tty prints
out a rough ASCII version of a .dvi file, for all you non-TeX users.
That still won't help with .texinfo files, but you can use Emacs to
read those.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

169. Best harddrive bargain???

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 00:32:42 UTC
From: asedm@acad3.alaska.edu
Message-ID: <1991Jan8.003242.9541@ims.alaska.edu>
Source record: 235880

I'm gonna buy a harddrive, I'm currently looking at a Seagate 80M.
can anybody tell me if this is a good deal, if there's a better one,
how much I can expect to pay for an SCSI interface (etc...)?

I know this has been run into the ground, so please email
(internet: asedm@acad2.anc.alaska.edu).
thanks in advance!

170. Re: TT TOS (and operating systems in general

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 00:37:36 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Jan8.003736.13171@cs.olemiss.edu>
Source record: 235870

In article <1991Jan7.005252.10937@bwdls61.bnr.ca> fortinp@bwdls56.bnr.ca (Pierre Fortin) writes:

>Well, for starters: The current OS (1.4) fits in 192K of ROM, *BUT* there
>is only 128K available on the cart port. If you can figure how to squeeze
>the OS into that little cart... :^)
>

Put a kernel OS with RAM jump-tables on the internal ROMS.
Add 128K of updates to the cartridge port.

Only problems are: What do you decide to put on the cart?
When do you release a new internal ROM?
+=/----\=+ Get up, get,get down \ Tony Reynolds
|/ Byte \| I.B.M. is joking your \ tony@tacky.cs.olemiss.edu
|\ Boys /| town. \ /usr/games/fortune:
+=\----/=+ <<Appearing NetWide>> \If I had any humility, I'd be perfect.
Starring MC 68000, Tony RISC, and V.G.A.\ --Ted Turner

171. Error P at FACCC2

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 01:01:34 UTC
From: roulston@watserv1.waterloo.edu
Message-ID: <1991Jan8.010134.27556@watserv1.waterloo.edu>
Source record: 235882
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just started to get an error when starting up certain
programs, specifically the Prospero Fortran workbech and associated
utilities....it says

Error P at FACCC2

when I click on the program icon (from Neodesk or not).
The executable is on my hard drive but I get the same error when I try
to run from floppy , only the error address is changed to

F9FC04.

My question is where is this address??? Is this a RAM error??? And if so,
why do all my other programs work (Uniterm, Tempus...).
Or is the address in the ROM?? I don't know where they are mapped. If it is
in the ROMS, could it be do to changing over to TOS1.4?? I don't remember if
I have tried this since I did the change.

Anyway, does anyone have any suggestions?

thanx,
james

172. Re: TT TOS (and operating systems in general

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 01:02:01 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37710@cup.portal.com>
Source record: 235871

> Can anyone tell me why this ISN'T a good idea???

Regarding "Why not put TOS on carts?"

Don't other programs use the cartridge port? Like Spectre GCR?? Magic Sac, whatever? Plus digitizing tools like Computereyes?

well. how do you use TOS if it is on cart-only, and you need the cart slot for something else??

Bryan_Jones_Woodworth@cup.portal.com

173. Re: WARNING ABOUT ATHENANET!

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 01:48:10 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37712@cup.portal.com>
Source record: 235883

>>Be careful before you plunk down your hard earned bucks!

>I received my order (Flash 1.6) in a week. I had NO problem at all.

I, too, received my order promptly, in 10 days. No problems whatsoever.

Thanks, Athenanet!

Bryan_Jones_Woodworth@cup.portal.com

174. Small's Email Address?

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 03:06:04 UTC
From: mrodrigu@polyslo.CalPoly.EDU
Message-ID: <2789371c.638c@petunia.CalPoly.EDU>
Source record: 235884

Can some kind soul please post David Small (Of gadgets by Small) Email address?

Thanks
mrodrigu@polyslo.CalPoly.EDU

175. Re: background downloading

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 03:20:28 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan08.032028.23947@ecst.csuchico.edu>
Source record: 235885

sslee@polyslo.CalPoly.EDU (Steven Lee) writes:

- I've seen a program called DCTRANDM (probably on atari.archive also)
- that allows you to upload in the background so you can continue to
- do something else in the meantime. Is there a program that will let
- you download in the background or is the program Shadow (if it's still
- selling) my only option?

I remember Mike Vederman of DC Software mentioning a while ago that
DCTRANDM was the predessor to Shadow. They're both Double Click
products. Shadow is still available, but I like STalker instead (even
though STalker works with Shadow) because you mustn't set up a large
buffer for STalker.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

176. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 04:48:02 UTC
From: arw@sage.cc.purdue.edu
Message-ID: <5581@sage.cc.purdue.edu>
Source record: 235887

I am interested in selling some of my ST software. I am selling this since I no longer own my ST (and haven't for quite some time). I am willing to sell the whole bundle, or just parts.

Falcon : $25.00
WordWriter ST: $25.00
Flight Sim II: $25.00
Gunship: $20.00

And, if you happen to be a pilot:

The Navigator 2.0 (an excellent flight planning program) for $25.00

All software comes with original documentation (and if you really want, I can probably produce the original packaging for most of it). Everything is in good shape. I would be willing to sell the first four items bundled together for $80. I would be willing to sell all five for $100. Prices are somewhat negotiable. Please contact me at my email address or by phone at (317) 743-9671. I will pay for shipping (as long as it is reasonable).

email : arw@sage.cc.purdue.edu -OR- xarw@purccvm.bitnet

Paul

177. Re: TT TOS (and operating systems in general

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 05:57:10 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <12005@ccncsu.ColoState.EDU>
Source record: 235872

The ST cart. port has only either 128KB or 256KB (forget exactly which one, but it's not infinite) space.
And TOS is already larger than 128KB (6 * 32KB = 192KB). Plus I want to be able to use the Spectre which is connected to Cart. port, and there is a few MIDI and music stuff is using cart. port.
Just my 2 cents.
Tang
sytang@lamar.colostate.edu

178. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 06:17:22 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan08.061722.26635@convex.com>
Source record: 235891

In article <10472@lanl.gov> wrs@infidel.lanl.gov (William R. Somsky) writes:
>I've recently gotten back into using my ST, and have been trying
>to download various files from atari.archive.umich.edu, but I'm
>having MAJOR difficulties unpacking 'lzh' files.

this is one of my pet peeves, so skip this note if u don't want to hear
my ranting...

lharc has somehow become the defacto standard archiver for c.[bs].atari.st
and archives (like terminator) because it does a significantly better
job at compression than arc (at least arc 5.21 and earlier). fine. only
problem is that there are at least 3 different versions that i am aware
of and early lharc versions were very buggy at best (IMHO). in contrast,
the excellent zoo package has never been a problem on any system i have
used, from pc to cray (though the cray port was non-trivial :-). and it
is the standard archiver for c.b.ibm.pc (which generates much more traffic
than the st groups).

lharc is very flakey, though i have not gotten an newer unix version,
so it may have improved in the last 6 months so don't get on my case about
that. lharc is 1) slower than zoo (MY tim is valuable, i hope you think
yours is, too), 2) marginally better at packing (still not as good as
compress, of which there is a robust st version, and cost of floppy disk
is minimal), and 3) is not centrally maintained, as far as i can tell. it
is also not very common outside the usenet st community, from what i can see.

i can understand the maintainers of terminator for wanting to minimize
the disk space which they thoughtfully provide as a service for us, but
i really don't think the savings over zoo is (in total) much more than
5 to 10 percent, if that.

i just don't think that the savings gained from lharc is worth the hassles
(i.e. manhours lost) to justify its use, though i suppose it is futile at
this point to try and re-standardize on zoo (a better choice overall, IMHO).
and i do not know of any *significant* features which lharc has that zoo
does not have. i have to admit, though, that i have had few problems
with lharc for the past 6 months or so, so that the situation has improved
since lharc's initial appearance (which was a mess at best). i think it
originated in japan, though that is obviously not the reason for its
problems (there were too many people scrambling to get the ball rolling).
and i seem to remember versions of lharc being distributed in (if you can
believe this) .lzh files (sheesh! talk about a catch-22).

sorry i can't offer u any help. lharc is just not robust enough (far too
"delicate" if you ask me). perhaps the various factions maintaining it can
come to terms and collaborate so that this mess will eventually get

resolved. i believe there was a new version of lharc for unix posted to comp.sources.misc (which is archived on uunet.uu.net and elsewhere, if u have FTP access). u might give it a try.

one of the flakier aspects of lharc (at least the unix version i have) is illustrated by this scenario:

1) i generally unpack uuencoded files which i save from news with the same name as the arc/lzh/zoo file name, without the extension (i.e. if the archive is "xxx.lzh" i save the uuencoded file with name "xxx").
2) after uudecoding, i am left with files "xxx" and "xxx.lzh".
3) if i say "lharc v xxx" to make sure there is a readme file before i delete the original posted file (e.g. "xxx" in this example), lharc barfs, saying xxx is not an archive. it is not smart enuf to look for "xxx.lzh" unless i tell it to do so with "lharc v xxx.lzh". zoo, however IS smart enuf to append the proper .zoo suffix before it opens the archive. to be fair, i thing a) this is a trivial change (but i have to fix it myself, unless newer versions are so equipped), and b) i think arc has the same problem (don't quote me on that though).

note that everything i post is arc'd (5.21) to make sure anybody can read it, no matter what (tos/dos/unix/vms/etc)...

there, i feel MUCH better :-)

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

179. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 09:19:37 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1090@idcapd.idca.tds.philips.nl>
Source record: 235893

In article <1991Jan06.212014.21625@gorgon.uucp> dag@gorgon.uucp (Daniel A. Glasser) writes:
>One thing that prevents people from pirating the MAC ROMS to use in the
>Spectre (or Magic Sac) products is that it is possible for circuitry to
>be designed to distinguish between the masked ROMs and EPROMS, and to make
>sure that Apple did not go after him, Mr. Small built said logic into his
>product. EPROMS don't work.
>--
>Daniel A. Glasser One of those things that goes
>dag%gorgon@persoft.com "BUMP! (ouch!)" in the night.

This is definitely not true. I have seen someone using EPROMs with no problems whatsoever. (It was Spectre 128, not a GCR but I think it will work with both). It is illegal to copy the ROMs, but it can be done...

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
---

180. atari users

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 11:36:10 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6788@crash.cts.com>
Source record: 235895

users on this net unite.if enough people respond here then maybe we can offer a newsletter such as znet or something for our wonderful computers!!!what do you think!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

181. Re: Two questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 12:24:49 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.91Jan8132449@mowitz.pdc.kth.se>
Source record: 235894

In article <1991Jan06.034220.15537@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

> Anyone have any experience with Script, the word processor? Has
> anyone read any reviews? I've seen this program at my dealer and it
> looks pretty good, but it's difficult to critique a program without
> REALLY using it, besides just playing around with it. At first
> glance, it looks pretty good. Different fonts, importing of images.
> Quick scrolling. Automatic text formatting like Word on the Mac.
> But, I couldn't figure out how to delete a page, or even a series of
> lines without highlighting them with my mouse. Any info would be
> greatly appreciated. Thanks!

Script is very appreciated in France and works really well. You
should also take a look to Script 2. It is distributed by the same company
(Application Systems ???) but it's not only a new release. It's a new prgm
compatible with the former one.

Daniel

--

+--------------------------------------+--------------------------------------+
Daniel Glazman , TDS	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+--------------------------------------+--------------------------------------+

| "Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander |
| ce que je fais ici..." Anonyme |
| |
| "Gardez votre ville propre : mangez un pigeon !" Gary Gregory. |
+---+

182. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 12:26:16 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan8.122616.1@simvax.labmed.umn.edu>
Source record: 235955

In article <1991Jan8.153539.19118@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
> But the worst peroblem with
> zoo is its brain-damaged syntax w.r.t. subdirectories....
> These days archiving subdirs should be the DEFAULT.

Well, there's always the command line

zoo -restore archive.zoo

It's worked quite nicely for me.

The other 'flaw' I see with the various LHARC, LZH, UNLZH programs is this:

With the exception of ports like LHARC 0.5beta, et al, almost EVERY
single archiver/unarchiver using the LHARC protocols is ShareWare.
This bothers me, seeing that both ARC and ZOO were released as
free-of-cost software, and the original protocols for LHARC didn't
cost anything either. (I'm speaking non-commercially here, I'm well
aware of SEA's commercial charges for ARC, as an example.)

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

183. Mr Atari, why don't you care about your users ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 13:46:38 UTC
From: glazou@tds.kth.se
Message-ID: <GLAZOU.91Jan8144619@grayling.tds.kth.se>
Source record: 235896

TOS 1.0 1.2 1.4 1.6 2.0 ; ROM systems and RAM systems ; DMA/SCSI ;
unability to upgrade easily a ST-computer from 1MB to 4MB ; no distribution of
the new TOS ; GDOS distribution ; hardware quality (remember Megafile 30 power
supplies pbs in Europe) ; where are Gem 3.0, GemDraw, GemWrite ?

I called Atari France some days ago and I asked the single question:

Me -"Will you sell the TT desktop for ST-series ?"
Atari -"No, we won't..."

I will never understand this. So stupid answer....

Ok. Was a little flame and I feel now less nervous. So, Mr Atari,could
you please reply to an Atari-fan ? And don't tell me I can have all this info
being an Official Developper...

1) COMPLETE description of ALL metafile functions ?
2) complete description of Gdos drivers *.SYS ?
3) will you distribute TT desktop (OFFICIAL answer PLEASE !) ?
4) is the TT control panel desk accessory free of distribution ?
5) what is the structure of the modules (CPX ?) for the TT control panel ?

Daniel

184. Re: TeX/LaTeX info sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 13:54:03 UTC
From: roberson@aurs01.UUCP
Message-ID: <59417@aurs01.UUCP>
Source record: 235897

In article <0323228@arium.stgt.sub.org> be@arium.stgt.sub.org (Bernd Ebach) writes:
>In article <1991Jan4.115756.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu
> writes:
>> In article <8841628@arium.stgt.sub.org>, be@arium.stgt.sub.org (Bernd Ebach) writes:
>> ESSENTIAL.TEX - "Essential LaTeX". Contains VERY basic information.
>>
>> > And how am I supposed to read those...
>> > without having installed TEX allready?
>>
>> "TeX and LaTeX source files (with the .tex file extender) are ASCII files."
>
>Bingo, you are right... But it definitly looks ugly and I hate to
>read it that way. How about uploading plain ASCII???

What you need is the program called detex. I know it is available on
Unix machines and it might be easy to port it to the ST. I don't know
if it uses awk or anything like that or if it is pure C source code.
Anyway, look in the various TeX archives for a program called detex.

cheers,
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

185. I take it back... (was: WARNING ABOUT ATHENANET!)

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 14:19:21 UTC
From: iam@stiatl.UUCP
Message-ID: <302@stiatl.UUCP>
Source record: 235899

seattle@hydra.cirt.unm.edu (David G. Adams) writes:

>In article <300@stiatl.UUCP> iam@stiatl.UUCP (Ian Mercado) writes:
>>Be careful before you plunk down your hard earned bucks!
>>
>>Ian

>I received my order (Flash 1.6) in a week. I had NO problem at all.

>So if you base your decision on how others have been treated, take
>this one into account as well.

>(I am not affiliated with Athenanet, just a happy consumer)

>Dave

Okay, I have made a fool of myself. Lee himself called me today and
said he tried to contact me, but the mail bounced. And, without hesitation,
he sent a replacement mouse in the mail. Therefore, I hereby retract all
earlier statements, and Lee...

I'm Sorry. (See A Fish Called Wanda for appropriate Otto facial expressions.)

Cheers everyone,

--
-------- ---- ---- -- | Ian Mercado: iam@salestech.com |
-- - - ----- -- | gatech!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "Can't keep my mind from the circling sky" |

186. Re: Atari SH204 hostadapter with 'genuine' SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 14:34:32 UTC
From: heiden@kboeng.enet.dec.com
Message-ID: <1991Jan8.152838@kboeng.enet.dec.com>
Source record: 235898

Some time ago I was asking for help:

In article <1990Dec10.110739@kboeng.enet.dec.com> heiden@kboeng.enet.dec.com \
(Matthias Heiden) writes:
>I would like to upgrade my original SH204 (with 20 MByte Tandon 262) with
>another drive. As far as I understand the hostadapter inside the SH204
>understands SCSI. Therefore I would like to connect it directly to a
>'genuine' SCSI drive instead of putting another MFM drive on the
>Adaptec 4000 SCSI -> MFM controller.
>Does anybody has experience with this solution ? What sort of problems
>could I run into ?
>Any help is appreciated.
>Thanks Matthias Heiden

This is now an intermediate summary of my attempt to get information
and practical experience of how to use the Atari SH204 hostadapter
with 'genuine' SCSI drives.
First, thanks to all who replied and provided useful information and
experience.

The basic answer to my question seems to be : YES, it can be done
... BUT
Here a selected collection of answers:

- From: ccicpg!paulm@uunet.uu.net (Paul Moreau)
[edited]
I have hooked a Maxtor XT-4380S , XT-4380E w/ Emulex SCSI->ESDI card,
a Wren 6 SCSI drive and a Cypher 540 SCSI cartridge tape drive to my
SH204 host adapter. I've only had problems with the Wren.

- From: duke!sam.cs.olemiss.edu!tacky.cs.olemiss.edu!tony@mcnc.org
(Tony Reynolds)
[edited]
Well, I can tell you that I have had nothing but failure with this.
I used two mechanisms, the ST-157N and ST-296N from Seagate. I can
make a ST-251-1 work fine (using HDX 3.01) but have never, despite
repeated attempts, succeeded in making a 'genuine' SCSI drive work.

- From: apratt@atari.UUCP (Allan Pratt)
[edited]
This works for some SH204's. However, the power supply in the SH204 is
not beefy enough for some drives. The only way to tell is to see if it
dies. Therefore this is not recommended practice. In addition, the
host adapter might have the "old" PAL, not the "new" one, which won't
return some errors from the SCSI controller. This bit me recently: the
"old" PAL didn't return "write protected" from my Syquest drive, and

boy was I confused! The writes seemed to work, but the cached
directory etc. didn't match what was actually on the disk.

The "old" PAL has the number 60AC on it. If the little board in your
SH204 has a chip with that number on it, it won't return some errors
from the drive. I don't know how to get the "new" PAL - maybe dealers
can order it. Since the SH204 is not in production any more, this
might be hard.

- From: fernwood!portal!cup.portal.com!Yonderboy@uunet.uu.net (Christopher
Lee Russell)
[edited]
I just bought the PAL chip meantioned for my Atari SH204. I purchased the
chip from B&C Computer here in Sunnyvale, CA. The number of B&C is
408-749-1003. I think I paid $20 for it... I decided it was worth the
insurance. You might want to try San Jose computer as well. I think you
can find there number in the Atari Mags......

- Now my own experience so far:

I tried with a Quantum P80S drive which was used before with a
Future Domain SCSI board on a PC system. From there I know that
it worked.
The power supply of my SH204 is rated at 2 Ampere, the P80S
consumes (according to spec.) at max 1.7.
My SH204 has the "old" PAL - but anyhow.
Using a single ended SCSI terminator at the P80S end, I got the drive
finally alive. Using RATEHD from ICD, I'm getting the following average
figures for my original and the Quantum setup:

Reported Setup Transfer Rate Access Time
SH204 Adapter with
Adaptec 4000 and ADAPTEC 5000 306 Kbyte/sec 106 msec
Tandon 262 - 20 MByte

SH204 Adapter with P80S 980-80-94xx 673 Kbyte/sec 28 msec
Quantum P80S

This is in fact quite impressive (:-).
By doing single sector reads, I can access 163545 sectors on the P80S
and read all the information which was originally written while in use
at the PC system. Spin down by software works as well.

Well, so far so good. BUT, although I can read, I did NOT succeed
until now to WRITE anything nor to get the drive REFORMATTED!
Trying to do so causes the drives's busy light to go on and stay on
forever (at least until I switch the drive off). Further attempts
to read/write/spin down ... leave me alone with "drive not responding"
or "drive not available - check cabling" messages etc. (:-(.

Any further advise is very much appreciated.

Matthias Heiden

187. Sozobon

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 15:22:30 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5239@brahma.cs.hw.ac.uk>
Source record: 235954

Sozobon Questions:

Is Sozobon still under development?
Has it been ported to Minix, PC or the Amiga yet?
Just what is it's current status?
Are the Sozobon lads still working on it.
Any chance of the ANSI standard becoming a reality?
Is there a new version of Dales dLibs beyond 1.2?

Questions, questions!

The source for 'jas' does not produce a working program (it produces object
files with only a header). As a result I can't fix the bugs.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

188. RS232 problem: Atari ST and JNT-PAD; any relevant experiences?

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 15:24:01 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <7704@castle.ed.ac.uk>
Source record: 235953
Cross-posted to: uk.misc,comp.sys.atari.st

A colleague without Usenet access has been having problems with his ST attached to a Camtec JNT-PAD, as widely used on the UK JANET network. It seems that on at least two occasions recently, the Atari RS232 port and its partner on the PAD have blown simultaneously. The network folks claim the fault lies in the Atari, and are considering insisting that all Atari users fit an isolator. My colleague and I are a little surprised by this. Has anyone else had similar problems, heard similar claims or is otherwise able to comment?

Please respond by mail to e_pgr@uk.ac.nmh.va (JANET) e_pgr@va.nmh.ac.uk (Internet) or to myself. We will gladly summarize useful/interesting responses.

Russ Evans
British Geological Survey, Edinburgh e_gs18@va.nmh.ac.uk (Internet)

My colleague's account follows:

==========
Subject: Atari ST connection (via RS232) to PADs.

Trouble has been experienced here, to the extent that both the PAD and the Atari comms port have failed more or less together. This has happened twice within the space of about four months, after a period of perhaps four years when no such trouble was encountered.

At the moment we are not sure what the initiating failure is. One suggestion (from the computing service) is that when the Atari comms port driver chips fail (which, they say, is possible), they blow the driver chips in the PAD (by putting 24v down the PAD line). It is further suggested that Atari themselves know of this feature!

The end result has been the replacement of the failed chips on both the Atari and the PAD, when everything resumes normal service.

Can anyone cast any light on this perplexing problem?

Peter Robson
Edinburgh. [e_pgr@va.nmh.ac.uk]

==========

189. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 15:34:14 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jan8.153414.19001@wam.umd.edu>
Source record: 235900

In article <1991Jan08.061722.26635@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>In article <10472@lanl.gov> wrs@infidel.lanl.gov (William R. Somsky) writes:
>>I've recently gotten back into using my ST, and have been trying
>>to download various files from atari.archive.umich.edu, but I'm
>>having MAJOR difficulties unpacking 'lzh' files.
>
>this is one of my pet peeves, so skip this note if u don't want to hear
>my ranting...
>
>lharc has somehow become the defacto standard archiver for c.[bs].atari.st
>and archives (like terminator) because it does a significantly better
>job at compression than arc (at least arc 5.21 and earlier). fine. only
>problem is that there are at least 3 different versions that i am aware
>of and early lharc versions were very buggy at best (IMHO). in contrast,
>the excellent zoo package has never been a problem on any system i have
>used, from pc to cray (though the cray port was non-trivial :-). and it
>is the standard archiver for c.b.ibm.pc (which generates much more traffic
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>lharc is very flakey, though i have not gotten an newer unix version,
>so it may have improved in the last 6 months so don't get on my case about
>that. lharc is 1) slower than zoo (MY tim is valuable, i hope you think
>yours is, too), 2) marginally better at packing (still not as good as
>compress, of which there is a robust st version, and cost of floppy disk
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>is also not very common outside the usenet st community, from what i can see.
>
>i can understand the maintainers of terminator for wanting to minimize
>the disk space which they thoughtfully provide as a service for us, but
>i really don't think the savings over zoo is (in total) much more than
>5 to 10 percent, if that.
>
>i just don't think that the savings gained from lharc is worth the hassles
>(i.e. manhours lost) to justify its use, though i suppose it is futile at
>this point to try and re-standardize on zoo (a better choice overall, IMHO).
>and i do not know of any *significant* features which lharc has that zoo
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>with lharc for the past 6 months or so, so that the situation has improved
>since lharc's initial appearance (which was a mess at best). i think it
>originated in japan, though that is obviously not the reason for its
>problems (there were too many people scrambling to get the ball rolling).
>and i seem to remember versions of lharc being distributed in (if you can
>believe this) .lzh files (sheesh! talk about a catch-22).

>
>sorry i can't offer u any help. lharc is just not robust enough (far too
>"delicate" if you ask me). perhaps the various factions maintaining it can
>come to terms and collaborate so that this mess will eventually get
>resolved. i believe there was a new version of lharc for unix posted to
>comp.sources.misc (which is archived on uunet.uu.net and elsewhere, if u
>have FTP access). u might give it a try.
>
>one of the flakier aspects of lharc (at least the unix version i have) is
>illustrated by this scenario:
>
> 1) i generally unpack uuencoded files which i save from news
> with the same name as the arc/lzh/zoo file name, without the
> extension (i.e. if the archive is "xxx.lzh" i save the uuencoded
> file with name "xxx").
> 2) after uudecoding, i am left with files "xxx" and "xxx.lzh".
> 3) if i say "lharc v xxx" to make sure there is a readme file
> before i delete the original posted file (e.g. "xxx" in this
> example), lharc barfs, saying xxx is not an archive. it is not
> smart enuf to look for "xxx.lzh" unless i tell it to do so with
> "lharc v xxx.lzh". zoo, however IS smart enuf to append the
> proper .zoo suffix before it opens the archive. to be fair, i
> thing a) this is a trivial change (but i have to fix it myself,
> unless newer versions are so equipped), and b) i think arc has
> the same problem (don't quote me on that though).
>
>note that everything i post is arc'd (5.21) to make sure anybody can read
>it, no matter what (tos/dos/unix/vms/etc)...
>
>there, i feel MUCH better :-)
>
>-bill
>rosenkra@convex.com
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
>Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

190. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 15:35:39 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jan8.153539.19118@wam.umd.edu>
Source record: 235951

In article <1991Jan08.061722.26635@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>lharc has somehow become the defacto standard archiver for c.[bs].atari.st
>and archives (like terminator) because it does a significantly better
>job at compression than arc (at least arc 5.21 and earlier). fine. only
>problem is that there are at least 3 different versions that i am aware
>of and early lharc versions were very buggy at best (IMHO). in contrast,
>the excellent zoo package has never been a problem on any system i have
>used, from pc to cray (though the cray port was non-trivial :-). and it
>is the standard archiver for c.b.ibm.pc (which generates much more traffic
>than the st groups).

zoo is the worst of the archivers I have seen in terms of compression ratios.
Not only that, but it's slower to unpack a zoo file than it is to
unpack an lzh file or an arc 6.x file. But the worst peroblem with
zoo is its brain-damaged syntax w.r.t. subdirectories. If you don't
unarc with zoo x// <file> then you don't get the tree structure, even
if it's archived. (Or is it zoo x\\ <file>? Or zoo x/ <file>?)
These days archiving subdirs should be the DEFAULT. Sounds easy
enough, but try sitting through 30 messages saying "Hey, your damn
software doesn't unarc right on my machine. What's the big idea?"
It's EASY to screw up un-zooing. Trust me.

If you use Jon Harris' unlzh.prg, it will automatically extract full
pathnames for you. Not that this is CRUCIAL if there are more than
113 files in the archive, since directories can only have 113 files
in them, max.

>lharc is very flakey, though i have not gotten an newer unix version,
>so it may have improved in the last 6 months so don't get on my case about
>that. lharc is 1) slower than zoo (MY tim is valuable, i hope you think
>yours is, too), 2) marginally better at packing (still not as good as
>compress, of which there is a robust st version, and cost of floppy disk
>is minimal), and 3) is not centrally maintained, as far as i can tell. it
>is also not very common outside the usenet st community, from what i can see.

Re: Your points:
1) It's slower than zoo to archive, but quicker to unarchive. Archiving
only has to be done once. Since most people (in fact, all except one)
will be UNpacking, it's safe to say that to save "valuable time" we
should minmize UNpacking time.
2) I wouldn't say "marginally better". The HacMan II distribution (+700K)
compressed to 257K with LHarc and 335K with zoo. This is not
ideosyncratic; I saw similar ratios when I was trying to decide what
archiver to use for software distribution. Zoo came in last place

consistently. (Vs. Lharc and Arc 6.x)
3) Well, Jon Harris's GEM-based unlzh-er (quite excellent) was reviewed in Shareware Connection, so it's made it that far. I think it's silly to say that only usenet types use it. Besides that, you can make self-extracting LZH archives, so it really doesn't matter if people have unlzhers or not. You don't need one to extract SFX archives.

>i just don't think that the savings gained from lharc is worth the hassles
>(i.e. manhours lost) to justify its use, though i suppose it is futile at
>this point to try and re-standardize on zoo (a better choice overall, IMHO).
>and i do not know of any *significant* features which lharc has that zoo
>does not have. i have to admit, though, that i have had few problems
>with lharc for the past 6 months or so, so that the situation has improved
>since lharc's initial appearance (which was a mess at best). i think it
>originated in japan, though that is obviously not the reason for its
>problems [...]

Look, zoo is worse than arc 6, so why would you want to standardize to zoo, of all things? You'd be better off using tar and compress. (I'm serious there.) There are perfectly stable versions of LHarc on atari.archive. I've never had problems with LHarc. I would strongly suggest NOT switching to Zoo, although I am not dead set on LHarc. I just don't see why it's getting such bad press.

>sorry i can't offer u any help. lharc is just not robust enough (far too
>"delicate" if you ask me). perhaps the various factions maintaining it can
>come to terms and collaborate so that this mess will eventually get
>resolved. i believe there was a new version of lharc for unix posted to
>comp.sources.misc (which is archived on uunet.uu.net and elsewhere, if u
>have FTP access). u might give it a try.

You just said you haven't had problems in the last 6 months! That's robust enough, isn't it? So you had problems with the BETA versions. Big surprise! Well, it's not BETA anymore, and it works fine now. What's the problem?!

> 3) if i say "lharc v xxx" to make sure there is a readme file
> before i delete the original posted file (e.g. "xxx" in this
> example), lharc barfs, saying xxx is not an archive. it is not
> smart enuf to look for "xxx.lzh" unless i tell it to do so with
> "lharc v xxx.lzh". zoo, however IS smart enuf to append the
> proper .zoo suffix before it opens the archive. to be fair, i
> thing a) this is a trivial change (but i have to fix it myself,
> unless newer versions are so equipped), and b) i think arc has
> the same problem (don't quote me on that though).

I suggest you get a more recent version of Lharc. I compiled it (the one on atari.archive) for Ultrix and it has no such problem. This is NOT an inherenet flaw in Lharc, and certainly has NOTHING TO DO with the LZH protocol.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

191. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 15:44:06 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jan8.154406.24146@terminator.cc.umich.edu>
Source record: 235892

In article <1991Jan08.061722.26635@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>In article <10472@lanl.gov> wrs@infidel.lanl.gov (William R. Somsky) writes:
>>I've recently gotten back into using my ST, and have been trying
>>to download various files from atari.archive.umich.edu, but I'm
>>having MAJOR difficulties unpacking 'lzh' files.
>
>this is one of my pet peeves, so skip this note if u don't want to hear
>my ranting...
>
>lharc has somehow become the defacto standard archiver for c.[bs].atari.st
>and archives (like terminator) because it does a significantly better
>job at compression than arc (at least arc 5.21 and earlier). fine. only
>problem is that there are at least 3 different versions that i am aware
>of and early lharc versions were very buggy at best (IMHO). in contrast,
>the excellent zoo package has never been a problem on any system i have
>used, from pc to cray (though the cray port was non-trivial :-). and it
>is the standard archiver for c.b.ibm.pc (which generates much more traffic
>than the st groups).

Lharc has somehow become the defacto standard archiver here because it
is the form people upload in. I do not have the time to unpack everything
and then repack it. If you would like to do so, be my guest. I've found
that often people upload a .zoo and someone else will come along and
upload a .lzh version of the same thing. The lharc'd is almost always
significantly smaller. In a world where we fight for disk space, smaller
is better, as it means we will continue to be able to keep the archive here.

>
>lharc is very flakey, though i have not gotten an newer unix version,
>so it may have improved in the last 6 months so don't get on my case about
>that. lharc is 1) slower than zoo (MY tim is valuable, i hope you think
>yours is, too), 2) marginally better at packing (still not as good as
>compress, of which there is a robust st version, and cost of floppy disk
>is minimal), and 3) is not centrally maintained, as far as i can tell. it
>is also not very common outside the usenet st community, from what i can see.
>
Lharc for unix is flakey, this is true. I use unlzh11.arc (from archivers)
on my ST and have never had problems. If someone has a good copy of
lharc for unix, please send me a copy. (Mike, I'll send you one too :))

>i can understand the maintainers of terminator for wanting to minimize
>the disk space which they thoughtfully provide as a service for us, but
>i really don't think the savings over zoo is (in total) much more than
>5 to 10 percent, if that.

Close one to call here. I don't have any figures (yet), but I'd dare
to say it's a bit more significant than that.

>
>i just don't think that the savings gained from lharc is worth the hassles
>(i.e. manhours lost) to justify its use, though i suppose it is futile at
>this point to try and re-standardize on zoo (a better choice overall, IMHO).
>and i do not know of any *significant* features which lharc has that zoo
>does not have. i have to admit, though, that i have had few problems
>with lharc for the past 6 months or so, so that the situation has improved
>since lharc's initial appearance (which was a mess at best). i think it
>originated in japan, though that is obviously not the reason for its
>problems (there were too many people scrambling to get the ball rolling).
>and i seem to remember versions of lharc being distributed in (if you can
>believe this) .lzh files (sheesh! talk about a catch-22).
>
I agree, when I first started using lharc I could never get the damn thing to
work. I have little to no problems with it now. All of our archivers
are easily unpackable from either arc or zoo. Later versions, which I
find easily ignored, are kept lharc'd; again, I don't have the time.

[stuff about where to look for a new version deleted, along with a
scenario that lharc 'flakes' out in]
>
>note that everything i post is arc'd (5.21) to make sure anybody can read
>it, no matter what (tos/dos/unix/vms/etc)...

Thanks, Bill. It makes me feel better when people who download stuff
upload stuff back. Again, the point is I don't care what format it comes
in as. It will stay that way. Lharc has a huge following here because
my uploaders like lharc.

>
>there, i feel MUCH better :-)
So do I. I think.

>
>-bill
>rosenkra@convex.com
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
>Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

weiner

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
"Out of the way lady! RUN! Run for safety, foolish pedestrians!" -Sam and Max
Atari.archive Co-Caretaker 165M and climbin'

192. Re: Best harddrive bargain???

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 15:45:17 UTC
From: chan@dg.dg.com
Message-ID: <1251@dg.dg.com>
Source record: 235874

i know this is the wrong news group but...
i am interested in a USED harddrvie for the ST.
i don't want to spend a ton of money, and i don't need
the top of the line model.

my day time number is: (508) 870-9875.

193. Re: 4 Player Option

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 16:52:55 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <1991Jan8.165255.13806@newcastle.ac.uk>
Source record: 235958

I missed a chunk of this thread so I don't know if someone posted the
wiring diagram. If not then

Printer port Joystick 1 Joystick 2

1 ----------> 6
2 ----------> 1
3 ----------> 2
4 ----------> 3
5 ----------> 4
6 ---------------------------------> 1
7 ---------------------------------> 2
8 ---------------------------------> 3
9 ---------------------------------> 4
11 ---------------------------------> 6
24 ----------> 8
25 ---------------------------------> 8

Looking into the joystick socket

1 2 3 4 5
6 7 8 9

Looking into the printer plug

1 2 3 4 5 6 7 8 9 10 11 12 13

14 15 16 17 18 19 20 21 22 23 24 25

All info courtesy of ST format jan 1991 issue.

Trev

194. DMA/FDC Programming

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 17:45:44 UTC
From: bcullign@vax1.tcd.ie
Message-ID: <1991Jan8.174544.7427@vax1.tcd.ie>
Source record: 235877

Could someone tell me how to program the DMA and the Floppy Disk Controller (FDC) on a 520STFM? Any info would be appreciated.

Thanks in advance.

195. Re: Small's Email Address?

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 18:12:15 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan8.181215.23762@uvm.edu>
Source record: 235962

From article <2789371c.638c@petunia.CalPoly.EDU>
by mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez):

> Can some kind soul please post David Small (Of gadgets by Small) Email
> address?

> Thanks
> mrodrigu@polyslo.CalPoly.EDU

From a posting by Dan Moore:

The most reliable way to contact Gadgets is phone (voice or
fax), unfortunately that isn't a cheap option. Next best is GEnie,
in the Gadgets roundtable. Usually you will get a response the same day,
occasionally it may take two or three. Next best is either email to
the well (...!hplabs!well!dsmall or dsmall@well.uucp) or to gadgets
(...!boulder.Colorado.EDU!tcr!gadgets!dsmall). Neither of those is
very reliable, one has machine problems and they both have problems with
replies (I can't always send mail from tcr or gadgets to my work machine,
and I'm SUPPOSED to know what I'm doing ;-).

Later he wrote:

Gadgets' connection to the net was unreliable for a couple of months
due to hardware problems with the system that they talk to (tcr). And then
Gadgets changed computers (from a AT&T 7300 to a Japanese 68030 box) which
added even more problems. Things seem to be working fine now. You should
be able to email them at:

{big site}!boulder.Colorado.EDU!tcr!gadgets!dsmall

or

{big site}!hplabs!well!dsmall

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

I have never gotten an answer from Gadgets when using their UUCP (or
Internet) addresses - I won't speculate on why, but there is a way to
email them reliably. Use the Compuserve gateway, it definitely works.
Here's the "From" line on the answer I got from Doug Wheeler, use this
address to contact Gadgets.

From: Gadgets by Small <76004.2136@CompuServe.COM>

Gadgets may also use another account, which is a different number. I noticed it on the newsletter, it has a leading 7, a few 0s and lots of 6s in it (is Gadgets "Beastly"?!! 8-) 8-).

To email to Compuserve, substitute a period for the comma in the Compuserve id number and add "@compuserve.com", just as it is shown above (caps are unimportant). To get a reply, tell the compuserve person to email you at: ">internet:user@host.domain". For example, my address from compuserve is: >internet:pegram@griffin.uvm.edu
Lastly, there is no extra charge for either party, it is normal mail for the internet and for Compuserve.

Hope this helps people. Maybe this sort of thing should go into the monthly Intro as it is a FAQ. At least the compuserve gateway stuff should be better known.

cheers (temporarily borrowed from Chris M. 8-)

Bob Pegram

pegram@griffin.uvm.edu
or
uunet!uvm-gen!pegram

P.S. (thought that was a .sig did you?) "uunet" or "uunet.uu.net" (BEWARE, I may have misremembered this last variation) is a good {big site} if you have to UUCP. 8-) RBPIII

196. Re: background downloading

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 18:33:34 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440142@hplsla.HP.COM>
Source record: 235959

sslee@polyslo.CalPoly.EDU (Steven Lee) asks:

>Is there a program that will let you
>download in the background or is the program Shadow (if it's still
>selling) my only option?

There's a program called Interlink ST that has background downloading via a companion accessory. I have used this program for over a year and I there's a caveat or two about what "background" downloading means for this program. It's supposed to mean you can start a download, exit the program, and go run any GEM application. So right away note that you can't run any archiver program or less or anything like that. But my experience is that it's pretty dicey even using GEM applications, like LDW Power or First Word Plus. I've given up on trying to do such things and have restricted myself to using the Interlink program while downloading. At least you can read stuff in the capture buffer and access the file selector, etc.

I don't know what the status of Interlink is, except that it's been a long time since there was an upgrade and the company closed it's GEnie account. Based on that, I'd seriously look at STalker, since it is actively supported.

%%%

197. supra

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 20:08:44 UTC
From: selick@bucsf.bu.edu
Message-ID: <71824@bu.edu.bu.edu>
Source record: 235956

I sent in a supra scsi hard drive board about 2 weeks ago for a swap on
a power hungry clock chip. Their "4 day turnaround" seems to be a bit
slow...has anybody else done the swap? has anybody else gotten the board
back? Also, what jumpers must be set for 2.5 meg or 4 meg on the
1040ste?
-steve
<selick@bucsf.bu.edu>

198. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 21:04:41 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37743@cup.portal.com>
Source record: 235957

Let me add to the discussion and say LZH is the best compression algorithym I have ever come across. I have had ZERO programs unlzhing files. However, once when I LZH'd a file it was a bad archive. don't ask me how.. But now I test my LZHives in UNLZH 1.7 before uploading to make sure that the LZH is good. Every time it is. I think I made a small error using it that first time which caused an error.

LZH compacts the best. Until a ZIP with the imploding comes along, we should stick with LZH. I think there is a LGS shell which supports LHarc, so if you can't understand a command line then try that.

UnLZH1.72 should be THE standard for extracting LZHives. It works cleanly and well. Try it, available on atari archive.
Bryan_Jones_Woodworth@cup.portal.com

199. Re: TT TOS (and operating systems in gen

Newsgroup: comp.sys.atari.st
Date: 1991-01-08 22:10:17 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Jan8.221017.8189@math.lsa.umich.edu>
Source record: 235881

In article <A0ayw678@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1991Jan7.005252.10937@bwdls61.bnr.ca>, Pierre Fortin writes:
>>Well, for starters: The current OS (1.4) fits in 192K of ROM, *BUT* there
>>is only 128K available on the cart port. If you can figure how to squeeze
>>the OS into that little cart... :^)

> How about packing the part that is loaded into memory and unpacking
>on boot-up? I think ST Internals said there were several tricky ways
>to get 512k out of the cartridge port.
> Come to think of it, wasn't there a company that sold 4 meg ram
>drives that went into the cartridge port. Someone posting here a few
>months ago had one.

Yep, I have a 4 Meg Ultradisk from Alpha Systems. Alpha Systems doesn't make
these any more, nor do they seem to be supporting them with new software.
It's a pity, because this thing is really handy. Plugs into the cartridge
port, has its own NiCd battery backup and an external power supply - completely
non-volatile reset-survivable RAMdisk. My gripes - the autoboot code stopped
working with TOS 1.4, and it doesn't seem to work on my STe - boot-up says it
only has 32K of RAM installed. (!!!) Apparently when the ST is powered up the
cartridge draws power from the ST and the STe isn't feeding enough current
out the cartridge port to power all 4Meg of RAMs in the cart. Big drag.

But it *is* a nice fast system. Writes are somewhat slow because of the way
that's fudged, but for reads you bank-switch in 64K at a time. No transfer
delays to speak of - literally lightning fast access. I wish they would
reconsider and resurrect this product, or something similar. Maybe something
with larger capacity hanging off the DMA port, so Spectre users could use
it as well. It'd be slower, but more flexible. RAM is cheap enough now, I
could go for a 16 meg battery-backed DMA port RAMdisk/cache.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

200. I need a good controller!

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 00:44:04 UTC
From: clubok@husc9.harvard.edu
Message-ID: <5258@husc6.harvard.edu>
Source record: 235960

Two Adaptec 4070 controllers have died on me in the last six months, and
I haven't even had my hard drive for a year! Is it me, or are the
Adaptec controllers poor quality? Does anybody know of a better
RLL controller? And perhaps someplace I could purchase it? Had any
experience using it with an ICD host adapter? Much thanks in advance.
Please E-mail responses.

Ken Clubok
clubok@husc9.harvard.edu
clubok@husc9.bitnet

201. Re: TT TOS (and operating systems in gen

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 01:03:34 UTC
From: jmack@b11.ingr.com
Message-ID: <9834@b11.ingr.com>
Source record: 235888

In article <A0ayw678@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> How about packing the part that is loaded into memory and unpacking
> on boot-up? I think ST Internals said there were several tricky ways
> to get 512k out of the cartridge port.
>
I have a 1meg cartridge RAM disk. You could put almost any amount
of memory on a cartridge. You are elimited only by the cost. The problem
doing this is, that you need a special software driver to access it. With
anything 128k or less, the Atari can access the memory (ROM) as if it were
internal ROM. To put more than 128k ROM on the port, you would have to
have SOME code in internal ROM that knew how to read the cartridge port.

202. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 01:05:26 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan09.010526.15973@convex.com>
Source record: 235963

In article <1991Jan8.153539.19118@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>zoo is the worst of the archivers I have seen in terms of compression ratios.

zoo is not worse than arc 5.21, which is far and away the most popular micro computer archiver on the planet, i suspect (probably because it has been around so long).

the best archive system i know of for now and probably the moderate future is compressed tar files, though this is obviously geared for unix. still, unix IS begining to dominate the computer world as the OS of choice, at least for small systems and will continue to do so for a long time, i suspect. and there are excellent versions of both GNU tar and compress 4.3 available for the st now.

> But the worst peroblem with
>zoo is its brain-damaged syntax w.r.t. subdirectories. If you don't
>unarc with zoo x// <file> then you don't get the tree structure, even

i have no trouble with zoo x.// archive at all. and u un-zoo zoo files :-)

>If you use Jon Harris' unlzh.prg, it will automatically extract full

is there a unix/vms/whatever version of this? i want to look at it BEFORE i take the (excruciating) time to download it to my ST.

>pathnames for you. Not that this is CRUCIAL if there are more than
>113 files in the archive, since directories can only have 113 files
>in them, max.

does zoo have this file limit restriction? i KNOW tar does not...

>Re: Your points:
>1) It's slower than zoo to archive, but quicker to unarchive. Archiving
> only has to be done once. Since most people (in fact, all except one)
> will be UNpacking, it's safe to say that to save "valuable time" we
> should minmize UNpacking time.

what? i am constantly making archives. but then i am a programmer with like 10+ MB or source (archived) on my hard disk. one application alone that i have written for the st is over 1.6 MB (that is just the source code). i suspect "most people" DO create archives and that, at least for those of us that do, PACKING time is just as significant as unpacking, probably more so, in fact, since we do more packing than unpacking. and those of us who write the software you use (for free), should at least be heard.

>2) I wouldn't say "marginally better". The HacMan II distribution (+700K)
> compressed to 257K with LHarc and 335K with zoo. This is not
> ideosyncratic; I saw similar ratios when I was trying to decide what
> archiver to use for software distribution. Zoo came in last place
> consistently. (Vs. Lharc and Arc 6.x)

i performed similar tests on a variety of file sizes/types and found that
lharc was 5-10% smaller, but 50% slower (or more :-() at creating the
archives.

i buy bulk disks for $0.80 each. that means a savings of $0.04 to $0.08
per disk. if it takes 1 minute longer to CREATE an 700k archive using
lharc, then somebody making $20/hr has lost $0.33 in TIME. for 100 disks
that is a net loss of at least $25 or over 1 hr of time vs a savings of
$4 on disks. i am sorry, but i personally value MY time more than the
few pennies i save on disks. and i think it takes more than 1 min longer
to lharc vs zoo or arc 5.21. i don't recall testing arc 6.x.
i have not even attempted to add in a cost for the "aggravation factor"
waiting for lharc to finish its lethargy...

> Besides that, you can
> make self-extracting LZH archives, so it really doesn't matter if
> people have unlzhers or not.

NO, NO, NO, NO!!!

i don't like the idea of self extracting archives because it just makes
it more likely to pick up a virus this way. and i can't unpack one of these
on any other system than an ST, so it is extremely non-portable. i often
use source posted to other groups on both unix and st. if they post
self extracting archives for their machines (i.e. mac or amiga), there is
no way to unpack these without the machine. a GIANT leap BACKWARDS in
open systems and portability and sharing of software.

PLEASE DO NOT ADVOCATE THIS!!!!

note that the amiga news groups have standardized on shar files for
source (including uuencoded binaries in shar files). minix is more of
a hodgepodge, but generally shar or uuencoded compressed tar files.
but then they are not restricted to 8+3 file names. ibm binaries group
uses zoo (and there a HECK of alot more of those around than STs). i
ignore mac stuff (they use binhex or some other less attractive scheme).
i think the amiga guys are closest to my concept of ideal, which is more
like unix than msdos. funny, i always thought one of the big attractions
for the ST is that very early on it was possible to make it at least
look like unix. and if u complain that u do not use unix (now), i can
only say that within a few years, you WILL be using it. so why not get
on track now?

>Look, zoo is worse than arc 6, so why would you want to standardize to
>zoo, of all things?

how is it "worse"? and i did not suggest standardizing on zoo at this point.
please consider ALL aspects of archiving, not just size. that is stupid.

zoo handles directories (not as cleanly as i would want, either, so don't think i am advocating zoo, really).

> You'd be better off using tar and compress.

excellent idea. i keep tons of stuff (100's of MB) this way under unix. and some things on my st as well.

the big problem is dealing with the name of the archive (extension) because of tos. but tos compress tries to do a rational job by using "z" as the last char of the extension. this does not help when u have a unix file like "whatever.tar.Z", which must be renamed to (say) "whatever.tz". hence u always run into a problem with the name.

>(I am serious there.)

so am i...

>There are perfectly stable versions of LHarc on
>atari.archive.

i don't care about stable versions of lharc on the ST. i need a decent version for unix. the one i have is still somewhat flakey (IMHO) compared to the unix version of zoo. i need to be able to look at the archive and scan the documentation BEFORE i decide to download the megabytes of files just to see if i want it or not. i get news at work, not via uucp at home.

and as i mentioned, there is only one central source for zoo, not 2 or 3 (or more?) like lharc, which causes confusion at best. i could live with just one "official" version of lharc, if u could kindly arrange that. that includes lharc for unix, tos, msdos, vms, etc.

>I suggest you get a more recent version of Lharc. I compiled it
>(the one on atari.archive) for Ultrix and it has no such problem. This
>is NOT an inherenet flaw in Lharc, and certainly has NOTHING TO DO with
>the LZH protocol.

the lzh protocol is not the problem. the user interface is, however. i will, however, get src for the version u mention here are try it on my unix system to see if it is any better.

there are more things to consider than simply compression ratio (or even speed, for that matter) each time we change formats. if a new compression program was released say every 6 months, each time improving only the compression ratio, but changing file formats, would we change our standards every 6 months? i certainly hope not.

ok, enuf said on this topic. move along. maybe we can at least consider compressed tar files or compressed shar files as an alternative, though again it seems too late at this point. the problem with shar files is there are so many different types, so it would be difficult to do it (efficiently) without unix (or at least not without the raft of things that go into shar files, viz. sh/sed/cat/wc/test/echo/et al)...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

203. Re: background downloading

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 01:15:23 UTC
From: seitz@netcom.UUCP
Message-ID: <20338@netcom.UUCP>
Source record: 235961

In article <1991Jan08.032028.23947@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>Shadow is still available, but I like STalker instead (even
>though STalker works with Shadow) because you mustn't set up a large
>buffer for STalker.
>

I prefer using STalker with Shadow. STalker without Shadow has two limitations:

1. Background downloading only works if the foreground program is a GEM program. If you run a TOS program, background downloading stops.

2. Downloading is not reset-proof. If your computer locks you lose the download.

Using STalker with Shadow eliminates these two limitations. If you want to save memory, Shadow 1.1 lets you eliminate the big buffer. This removes the reset-proof download feature, but keeps the TOS background downloading.

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

204. Source for MaC 128k Roms?

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 01:16:35 UTC
From: kron@aiki.Eng.Sun.COM
Message-ID: <5520@exodus.Eng.Sun.COM>
Source record: 235889

```
Does anyone have a definite source for em?
Do you want to post and address or phone?

kk
--
Kenneth Kron (kron@eng.sun.com)
-----
The opinions I gave were mine, the opinions you form are yours.
```

205. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 02:50:15 UTC
From: koreth@panarthea.EBay.Sun.COM
Message-ID: <742@grapevine.EBay.Sun.COM>
Source record: 235890

In <1991Jan09.010526.15973@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>the best archive system i know of for now and probably the moderate future
>is compressed tar files, though this is obviously geared for unix.

Whose "compress" are you using? Lharc usually does at least 10% better than
tar/compress on all the systems I've used. To wit:

Xsun (the MIT X11R4 server, SPARC executable):
-rwx------ 1 koreth 811008 Jan 8 18:17 Xsun
-rw------- 1 koreth 499097 Jan 8 18:22 Xsun.Z
-rw------- 1 koreth 406469 Jan 8 18:17 Xsun.lzh

omega (a fantasy roleplaying game, source code only):
-rw------- 1 koreth 318708 Jan 8 18:33 omega.lzh
-rw------- 1 koreth 1081344 Nov 14 1989 omega.tar
-rw------- 1 koreth 389043 Nov 14 1989 omega.tar.Z

75dpi (the X11R4 75DPI font directory):
-rw------- 1 koreth 741754 Jan 8 18:41 75dpi.lzh
-rw------- 1 koreth 2703360 Jan 8 18:37 75dpi.tar
-rw------- 1 koreth 801720 Jan 8 18:39 75dpi.tar.Z

>i don't like the idea of self extracting archives because it just makes
>it more likely to pick up a virus this way. and i can't unpack one of these
>on any other system than an ST, so it is extremely non-portable.

Self-extracting lharc archives can be fiddled with with UNIX lharc, though
if you do much to them, they lose their self-extractingness (?). The virus
argument is somewhat valid -- after all, it is one more program you wouldn't
otherwise run -- but cautious users can still use lharc on its own to extract
suspicious archives.

Lharc/UNIX handles file ownership and permissions. I don't think this is
true of zoo. (The extra information is ignored on non-UNIX systems; there
is a field in the lharc headers which says, "I have extra information about
this file, and it's at this place in the header and is this long.")

>i don't care about stable versions of lharc on the ST. i need a decent
>version for unix. the one i have is still somewhat flakey (IMHO) compared
>to the unix version of zoo.

There was an excellent version of lharc on alt.sources not too long ago.
I can post it to comp.sources.atari.st if there's interest. It's the version
I use to repack stuff in the sources and binaries groups, and seems to
be compatible with all the ST versions in use nowadays.

>the problem with shar files is
>there are so many different types, so it would be difficult to do it
>(efficiently) without unix (or at least not without the raft of things
>that go into shar files, viz. sh/sed/cat/wc/test/echo/et al)...

Which is mostly the reason comp.sources.atari.st isn't in shar format any more. Shar files turned out to be less portable than uuencoded archives of various sorts. The vast majority of people who responded to my survey told me to get rid of the shar format.

Anyway, I thought it was important to inject some hard numbers into this argument. I think my examples are pretty typical of the sorts of things people are likely to compress. My opinion, in case it's not painfully obvious by now, is that lharc has enough advantages to warrant using it almost all the time (in fact, I use it instead of tar/compress to archive most of my UNIX sources.) I agree that it'd be nice if it were a bit faster, but you can't have everything. Not in version 1.0, anyway.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

206. Re: Small's Email Address?

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 04:18:10 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan9.041810.19376@santra.uucp>
Source record: 235969

In article <2789371c.638c@petunia.CalPoly.EDU> mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes:
>
>
>
>Can some kind soul please post David Small (Of gadgets by Small) Email
>address?
>
>Thanks
>mrodrigu@polyslo.CalPoly.EDU

I asked this same question for a while ago, got masses of email containing addresses, but none of them had shown any marks of action yet. Maybe Mr. Small is too busy to answer?

Try this: dsmall@well.sf.ca.us

Are you a Spectre-user?

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

207. Re: background downloading

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 04:22:04 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jan9.042204.8316@menudo.uh.edu>
Source record: 235966

In article <2786c6d0.3b52@petunia.CalPoly.EDU> sslee@polyslo.CalPoly.EDU (Steven Lee) writes:
>
>
>I've seen a program called DCTRANDM (probably on atari.archive also)
>that allows you to upload in the background so you can continue to do
>something else in the meantime. Is there a program that will let you
>download in the background or is the program Shadow (if it's still
>selling) my only option?
>
>Steven Lee

DCTRANDM was the fore-runner to SHADOW. There are several possible methods you can use: Stalker, SHADOW, and Masterlink. I don't seen anymore updates to SHADOW or Masterlink, so Stalker maybe the way to go for now. :-)

- Paul

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

208. Re: atari users

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 04:24:27 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan9.042427.19516@santra.uucp>
Source record: 235968

In article <6788@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>users on this net unite.if enough people respond here then maybe we can offer
>a newsletter such as znet or something for our wonderful computers!!!what do
>you think!!!
>
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil

This idea does not suck! It rather smells like the most delicious pie!
If not anything else, it would definitely be a very international one!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

209. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 04:53:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ayyw8y@jonh.wimsey.bc.ca>
Source record: 235952

Re: Archiver Wars.

I've noticed Lharc1.2 is faster when you give it more memory. On
a friends one meg machine, it is noticably slower than on my 4 meg.
Has anyone compiled the unix source version to run under MiNT yet.
Then we wouldn't have to worry about speed.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

210. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 06:04:22 UTC
From: roland@tuvie.UUCP
Message-ID: <2228@tuvie.UUCP>
Source record: 235967

In article <10472@lanl.gov>
wrs@infidel.lanl.gov (William R. Somsky) writes:

> I've recently gotten back into using my ST, and have been trying
> to download various files from atari.archive.umich.edu, but I'm
> having MAJOR difficulties unpacking 'lzh' files.

I found that you need three or more different LHARC programs to
decode the files for the Atari ST in comp.binaries.atari.st and
at atari@atari.archive.umich.edu.

If it does not work with one, just try another one.
It is going to have the spirit of an adventure game... :-)

I would like to see only ARC, ZOO, or Z files.
There has never been any problem with these.

_
Roland Schreier |_) _ | _ _ _| Technical University
GusshausStr 27-29 | \ (_) | (_| | | (_| of Vienna in Austria
A-1040 Wien schreier@eaecl1.una.ac.at Tel +43 (1) 58801 3838
Austria - Europe roland@tuvie.tuwien.ac.at Fax +43 (1) 5052666

211. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 09:04:28 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jan9.090428.29529@wam.umd.edu>
Source record: 235974

In article <1991Jan09.010526.15973@convex.com> rosenkra@convex.com (William Rosencranz) writes:

>the best archive system i know of for now and probably the moderate future
>is compressed tar files, though this is obviously geared for unix. still,
>unix IS begining to dominate the computer world as the OS of choice,
>at least for small systems and will continue to do so for a long time,
>i suspect. and there are excellent versions of both GNU tar and compress
>4.3 available for the st now.

I wholeheartedly agree with this. I wish compressed tars were
standard. They always work, they're pretty small, and quick and easy
to extract. And, as you imply, most of the planet uses the combination.

>> But the worst peroblem with
>>zoo is its brain-damaged syntax w.r.t. subdirectories. If you don't
>>unarc with zoo x// <file> then you don't get the tree structure, even
>
>i have no trouble with zoo x.// archive at all. and u un-zoo zoo files :-)

No, I don't have problems, the people who try to unzoo my software do.
I would rather spend an hour fighting with an archiver than spend
an hour answering irate email, given the choice. (Of course,
"neither" would be nice, too.)

The whole point is that what is obvious to us "technical" folks
is NOT obvious to Joe User who just wants to play my game, which
is FREE by the way (since you make a point of that later on).

>
>>pathnames for you. Not that this is CRUCIAL if there are more than
>>113 files in the archive, since directories can only have 113 files
>>in them, max.
>
>does zoo have this file limit restriction? i KNOW tar does not...

It's DOS (and therefore, for compatibility, TOS) that has the file
limit restriction. Only 113 files in a FAT. Or is it 112? In any
case, don't ask me why.

>
>>Re: Your points:
>>1) It's slower than zoo to archive, but quicker to unarchive. Archiving
>> only has to be done once. Since most people (in fact, all except one)
>> will be UNpacking, it's safe to say that to save "valuable time" we
>> should minmize UNpacking time.
>

>what? i am constantly making archives. but then i am a programmer with
>like 10+ MB or source (archived) on my hard disk. one application alone
>that i have written for the st is over 1.6 MB (that is just the source
>code).

Well, I assure you I know what it's like to have tons of source
on the ol' hard drive. Your numbers are about the same as mine,
but I don't archive software except to distribute it or file it
away on a floppy or (these days) a syquest cart.

>i suspect "most people" DO create
>archives and that, at least for those of us that do, PACKING time is
>just as significant as unpacking, probably more so, in fact, since we
>do more packing than unpacking. and those of us who write the software
>you use (for free), should at least be heard.

What can I say? I doubt that non-programmers create archives that
often. But I obviously can't prove that. I don't think that just
because we write (free) software means we should force all the
Joe Users out there to put up with mediocre software that (for
whatever reason) is difficult to use, like Zoo.

>
>>2) I wouldn't say "marginally better". The HacMan II distribution (+700K)
>> compressed to 257K with LHarc and 335K with zoo. This is not
>> ideosyncratic; I saw similar ratios when I was trying to decide what
>> archiver to use for software distribution. Zoo came in last place
>> consistently. (Vs. Lharc and Arc 6.x)
>
>i performed similar tests on a variety of file sizes/types and found that
>lharc was 5-10% smaller, but 50% slower (or more :-() at creating the
>archives.

I guess I'm just hallucinating, then.

>> [self-extracting archives are great]
>
>NO, NO, NO, NO!!!
>
>i don't like the idea of self extracting archives because it just makes
>it more likely to pick up a virus this way.

In the case of SFX, I don't see how this is relevant. It's not like
an "autoexec.bat" is stored in the archive, it just has a 3K hunk
of code to extract the archive from the appended LZH file data.
The self-extracting part doesn't have any special power. This is no
more prone to virus-spreading than any other form of archiving.

>and i can't unpack one of these
>on any other system than an ST, so it is extremely non-portable. i often
>use source posted to other groups on both unix and st. if they post
>self extracting archives for their machines (i.e. mac or amiga), there is
>no way to unpack these without the machine. a GIANT leap BACKWARDS in

>open systems and portability and sharing of software.
>
>PLEASE DO NOT ADVOCATE THIS!!!!

That's a good point. For binaries that only run on an ST/TT I don't see that it makes any difference, but for (portable) source, etc. it's certainly imperative to maintain archive compatibility with the rest of the world.

>and if u complain that u do not use unix (now), i can
>only say that within a few years, you WILL be using it. so why not get
>on track now?

Like I said, I'm running LHarc under Ultrix. Many ST owners, however, don't use Unix and don't want to. Maybe the WILL learn the hard way that Unix is IT, but that doesn't change the current situation, which is that a lot of ST owners find Unix confusing and needlessly complex. (Heck, a lot of ST owners still don't want multitasking.)

>>Look, zoo is worse than arc 6, so why would you want to standardize to
>>zoo, of all things?
>
>how is it "worse"? and i did not suggest standardizing on zoo at this point.
>please consider ALL aspects of archiving, not just size. that is stupid.
>zoo handles directories (not as cleanly as i would want, either, so don't
>think i am advocating zoo, really).

Zoo is worse because it's slower, harder for Joe User to use, and doesn't compress files as well. If you have any other criteria for judging an archiver, I'd be glad to hear them.

>
>> You'd be better off using tar and compress.
>
>excellent idea. i keep tons of stuff (100's of MB) this way under unix.

As does most of the rest of the Unix world. The only problem with the tar.Z combination w.r.t. the ST is that 16-bit compress apparently requires a lot of memory to run. Since I have more than a meg, I don't have any personal experience with that problem, I've just heard about it.

>i don't care about stable versions of lharc on the ST. i need a decent
>version for unix. the one i have is still somewhat flakey (IMHO) compared
>to the unix version of zoo. i need to be able to look at the archive and
>scan the documentation BEFORE i decide to download the megabytes of files
>just to see if i want it or not. i get news at work, not via uucp at home.

I don't know; I got the Lharc source from atari.archive, compiled it under Ultrix, and use it all the time to preview stuff posted there before downloading anything. I've never had a problem with it.

>there are more things to consider than simply compression ratio (or even
>speed, for that matter) each time we change formats. if a new compression
>program was released say every 6 months, each time improving only the
>compression ratio, but changing file formats, would we change our standards
>every 6 months? i certainly hope not.

I agree.

>ok, enuf said on this topic. move along. maybe we can at least consider
>compressed tar files or compressed shar files as an alternative, though
>again it seems too late at this point. the problem with shar files is
>there are so many different types, so it would be difficult to do it
>(efficiently) without unix (or at least not without the raft of things
>that go into shar files, viz. sh/sed/cat/wc/test/echo/et al)...

The other problem is that many Atari owners seem to be quite isolated from
the Unix world. I'm not talking about Usenet folks, but rather the
people who have their ST's to do some word processing, play games, and
maybe some midi stuff -- the people that don't know dipsquat about Unix,
and will be completely confused by compressed shar files, and probably
files called "foo.tar.Z", for that matter. There are still ocassional
posts here asking what ".Z" files are, so clearly not everyone who
owns an ST is Unix-aware.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

212. Re: Panathea Archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 09:19:26 UTC
From: piet@cs.ruu.nl
Message-ID: <4610@ruuinf.cs.ruu.nl>
Source record: 235976

>>>>> In message <2681@gould.doc.ic.ac.uk>, adm2@doc.ic.ac.uk (Alan David Messer) (ADM) writes:

ADM> From what I hear there seems to be a Software Archive called
ADM> Panarthea out there somewhere in the States,does anyone know whether
ADM> they have ST software and if so their e-mail address,also the
ADM> addresses of any other good archives, as the only one I know of is the
ADM> Atari / Terminator archive !

It archives comp.{binaries,sources}.atari.st.

It is a mail-server. Send it a HELP message to get more info:
(This is from their help message)

If you are using a mailer that understands "@" notation, send to
archive-server%panarthea@sun.com. If your mailer deals in "!" notation, try
sending to {someplace}!sun!panarthea!archive-server, e.g.
decwrl!sun!panarthea!archive-server. For other mailers, you're on your own.
--
Piet van Oostrum <piet@cs.ruu.nl>

213. Circuit Maker II

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 14:44:16 UTC
From: numf-045@alv.nada.kth.se
Message-ID: <NUMF-045.91Jan9154413@alv.nada.kth.se>
Source record: 235982

I'm looking for Circuit Maker II... (from ILIAD SOFTWARE, I think.)

Where can I get it??? <<< Mailorder, anywhere in the world >>>

```
==============================================================================
Peter Blomgren // E-mail: numf-045@nada.kth.se
// ------------------------------------------------
// "Love and dreams come true..." -- Debbie Gibson
// "Speech is words that they will bend..." -- Metallica
==============================================================================

--

==============================================================================
Peter Blomgren // E-mail: numf-045@nada.kth.se
// ------------------------------------------------
// "Love and dreams come true..." -- Debbie Gibson
// "Speech is words that they will bend..." -- Metallica
==============================================================================
```

214. Re: RS232 problem: Atari ST and JNT-PAD; any relevant

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 15:14:48 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan9.151448.21107@actrix.gen.nz>
Source record: 235991
Cross-posted to: uk.misc,comp.sys.atari.st

```
experiences?
Summary:
Expires:
References: <7704@castle.ed.ac.uk>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: ngse18@castle.ed.ac.uk

Problem with RS232 Drivers, These Drivers 1488 are a Industry Standard
and should not be a problem, there is one Problem that can cause these
to blow, is the Ground Potential, I don't think that the ST is eathed
this can cause a high static charge that can damage these IC's, this I
have found in Practice with other Equipment, So you could try a Ground
to the 0 Volts in the Power Supply, Note, the ST does not have 24 volts
so were did the 24 volts come from...only +- 12 volts...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
```

215. Re: Small's Email Address?

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 17:44:17 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan9.174417.9829@uvm.edu>
Source record: 235964

From article <1991Jan9.041810.19376@santra.uucp>,
by s37837k@saha.hut.fi (Jari Lehto):
> In article <2789371c.638c@petunia.CalPoly.EDU>
mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes:

>>Can some kind soul please post David Small (Of gadgets by Small) Email
>>address?
>>
>>Thanks
>>mrodrigu@polyslo.CalPoly.EDU

Jari answers with the one variation on Gadget's Net addresses that I forgot:

> I asked this same question for a while ago, got masses of email
> containing addresses, but none of them had shown any marks of action
> yet. Maybe Mr. Small is too busy to answer?

> Try this: dsmall@well.sf.ca.us

> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

For more reasons as to why Gadgets doesn't always answer (besides
being busy 8-), see my earlier posting. I have gotten an answer by
using the Compuserve gateway, the accounts for Dave Small and Doug
Wheeler are respectively:

76606,666 <(haven't tried this, it's from the last newsletter, is it
missing a digit??)
76004,2136 <(this definitly has worked 8-)

To mail to Compuserve:

(using Doug as the example) the address is: 76004.2136@compuserve.com
(Note: substitute a period "." for the comma in the Id number)

To mail to the Internet from Compuserve:

(using me as the example) the address is: >internet:pegram@griffin.uvm.edu

There is no extra charge for either party. I don't think straight
UUCP addressing will work, you'll have to cast it into some form of
domain address like user@host.domain.

Note that both Compuserve addresses were publicized by Gadgets as
their official address.

Bye,

Bob Pegram

pegram@griffin.uvm.edu
or
uunet!uvm-gen!pegram

216. Tos File limit was: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 18:01:33 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan9.180133.10001@uvm.edu>
Source record: 235965

From article <1991Jan9.090428.29529@wam.umd.edu>,
by dmb@wam.umd.edu (David M. Baggett):

Interesting and rather civil discussion of archivers:

One point though,
David writes:

> It's DOS (and therefore, for compatibility, TOS) that has the file
> limit restriction. Only 113 files in a FAT. Or is it 112? In any
> case, don't ask me why.

Um, I regularly have more than 113 files in a _SubDirectory_ the
problem only crops up with the _Root_ directory. It has to do with
the number of sectors reserved for the File Allocation Table. I
believe that MeSsDos floppies have fewer sectors reserved than
regularly formatted ST floppies (Note: the space set aside for the FAT
on floppies is configurable on several PD and shareware ST formatters,
hypercopy comes to mind as one). Also, this problem may not show up,
or may be at a much larger number of files for hard disk root
directories. Why subdirectories haven't got this problem, I don't
really know, it could be that they again have the problem with a
really *large* number of files.

Maybe a quick Dos - Tos disk format refresher is in order?

Bob Pegram

pegram@griffin.uvm.edu
or
uunet!uvm-gen!pegram

217. Pathalias on an ST or PC?

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 18:37:52 UTC
From: roberson@aurs01.uucp
Message-ID: <59421@aurs01.UUCP>
Source record: 235987

Is anyone running pathalias on their ST? I'm looking for a way to
handle the UUCP maps on my ST running Rodney's UUCP Modules. If
no one is running it on their ST, how about on a PC?

Thanks,
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

218. Re: Atari Explorer is back

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 19:25:31 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440143@hplsla.HP.COM>
Source record: 235910

```
| >The official Atari (U.S.) magazine, Atari Explorer, is back on the newsstands
|
| Gee, I wonder if they'll restart my subscription! :-)
|
| Jim Smith
```

They restarted mine, and I was interested to read how swell things are with
Atari in the U.S... IBM/Apple/Compaq/NeXT/Amiga might as well fold up
shop now, 'cuz Atari has got 'em by the short ones, by golly.

Yeah, I'm indulging in some extreme sarcasm, but the last issue of A.E.
indulged in some extreme propagandizing.

%%%

219. Where to find g++

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 19:59:40 UTC
From: jmc@vision5
Message-ID: <35462@netnews.upenn.edu>
Source record: 235990

Hi, I'm totally gnu to the g++ world and wnat to get
the g++ compiler and put it on my SUN Sparc Station.
Where can I find the source, how do I get started,
and how much space do I need?
PLease reply on netmail because obviously
everyone in this newsgroup already knows these things

Jim Cummings
jmc@vision3.anatomy.upenn.edu

220. Having ST blues

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 20:26:37 UTC
From: boyle@cunixf.cc.columbia.edu
Message-ID: <1991Jan9.202637.17431@cunixf.cc.columbia.edu>
Source record: 235970

Help! Being a new reader of this valuable newsgroup, I have missed all the helpful info of years past. I have an original 520 ST with TOS 1.0 on disk that I just recently unloaded from the closet to see if it was still alive. I obtained TOS 1.2 on ROM from a guy on this net, and it works, I think. I need some help and advice from y'all to determine if problems are the computer, the software or what.

- My demo disk came with Atai basic (not ST basic?), and it won't do all the graphics commands. There is no buffered graphics option.
- STwriter, junk, no manual, can you use this as a text editor?
- STTalk won't run
- Neochrome no good, I have a Monochrome monitor
- Ulima III, 4 bombs
- Others, get TOS error #35 (?)
- TOS 1.2 in ROM, where's my desk accessories? VT52, Control Panel?

Is my TOS right? Is it worth investing in games, languages, utilities, terminal programs? Will they even work? Ultima III didn't, CAD-3D won't run the animator...Is the single side floppy drive a joke? Is the double sided drive MS-Dos compatible? Or is it my 1/2 Meg RAM. I feel like advertising in rec.boats that I have a good anchor for sale.
I'd like to get a good C compiler and a Basic that works but should I just save my money for a 386, Mac IIsi or even a NeXTstation? I'm in a quandry.

Any help or advice will be appreciated.
John Boyle

221. Re: DMA/FDC Programming

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 21:11:40 UTC
From: apratt@atari.UUCP
Message-ID: <2803@atari.UUCP>
Source record: 235971

bcullign@vax1.tcd.ie writes:
>Could someone tell me how to program the DMA and the Floppy Disk Controller
>(FDC) on a 520STFM? Any info would be appreciated.

You might get more help if you described what you're trying to do.

From me, you'll get advice on how to do it without directly programming
the DMA or FDC components of the system. Unless you're an operating
system, there's no reason that you need to talk to the DMA controller
or the FDC directly. If you're a developer, check your docs about the
Flop* and Rwabs BIOS calls. If you aren't, then become one so you can
find out about this stuff.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

222. Re: Source for MaC 128k Roms?

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 21:23:09 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340059@hpfcso.HP.COM>
Source record: 235972

> Does anyone have a definite source for em?

E. Arthur Brown Co., up in snowy Minnesota.
Last price I heard was $99, but that was several months ago.

Info: 612-762-8847
Orders: 800-322-4405

Regards
Ray
rrd@hpfitst1

223. Re OPUS go BOOM

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 21:36:44 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jan9.213644.14251@cbnewsk.att.com>
Source record: 235973

> The problem is, if I try to run opus.prg without
> GDOS stuff (I know - no charts) I get 2 bombs. If I try running with
> GDOS (G+PLUS) installed with an appropriately configured (I think) ASSIGN.SYS - I get 4 bombs!

Well OPUS was NOT the culprit! I'm still not sure just what is.
Maybe someone knows what's wrong with this picture:

I have used the RAM disk program from the now defunct Compute's ST magazine for a long time - never any trouble with original 1040 TOS 1.0. I just got a Mega (TOS 1.2) - set up a 1.5M ramdisk, downloaded OPUS with Uniterm 2.0 (another long-used program) and un-arced it with arc6.03. Archive unpacks with no errors. I copy opus.arc to an archive disk. I run opus from the Ramdisk - voilla, it works - must have been a bad download before (he thinks). So I copy all the program files to a floppy and try to run from the floppy - same 2 or 4 bombs as before. Bad disk?? I format a new one, retrieve my opus.arc un-arc - about halfway through I get archive errors. Expletives deleted.

I download another copy of opus.arc - directly to floppy - do an archive test - OK. I start to un-arc - not enough room on disk for the last example spreadsheets. No problem (who needs samples) run opus - 2 bombs! Now I notice that some of the disk file sizes are different - many 0 bytes!

One last try - restart machine (with power switch) without ramdisk. Un-arc my saved copy with arc5.23 - everything works.

Does anyone know of incompatibility problems with TOS 1.2/Megas/arc6.03 and/or Compute's ramdisk program?

Sorry for the long post - but I feel better!

Ron Wolenty
inuxy!wolenty

224. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 21:56:47 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan09.215647.5890@convex.com>
Source record: 235997

In article <1991Jan9.090428.29529@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>>>pathnames for you. Not that this is CRUCIAL if there are more than
>>>113 files in the archive, since directories can only have 113 files
>>>in them, max.
>>does zoo have this file limit restriction? i KNOW tar does not...
>It's DOS (and therefore, for compatibility, TOS) that has the file
>limit restriction. Only 113 files in a FAT. Or is it 112? In any
>case, don't ask me why.

i thought this restriction was only for the root directory of a disk, not subdirectories. but my memory, as usual, is fuzzy, and i have no way right now of verifying this. i know u can have more than 113 files in a hd partition, though i can't be sure if u can have more than 113 files in total on a floppy, even if they are in directories. easy enuf to test, however.

are u saying that lharc has a restriction of 113 files in one of its directories because a user may potentially unpack it in the root dir and hence have problems? if that is the case, then all archivers will have the same problem. since i have not unpacked an archive in a root dir for years, i have never seen this. and i would guess that since most archives do not have this many files anyway (perhaps TeX fonts is an exception), this would probably rarely cause any problems. how does lharc deal with this? does it restrict u when creating the archive? and if so, is this also in the unix version? i have no idea how this works with arc/zoo either. just curious...

>>i performed similar tests on a variety of file sizes/types and found that
>>lharc was 5-10% smaller, but 50% slower (or more :-() at creating the
>>archives.
>
>I guess I'm just hallucinating, then.

no, dave, it just might be the files i tested and the date i tested them (when lharc just came out, like a year ago or so). i tried files ranging from 1k to 120k, text, programs (.ttp), and some binary files (16-bit sound samples). i thought it was reasonably comprehensive test, but it could have been an anomoly, from what i have seen you guys saying the last couple of days. it could also be that the compression itself improved from 0.62 (or whatever it was) to now. i do know, however, that no matter what file was compressed, it was REAL S-L-O-W at *packing*. i mean at least 2x slower. i distinctly remember lharc taking 6 min on a file that zoo did in around 2 min. still, it was a long time ago, so this is more of an impression than fact.

>>> [self-extracting archives are great]
>>
>>NO, NO, NO, NO!!!
>>
>>i don't like the idea of self extracting archives because it just makes
>>it more likely to pick up a virus this way.
>
>In the case of SFX, I don't see how this is relevant. It's not like
>an "autoexec.bat" is stored in the archive, it just has a 3K hunk
>of code to extract the archive from the appended LZH file data.
>The self-extracting part doesn't have any special power. This is no
>more prone to virus-spreading than any other form of archiving.

it is one more program to run, and extremely easy to fiddle with. from
what i know about these archives, it is just "cat unpacker archive >file".
is there any software to do checksums or compares on those 3k hunks? is
the source to that 3k hunk PD? it would make me feel a little safer
at least. i am reluctant to run any software i do not compile myself,
if at all possible. i can trust an archiver, but not necessarily a
self-extracting archive.

are there tools available to strip this thing off (yes, i just remembered
seeing one...never mind...).

>Like I said, I'm running LHarc under Ultrix. Many ST owners, however,
>don't use Unix and don't want to. Maybe the WILL learn the hard
>way that Unix is IT, but that doesn't change the current situation,
>which is that a lot of ST owners find Unix confusing and needlessly
>complex. (Heck, a lot of ST owners still don't want multitasking.)

well, maybe i am more of a unix bigot than i thought. also i like to
try and look to the future, rather than the here and now - another
thing that gets me in trouble :-).

>The other problem is that many Atari owners seem to be quite isolated from
>the Unix world. I'm not talking about Usenet folks, but rather the
>people who have their ST's to do some word processing, play games, and

agreed. but a well designed system will work no matter what knowledge
level a person may be at.

ok, ok, uncle. i'll quit my moaning on this and get the latest unix
version. i may even hack it up to my liking (yet another version!).

and i promise to broaden my scope to include non-technical people from
now on :-)...

adios...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

225. Re: atari users

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 22:30:30 UTC
From: ob@obh.in-berlin.de
Message-ID: <7500327@obh.in-berlin.de>
Source record: 235986

```
Hello world,

In article <6788@crash.cts.com> chuckie@pro-odyssey.cts.com
(Chuck Schul) writes:
(Sender was: news@crash.cts.com)
> users on this net unite.if enough people respond here then maybe we can offer
> a newsletter such as znet or something for our wonderful computers!!!what do
> you think!!!

Yeah! That's a good idea I think.

Bye, Olli
--
*------------------------------------------------------------------*
|ob@obh.in-berlin.de (Oliver Brandmueller) |bbs:+49 30/853 65 44|
|Detmolder Str. 64a - Tel.: +49 30 853 69 80 | write 'n enjoy! |
*------------------------------------------------------------------*
```

226. switching res

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 22:59:52 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <278ba068.35a3@petunia.CalPoly.EDU>
Source record: 235913

I didn't get much response the first time, so this is somewhat of a repost. Since it is confirmed that there is no legal way to switch res without going through the desktop, how would you do this illegally for my own personal use. This would be convenient to write low res programs while running in medium res (such as using Laser C). I have TOS 1.0 but I suppose I could check the TOS version and use differenct methods if necessary.

The only thing that remotely comes close to what I wanted was in a program called AVS.PRG (Audio-Visual Player by Jim Kent, released by STart). For example, if you were in medium res and wanted to be in low res...

```
char *ainit=(char *)a_init; /* Line A call, $A000 */
Setscreen(-1L,-1L,0);
*((int *)(aline-692))=319; /* Mouse X limit */
*((int *)(aline-690))=199; /* Mouse Y limit */
*((int *)(aline-666))=16; /* # of bitplanes */
```

Apparently, that works in setting the boundaries for moving the mouse cursor. It also shows the correct colors. Unfortunately, it does not center dialog boxes correctly, does not clear the area under the drop-down menus, and some VDI functions (such as drawing ellipses) do not work as expected.

I think I can trick GEM into changing res if I know where it stores the VDI parameters when it opens a virtual workstation.

Steven Lee

227. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 23:15:13 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Jan9.231513.4430@NCoast.ORG>
Source record: 235975

In article <1991Jan8.122616.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
>The other 'flaw' I see with the various LHARC, LZH, UNLZH programs is this:
>
> With the exception of ports like LHARC 0.5beta, et al, almost EVERY
> single archiver/unarchiver using the LHARC protocols is ShareWare.
> This bothers me, seeing that both ARC and ZOO were released as
> free-of-cost software, and the original protocols for LHARC didn't
> cost anything either. (I'm speaking non-commercially here, I'm well
> aware of SEA's commercial charges for ARC, as an example.)

Xlharc, formerly LHarc 1.02, has never been anything but free-of-cost. I don't
believe in porting free software and then deciding I should be paid for it.

>David Paschall-Zimbel davidli@simvax.labmed.umn.edu

--

Bill Shroka
bjsjr@NCoast.ORG
ncoast!bjsjr@usenet.INS.CWRU.Edu

228. Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-09 23:49:40 UTC
From: rrwood@contact.uucp
Message-ID: <1991Jan9.234940.23698@contact.uucp>
Source record: 235977
Cross-posted to: comp.sys.atari.st,comp.sys.mac.wanted

I recently asked why Apple hasn't challenged Gadgets by Small in court, and I also asked why no-one talks about copying the 128K Mac ROMs with an EPROM burner. Many thanks to those who replied, and I apologize that your replies were too numerous to make personal repsonses practical.

In general, the replies I received are in agreement that Gadgets by Small (or whatever its previous incarnation was) has in fact been in touch with the folks at Apple, and some sort of deal was made such that G by S is free to market the Spectre so long as it can use only REAL Apple ROMs. Oh-- they also have to steer clear of infringing upon the Apple Macintosh trademark (no names like Mactari).

Fine, right? Well, I'm not sure how the Spectre software can detect true ROMs vs EPROMS-- anyone want to help me out on that? As well, one person told me that someone had indeed been charged for distributing pirated Mac ROMs, which implies that someone has a use for the things...

It was nice to hear everyone point out that duplicating the ROMs is an intolerable act of piracy, and that they didn't mind the slight expense of legal ROMs.

-Roy Wood

229. PageStream Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 02:13:15 UTC
From: lwwarpup@vela.acs.oakland.edu
Message-ID: <4619@vela.acs.oakland.edu>
Source record: 235978

Does anyone know of a site that allows anonymous ftp'ing that holds font files for PageStream? I am looking for some new fonts, but I don't know where to look. Please e-mail any responses. Thanx.

--
/-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-\
| "It's only wafer thin." | Lonnie Warpup | Internet: |
| -"The Meaning Of Life" lwwarpup@vela.acs.oakland.edu |
\-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-/

230. Re: atari users

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 02:45:03 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Jan10.025103.44234@vaxb.acs.unt.edu>
Source record: 235979

In article <1991Jan9.042427.19516@santra.uucp>, s37837k@saha.hut.fi (Jari Lehto) writes:
>
> In article <6788@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>>
>>users on this net unite.if enough people respond here then maybe we can offer
>>a newsletter such as znet or something for our wonderful computers!!!what do
>>you think!!!
>>
>
> This idea does not suck! It rather smells like the most delicious pie!
> If not anything else, it would definitely be a very international one!

Okay, it's good idea. So what are the details on getting such a beast going?
Does someone have to volunteer or what?

+---------------------------------+--+
Ken Corey	
kenc@vaxb.acs.unt.edu	"Look, I just can't work up the energy
SysOp:Intersect BBS	to be concerned about apathy."
214/317-5722	
+--Disclaimer: These opinions are mine. Hell, I can barely GIVE 'em away!---+

231. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 02:53:13 UTC
From: adamd@rhi.hi.is
Message-ID: <2611@krafla.rhi.hi.is>
Source record: 235980

In <1991Jan7.162136.3773@cbnewsl.att.com> hojo@cbnewsl.att.com (HC Johnson) writes:

>In article <1991Jan06.212014.21625@gorgon.uucp>, dag@gorgon.uucp (Daniel A. Glasser) writes:
>> One thing that prevents people from pirating the MAC ROMS to use in the
>> Spectre (or Magic Sac) products is that it is possible for circuitry to
>> be designed to distinguish between the masked ROMs and EPROMS, and to make
>> sure that Apple did not go after him, Mr. Small built said logic into his
>> product. EPROMS don't work.
>> --
>> Daniel A. Glasser One of those things that goes
>> dag%gorgon@persoft.com "BUMP! (ouch!)" in the night.

>Sorry, Dan. Magic SAC played this game, which Intel created.
>But Spectre 128 reading 128K ROMS will also read EPROMS because the magic
>line is not present on 128K devices.

Hang on a bit, Mac 128k ROMs are 64k each or am I missing something. Spectre only addresses 128k on two chips, by a rather strange method (IMHO).
The myth of a security lock possibly originates with the Mac board layout, which requires some of the data lines to be swapped on the ROMs. This would cause an EPROM made from a ROM dump to fail. Anyone with their firmware on EPROM will be in for a shock some years later when the data falls off it (if they don't have the master ROMs handy), correct me if I'm wrong.

Adam David. adamd@rhi.hi.is

232. MGR books

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 02:55:47 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1991Jan10.025547.25899@cs.wayne.edu>
Source record: 235981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just downloaded MGR for the ST about two weeks ago and I'm really
impressed (speed is of course a problem; any body using it with
any of the ST accelerators?). I'd like to start moving some of
my programs to MGR. Does any know of any books about MGR ? Anyone
have any? Anyone interested in trading some such beasties for some
X-windows programming books?
.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

233. Re: I need a good controller!

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 03:51:58 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan10.035158.234@actrix.gen.nz>
Source record: 235983

In article <5258@husc6.harvard.edu> clubok@husc9.UUCP (Ken "The Snake" Clubok) writes:
> Two Adaptec 4070 controllers have died on me in the last six months, and
> I haven't even had my hard drive for a year! Is it me, or are the
> Adaptec controllers poor quality? Does anybody know of a better
> RLL controller? And perhaps someplace I could purchase it? Had any
> experience using it with an ICD host adapter? Much thanks in advance.
> Please E-mail responses.
>
> Ken Clubok
> clubok@husc9.harvard.edu
> clubok@husc9.bitnet

The one that is talked about a lot is the OMTI 55xx, don't know the full Part No. but they do 1:1 interleave with RLL,, From what I have read the Adaptec can't, get some info from ICD, as they use this Controller...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

234. STadel running SEE and FF!

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 04:36:21 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Jan10.044222.44237@vaxb.acs.unt.edu>
Source record: 235984

Is anyone out there in Netlack running STadel BBS?

1) I need help/advice about who to talk to to get into UUCP networks.

2) Have you always wanted to run SEE or Final Frontier? I've written a little program (<8K) that runs SEE and FF just fine on my 1MB machine. (there's only around 150K available when the programs are running, so this would only work on a 1MB machine or more.
I still don't know how to submit to any archives, so just email me, and I'll send you a uuencoded version.

(Wouldn't it be great if any of the STadel BBSes out there were local to the Dallas (214) area code? (grin))

```
+---------------------------------+----------------------------------------+
| Ken Corey | |
| kenc@vaxb.acs.unt.edu | "Look, I just can't work up the energy |
| SysOp:Intersect BBS | to be concerned about apathy." |
| 214/317-5722 | |
+--Disclaimer: These opinions are mine. Hell, I can barely GIVE 'em away!---+
```

235. gcc cross compiler?

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 05:34:27 UTC
From: acton@cs.ubc.ca
Message-ID: <1991Jan10.053427.22552@cs.ubc.ca>
Source record: 235985

I was wondering if anyone has a C compiler and linker setup to cross-compile on something like a Sun Sparc-4 for an Atari ST. I am in the situation where I have 2 1040s at home (no hard disks) and would like to do a little software development. I figure it is faster to do this on a machine like a Sun at school and then use a high speed modem to transfer the executable to a floppy on one machine for testing on the other. I thought that in the past someone had done this for the gnu cc compiler and if that was the case I was wondering where I might ftp the software from.

Thanks

Donald Acton
acton@cs.ubc.ca

236. Re: Latest ST Xformer II = 2.55

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 08:29:02 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5243@brahma.cs.hw.ac.uk>
Source record: 235988

In article <60319@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:
>Question: does ST Xformer 2.55 run on the TT?
>Answer: No. But when I figure out why, it will run at about 300% the speed of
> the Atari 800.

Way to go Darek!
I presume that most 8 bit games wait for vertical blanks so they will still
be playable. 8 bit games are soooooooo playable when compared to most 16 bit
garbage.

>--
> Darek Mihocka (206)-885-5893 after 6pm. All views expressed are my own.
> Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
>--

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

237. Max of 113 files in a subdirectory: fact or fiction?

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 08:43:08 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jan10.084308.13614@wam.umd.edu>
Source record: 235989

In article <1991Jan09.215647.5890@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>
>In article <1991Jan9.090428.29529@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>>It's DOS (and therefore, for compatibility, TOS) that has the file
>>limit restriction. Only 113 files in a FAT. Or is it 112? In any
>>case, don't ask me why.

>i thought this restriction was only for the root directory of a disk,
>not subdirectories. but my memory, as usual, is fuzzy, and i have no
>way right now of verifying this. i know u can have more than 113 files
>in a hd partition, though i can't be sure if u can have more than
>113 files in total on a floppy, even if they are in directories. easy
>enuf to test, however.

Well, I seem to recall running into the 113 file limit when archiving (once again) HacMan II -- I couldn't have all the files in a single directory at once because there were more than 113. I tried to copy the whole mess into d:\usr\games\hacman2\dist\ (i.e., not a root directory) and got an error code (I forget the number) when gulam hit the 113th file or so.

I guess it could be gulam, or maybe I did something odd. I don't think any of the archivers themselves impose a restriction on # of files; I just meant that since you can't have more than 113 files in a single directory (under TOS), a potential standard archiver must be able to handle subdirs easily, otherwise we won't be able to archive things consisting of more than 112 files on all machines.

> . i distinctly remember lharc taking 6 min on
>a file that zoo did in around 2 min. still, it was a long time ago, so
>this is more of an impression than fact.

That time comparison sounds about right. There's simply no denying that LZH encoding takes considerably more CPU time than whatever methods Arc and Zoo employ. I don't know why this is since I haven't looked at the algorithms.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

238. atari unite

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 10:16:31 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6828@crash.cts.com>
Source record: 235992

also send me your address or who you are for an informal poll of atari people
to show or strenght to bbs's who support atari and other compurters to give us
more file space etc.and all sysop out there get znet for you bbs's the atari
online magazine.for more info on znet contact
znet
po box 59
middlesex nj 08846
or call there bbs 201-968-8148
or contact by voice 201-968-2024
or compuserve #71777,2140 or genie z-net .

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

239. atari united

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 10:16:31 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6827@crash.cts.com>
Source record: 235993

well by my prior message i meant lets get all users together and informed,by this we (all atari support bbs's)should have onlione news such as znet and all should join the atari revolution!by contacting :
artisan software
po box 849
manteca ca 95336
with a 14.95 check to get the handbook so we can make 1991 the year all users know what atari computers can do!show your friends we all know we can impress them for a fractyion of a mac or full pc price!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

240. Re: Two questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 10:21:10 UTC
From: leo@mat500.uucp
Message-ID: <1095@mat500.uucp>
Source record: 235901

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>Anyone have any experience with Script, the word processor? Has
Yes, I have it, and it's really nice!

>Different fonts, importing of images.
It could use MANY different Signum-Fonts in one text, exchange fonts,
easy set font-attributes (sub-script, super-script...).
Images can be importet from PAC-Format, blocks can be cut out and resized...

>Automatic text formatting like Word on the Mac.
Yes, and fast, and online-spell-checking is possible with an accessory.

> delete a series of
>lines without highlighting them with my mouse. Any info would be
Try <Control>+<Delete>.

>greatly appreciated. Thanks!

Some other features: page preview, internal printer driver, prints in
Signum-quality (or, if selected, with standard printer Fonts for fast
test-printing), address-import for mass-mailing, macros via mini-protos,
is VERY reliable (used it 6 months and have never seen bombs) and, last
but not least, it runs on the TT (in most if not all resolutions, tested
640*480 16-color and the ST-ones) where it really FLIES!!
My advice: take a close look! (and become impressed like me)

>--
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

Tschau,
Christian.

PS: I have no connections to the ones who have made Script, i'm just a
statisfied user.

241. Re: eprom cartridge

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 10:26:48 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Jan10.102648.1599@kcbbs>
Source record: 235994

John Henders: Re the rom disk

John no you read my message wrong or I posted it wrong. I was refering to the blowing of the _rom_disk_ not the actual execution of the rom disk. As in the making of a eprom for your rom cart to become a rom disk.

It is faster than a Hard disk or a floppy disk , well it has to be with direct cpu access . So no a rom disk is far faster than a hard disk.

Mind you John you did bring a good point to bare and one I asked rick from Gribnif last year about [the makers of neodesk] why not put neodesk in ROM ? It works for me.

242. Small's Email Address?

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 10:31:30 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Jan10.103130.1678@kcbbs>
Source record: 235995

For the constant request for Mr David Smalls email address here it is.
Please write it down on paper and save it.

dsmall@well.sf.ca.us <- this will work

Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz GEnie: J.Clarke6
-----Where is Runciman ? Near Ramarama.

243. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 12:08:33 UTC
From: jvt@its.bt.co.uk
Message-ID: <J6Y^H1_@uzi-9mm.fulcrum.bt.co.uk>
Source record: 235996

In article <742@grapevine.EBay.Sun.COM> koreth@panarthea.EBay.Sun.COM (Steven Grimm) writes:
> ....
>Lharc/UNIX handles file ownership and permissions. I don't think this is
>true of zoo. (The extra information is ignored on non-UNIX systems; there
>is a field in the lharc headers which says, "I have extra information about
>this file, and it's at this place in the header and is this long.")
>.....

Yes - but *badly* ! Perhaps its the originators fault - I've never bothered to look - but it always makes the files owned by root. Great(?) if you're SU but naff if you're not. Luckily it causes me no problems - just hassle but I can imagine it could seriously inconvenience some (most?) users where they cannot use root access.

Lets remember we're talking about a PC type of archiver - UID means nothing here so why have it.

Personally I prefer zoo but it *does* have its problems. I have never encountered any with the unix version (& I use that to transport all my archives to my ST because of a problem with the FD program here) but the ST version refuses to compress some files (usually binary). In this case I use arc which copes competantly but with less compression.

John.

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

244. Re: Uniterm macro

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 12:58:00 UTC
From: pv@polari.UUCP
Message-ID: <3119@polari.UUCP>
Source record: 235998

I'm including a macro here for use with Uniterm 2.0e that will run XYZ2.TTP from a function key and incorporates some automatic features to replace the ever tedious command line. Instructions for its use are contained within the macro when viewed with an editor or the way you're about to see it now. Other versions of XYZ.TTP can be run from this with very little editing. XYZ2 of course incorporates uploading ZMODEM as well as down. This feature is handled simply by the macro. Paths and files can be selected with a file selector, or ZMODEM download to the default directory will happen if you just press carriage return at the first prompt. Remove the portion before and including the line, make any necessary edits, and save the edited portion as "XYZ2.MAC" or whatever you like to use as an extention for your macros. Follow the instructions contained within the macro carefully and you'll have all your Zmodem transfers within Uniterm at a few key presses. The lines that start with "#" are comment lines and should be retained in the macro for future reference.

I think this utility combined with Uniterm makes all BBSing with this program fast and easy. Enjoy.
-Pv-
macro follows after next line

```
--------------------------------------------------------------------------------
# XYZ2.TTP up/download macro for Uniterm 2.0e.
# Use command "%macro('xyz2.mac')" (w/o quotes) on a function key to run.
# Make sure XYZ2.TTP and XYX2.MAC are in the default drive.
# You should have 50k or more space in your system buffer.
# This assumes you want to use XYZ for ZMODEM only. "-p" pause switch
# is always used. If default "dflt" is used, XYZ will download to the
# same drive as it was run from. You might want to edit lines 5 and 10
# to change the default filesector drive. Change the C: between the '' to
# whatever you want. Do not add spaces or "\" marks if you do not specify
# a folder. Add a folder by using: "C:\stuff\".
# The next line is line 1
me('XYZ2.TTP ZMODEM. Cancel=option prompts')
if(inp('Enter <RET> for dflt dnload or Cancel')) run('xyz.ttp','-p/r/n') ex( )
if(!inp('Enter <RET> for dwnld, <CAN> for upld')) ju(1)
me('Select Destination for download. Cancel= quit')
w(15) if(!file('C:','*.*',' ')) exit( )
copy(1,$P) con('-p ',$1) con($T,' ') copy(1,$T) con(1,$F) copy(1,$T)
con($1,'\r\n') copy(1,$T) run('xyz.ttp',$1) path($C) exit( )
:1
me('Send file ZMODEM. Cancel= quit')
w(15) if(!file('C:','*.*',' ')) exit( )
copy(1,$P) con('-u -p ',$1) con($T,' ') copy(1,$T) con(1,$F) copy(1,$T)
con($1,'\r\n') copy(1,$T) run('xyz.ttp',$1) path($C) exit( )
```

```
>>>>>>>>>>>>>>>>>> END OF MACRO...REMOVE THIS LINE AND BELOW <<<<<<<<<<<<<
/+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+\
+ COMMENTS COMPLIMENTS CONTINOUS COMPLAINTS +
" COURTESY: Paul Varn "
+ UUCP: pv@polari GEnie: p.varn +
\+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+/
```

245. Paul Moreau & Tape cart drives

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 13:56:03 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jan10135603@ghiggins.hpl.hp.com>
Source record: 235999

```
Paul,
I have been unable to get email to you, please contact me. I'd like
to discuss tape drives & drivers for the ST.

Many thanks.

Graham
======

----------------------------------------------------------------------
Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

246. Upgrading ST memory with Mac memory

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 13:58:29 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Jan10.135829.26782@ncsuvx.ncsu.edu>
Source record: 236000

I recently upgraded my Mac to 2.5 Megs, which involved
the removal of two of the previous chips and were
replaced by two 1 meg chips. Now I have two chips
that I think add up to .5 Meg...can these be used
to upgrade my 520ST (without the internal floppy) to
1 Meg?? Any tips are appreciated!

smisra@eos.ncsu.edu

247. Re: Tos File limit was: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 14:27:35 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27995@cs.yale.edu>
Source record: 235902

In article <1991Jan9.180133.10001@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
>Um, I regularly have more than 113 files in a _SubDirectory_ the
>problem only crops up with the _Root_ directory. It has to do with
>the number of sectors reserved for the File Allocation Table. I
>believe that MeSsDos floppies have fewer sectors reserved than
>regularly formatted ST floppies (Note: the space set aside for the FAT
>on floppies is configurable on several PD and shareware ST formatters,
>hypercopy comes to mind as one). Also, this problem may not show up,
>or may be at a much larger number of files for hard disk root
>directories. Why subdirectories haven't got this problem, I don't
>really know, it could be that they again have the problem with a
>really *large* number of files.
>
>Maybe a quick Dos - Tos disk format refresher is in order?

A Dos/Tos disk is divided up into several fixed-sized regions: boot
sector, FAT (2 copies, actually), root directory, and data. The sizes
of these regions are determined when the disk is formatted and can
differ from disk to disk. The FAT must be big enough to hold the
entries describing the allocation of clusters in the data region;
beyond that, bigger isn't better. The root directory on a floppy is
typically 7 sectors, which is big enough for 112 entries. On a hard
disk, the root directory is often made considerably larger.
Subdirectories are stored like files in the data region and can be any
length. That's why the size restriction doesn't apply to them.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

248. Wanted-Games recommendations for STE

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 14:48:31 UTC
From: dicks@syma.sussex.ac.uk
Message-ID: <4153@syma.sussex.ac.uk>
Source record: 235903

As I don't trust dealers, could anyone tell me whether I can run Sublogics (Microsoft) Flight-Simulator II on my STE (with a hi-res mono monitor). If I can't, could you suggest any alternatives ?

Thanks in advance !

249. Powermonger on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 14:57:48 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1991Jan10.145748.6580@gdr.bath.ac.uk>
Source record: 235904
Cross-posted to: rec.games.misc,comp.sys.atari.st

I'm having problems with the new Bullfrog game, Powermonger, on the Atari ST. Basically, it pays no attention at all to the mouse (which also means that I can't actually even start the game). I've swapped the disk at the shop, thinking it was a bad copy, but the second copy is exactly the same.

Anyone else seen this? My suspicion is that it is related to the system version. Both the STs I've tried it on have the very first version of the TOS ROMs. (To help verify that suspicion, does anyone have an ST copy of this that DOES work?)

I rang the Electronic Arts (UK distributor) tech support number, and got a not-too-helpful 'Gosh, we haven't heard about that problem'.

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

250. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 15:57:41 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <278C8EF5.13951@ics.uci.edu>
Source record: 235905

In article <1990Dec28.160652.19458@maths.tcd.ie> mike@maths.tcd.ie (MIKE ROGERS) writes:
>In article <276A8A68.1681@ics.uci.edu>, jvance@ics.uci.edu (Joachim Patrick Vance) wrote:
>>32 bit). Also, if I got a NeXT (or an Amiga 3000UX or a Mac IIsi) I
>>would lose my software. Granted, it's the price one pays for a
>>'better' system, but I can't afford that price, even if I can afford
>
> There are ST emulators for the Amiga. Soft and hard.
>
So? Can they run *everything* I need and/or want to run becomes the
question. What's the comatibility rate. List the major programs that
don't run.

--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

251. Re: PageStream Fonts

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 17:47:09 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1991Jan10.174709.12862@cbnewsj.att.com>
Source record: 235906

I don't know about anonymous FTP, but a good source for PD Pagestream fonts is BRE Software (1-800-347-6760).

They have at least a half dozen disks chock full of Pagestream fonts like Chancery, Century Schoolbook, Lucida, Futura Extra Bold Condensed, etc. The disks are $4.00 each, but if you order 5 or more, they're $3.49 each.

Hope this helps. I have no affiliation with BRE software.

Rana Dutt
rcd@mtqua.att.com

252. Got a little problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 18:11:32 UTC
From: bdm@spacsun.rice.edu
Message-ID: <1991Jan10.181132.18235@rice.edu>
Source record: 235907

...which is, I can't seem to copy files from my UNIX account here
at school to my computer at home. Admittedly, I'm not very good at this
sort of thing yet, but there must be an (easy) way that I haven't tried
to do this. I have FLASH, and I've got a friend's copy of INTERLINK,
but no docs. I tried logging on to my account, and using INTERLINK's
XMODEM option to 'RECEIVE' a file, but it keeps trying to do so from
my ATARI disk drive. So, what's the mystery?
Some helpful information: my account is on a UNIX-based system
(a SUN, to be precise), but I also have access to a VAX account, so
I could ftp to the VAX if transfer is easier there. The VAX account
has its own phone number, but the SUN requires an extension. Yes, I
have logged on from home, so I'm not completely hopeless (just marginally
incompetent).

-- bemo

253. ST Relational Databases (SQL?)

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 18:17:44 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Jan10.181744.28037@hpmclc.mcm.hp.com>
Source record: 235908

I'm looking for a relational Database for the ST.

I'm an Informix user and would like to find something similar (SQL)?

What's available?

+Patrick

254. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 18:19:20 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan10.181920.16154@ecst.csuchico.edu>
Source record: 235909

dmb@wam.umd.edu (David M. Baggett) writes:

- Like I said, I'm running LHarc under Ultrix. Many ST owners,
- however, don't use Unix and don't want to. Maybe the WILL learn the
- hard way that Unix is IT, but that doesn't change the current
- situation, which is that a lot of ST owners find Unix confusing and
- needlessly complex. (Heck, a lot of ST owners still don't want
- multitasking.)

Dave, could you briefly describe a little about Ultrix, its
availability (PD or commercial), system requirements, et al? Thanks.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

255. Re: Tos File limit was: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 18:37:10 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan10.183710.3994@uvm.edu>
Source record: 235911

From article <27995@cs.yale.edu>,
by fischer-michael@cs.yale.edu (Michael Fischer):

I wrote:

an incorrect description of why Dos/Tos floppies can only have 113
files in the root directory:

>>Um, I regularly have more than 113 files in a _SubDirectory_ the
>>problem only crops up with the _Root_ directory.
...
mostly omitted, so I don't increase my embarassment 8-) 8-).
...
>>Maybe a quick Dos - Tos disk format refresher is in order?

Michael Fischer corrects and clarifies:

> A Dos/Tos disk is divided up into several fixed-sized regions: boot
> sector, FAT (2 copies, actually), root directory, and data. The sizes
> of these regions are determined when the disk is formatted and can
> differ from disk to disk. The FAT must be big enough to hold the
> entries describing the allocation of clusters in the data region;
> beyond that, bigger isn't better. The root directory on a floppy is
> typically 7 sectors, which is big enough for 112 entries. On a hard
> disk, the root directory is often made considerably larger.
> Subdirectories are stored like files in the data region and can be any
> length. That's why the size restriction doesn't apply to them.
>
> --
> ==
> | Michael Fischer <fischer-michael@cs.yale.edu> |
> ==

Ah that's it, and it's worth repeating, clearly I should have talked
about the size of the root directory rather than of the FAT.
Hypercopy does allow you to format with user specified root directory
sizes, helping the problem on floppies, as I mentioned in my earlier
posting. Still, that leaves David Baggett's problem under Gulaam.
Anybody know what gives with that shell?

Bob Pegram

pegram@griffin.uvm.edu
or
uunet!uvm-gen!pegram

Hmmm, I gotta be more accurate or people will start putting ME in their kill files! 8-) RBPIII

256. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 18:37:16 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1991Jan10.183716.18268@cbnewsl.att.com>
Source record: 235912

In article <2611@krafla.rhi.hi.is>, adamd@rhi.hi.is (Adam David) writes:
> In <1991Jan7.162136.3773@cbnewsl.att.com> hojo@cbnewsl.att.com (HC Johnson) writes:
>
>
> Hang on a bit, Mac 128k ROMs are 64k each or am I missing something. Spectre
> only addresses 128k on two chips, by a rather strange method (IMHO).
> The myth of a security lock possibly originates with the Mac board layout, which
> requires some of the data lines to be swapped on the ROMs. This would cause an
> EPROM made from a ROM dump to fail. Anyone with their firmware on EPROM will be
> in for a shock some years later when the data falls off it (if they don't have
> the master ROMs handy), correct me if I'm wrong.
>

The 64K roms used the Intel 2764 type Eprom or equivalent Rom.
In the Intel design, there pin 1 was used to control programming an Eprom;
Gnd for programming, +5 for usage. The Intel ROM (2564) required (allowed)
pin 1 to be grounded. The result was that an Eprom couldn't be used unless
you knew to lift pin 1.

The 128K roms used by Intel are 27128 (or maybe 27256) Eprom or equivalent
rom. These use pin 1 for an address line so the roms and eproms have the
exact same pin outs.

Yes, Mac switched around 5 lines (2 in one; 3 in the other) making up
the full 16 bit word being accessed. The Spectre cartridge rearranges
them to make them read correctly. (This really makes using the S cartridge
for other roms exciting and the bits have to be rearranged in software).

A Rom programmer will not care how the bits were rearranged when the original
was made, it only makes a 1:1 clone. However, there are many programmers
that will NOT allow a ROM to be read (to prevent cloning!). Thats when the
Spectre cartridge is useful in reading the Rom into memory; then producing
a data file such a programmer will accept. This is the convenient way
to patch TOS ROMS.

As has been pointed out earlier, one does not say they are making a copy
of thus and such ROMS (or software). What is done and used in your own
house is really your business. The nasties come about when these copies
are freely available to "friends" or are being sold.

Most of my work into reading ROMS dealt with copying both TOS 1.2 and 1.4
into 27512 EPROMS so that I could check out product compatibility. I own
the sources and run my copies instead.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

257. Good price on SIMMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 18:47:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan10.184729.16674@ecst.csuchico.edu>
Source record: 235914

I'm ready to upgrade my STe. I remember seeing ads with good SIMM prices in MacWeek a couple of weeks ago, but I don't have a MacWeek handy. Could someone please send me some info, company names and 800 numbers esp., about where to get them? I remember MET had some good prices, but I don't have their number. Thanks!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

258. Re: Max of 113 files in a subdirectory: fact or fiction?

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 19:56:06 UTC
From: apratt@atari.UUCP
Message-ID: <2804@atari.UUCP>
Source record: 235915

GEMDOS imposes no limits to the number of files you can have in a subdirectory. The only limit is disk space: the directory file itself needs to grow as more files are added to it. Under some versions of TOS, the Desktop will not show more than N files in one folder, but that's a Desktop limit, not a GEMDOS limit. Gulam might also gag if it finds a large number of files in a directory, or if it's asked to copy a large number of files, but I have not had that problem, and I've used it to copy large numbers of files (>1000 total, >100 in some directories).

Root directories do have a limited number of slots for files; this number is fixed at the time you format the disk. It's often 128 or so.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

259. Re: switching res

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 19:59:10 UTC
From: apratt@atari.UUCP
Message-ID: <2805@atari.UUCP>
Source record: 235916

```
sslee@polyslo.CalPoly.EDU (Steven Lee) writes:
> char *ainit=(char *)a_init; /* Line A call, $A000 */
> Setscreen(-1L,-1L,0);
> *((int *)(aline-692))=319; /* Mouse X limit */
> *((int *)(aline-690))=199; /* Mouse Y limit */
> *((int *)(aline-666))=16; /* # of bitplanes */

Setscreen() fills in the line-A variable space with correct values for
the new resolution, so you don't have to do it yourself. This is the
right way to change rez, if you want to do that. Since you already know
you're going "behind AES's back" in doing this, I won't lecture you on
the implications. As long as you Setscreen() back to the old rez
before you make any AES calls, this works.

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
```

260. Re: gcc cross compiler?

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 20:25:17 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Jan10.202517.933@math.lsa.umich.edu>
Source record: 235917

In article <1991Jan10.053427.22552@cs.ubc.ca> acton@cs.ubc.ca (Donald Acton) writes:
>
>I was wondering if anyone has a C compiler and linker setup to
>cross-compile on something like a Sun Sparc-4 for an Atari ST. I am in
>the situation where I have 2 1040s at home (no hard disks) and would
>like to do a little software development. I figure it is faster to do
>this on a machine like a Sun at school and then use a high speed modem
>to transfer the executable to a floppy on one machine for testing on
>the other. I thought that in the past someone had done this for the
>gnu cc compiler and if that was the case I was wondering where I might
>ftp the software from.

If you have a floppy drive in a SPARCstation you can write directly to an
ST-readable floppy. The gnu stuff on atari.archive has makefiles for use as
a cross-compiler as well as running native on Minix and TOS.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

261. Summary: Transferring files from a NeXT CubeFloppy to a MegaST-2

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 20:30:45 UTC
From: waynem@oakhill.UUCP
Message-ID: <4443@oakhill.UUCP>
Source record: 235918

Summary: Transferring files from a NeXT CubeFloppy to a MegaST-2

From hugh@redvax ("D. Hugh Redelmeier")
[1] warns against confusing TOS and DOS formats
I knew about this one. Another note is with DC Formatter you can write
the MS-DOS boot sector on disks other that 9-sector/track 80 track
formats. The NeXT (in this case) did not recognize the extended format
even though the disk contained a good MS-DOS boot sector.
[2] FAT corruption from like serial numbers on DOS formatted disks
Again, I know about this caveat.
[3] viruses on the ST
I checked for viruses and found none.

From Graham Thomas <grahamt@syma.sussex.ac.uk>
[1] warns about FAT corruption problems because of lacking unique disk IDs.
I knew about this one... See number 1 above.
[2] says "The best IBM-compatible formatter I know is Moshe Braner's
IBMFMT (version 101, NOT v1.0 if that's still floating about anywhere)."
I don't have this and did not see it at atari (terminator)

From allaudin@concour.cs.concordia.ca
[1] suggests trying to format with tos 1.04 1.06/1.062 or tos 3.1.
I only have access to the ROMs which came with my system.

From gatech!prism!tb8@cs.utexas.edu (T. Terrell Banks)
[1] says he had a similar problem which truned out to be a virus on his ST
and once the virus had be removed, there was no problem.
I checked for viruses and found none.

From ATARI Computer Enthusiasts <uhnix1!uace0@moe.rice.edu> (Keith Gerdes DC)
(DC = Double Click Software)
[1] says they will be updating DC Format probably 1Q91 and to let him know
what they can do on their end.
Hi! and thanks Keith. DC Format did the trick.

What really happened:

When I first tried to transfer files, I was formatting High Density disks
on my ST (which in and of itself is fine). However, the CubeFloppy on the
NeXT assumed the disk was formatted HD (1.44M) and not 720K. It declared
the disks as an unrecognized format. (it did not check the actual magnetic
media for the denisty).

After figuring this out, I formatted normal generic (you get the picture)
disks with DC Formatter and wrote the MS-DOS boot sector. This solved the
problem for me.

One thing I did notice was disks formatted on the NeXT were sometimes hard on my ST's disk drive (grinding sounds and other unpleasant noises were sometimes observed).

I would like to thank everyone who responded.

Also, I would like to apologize for the multiple posts of my original message. Our mailer software told me it was unable to send the message. So I tried sending it from other machines on the network until the mailer stopped complaining. Obviously, it sent it each time.

-Wayne

| Wayne Martinez | waynem@devnull
| Motorola | ...!uunet!cs.utexas.edu!oakhill!devnull!waynem
| Advanced Risc Systems | ...!motsps!devnull.sps.mot.com!waynem
| .... | devnull!waynem@oakhill.UUCP

262. simms

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 20:40:32 UTC
From: selick@bucsf.bu.edu
Message-ID: <71994@bu.edu.bu.edu>
Source record: 235919

I too am interested in good, cheap simms. please send me addresses,
prices, 800 numbers, etc
<selick@bucsf.bu.edu>

263. Re: Max of 113 files in a subdirectory: fact or fiction?

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 20:46:35 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7169@tekgen.BV.TEK.COM>
Source record: 235920

In article <1991Jan10.084308.13614@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>In article <1991Jan09.215647.5890@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>>
>>In article <1991Jan9.090428.29529@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>>>It's DOS (and therefore, for compatibility, TOS) that has the file
>>>limit restriction. Only 113 files in a FAT. Or is it 112? In any
>>>case, don't ask me why.
>
>>i thought this restriction was only for the root directory of a disk,
>>not subdirectories. but my memory, as usual, is fuzzy, and i have no
>>way right now of verifying this. i know u can have more than 113 files
>>in a hd partition, though i can't be sure if u can have more than
>>113 files in total on a floppy, even if they are in directories. easy
>>enuf to test, however.
>

The limitation of 112 files is restricted to the number of files in the root directory of a floppy disk. The root directory of an ST floppy typically occupies 7 sectors and each directory entry takes 32 bytes so 7*512/32 = 112 maximum number of directory entries. The root directory of hard disks typically occupy 16 sectors yeilding a maximum of 256 root directory entries. These numbers could be increased or decreased with a custom formatter but are usually sufficient for most users.

There is no restriction(subject of course to the available disk space) to the number directory entries in a subdirectory. However, some TOS versions can only display and access from the desktop(or file selector) a limited number of files. The additional files are really there and can be accessed normally through shells such as Gulam or Neodesk which allows you to augment TOS's limited display capability.

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: boblu@tekgen.BV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

264. Wanted: PC-Ditto I Help (the software version)

Newsgroup: comp.sys.atari.st
Date: 1991-01-10 20:55:59 UTC
From: cwilliam@mimsy.umd.edu
Message-ID: <CWILLIAM.91Jan10155559@mimsy.umd.edu>
Source record: 235921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been trying to get my original PC-Ditto software emulator working. Since Avant-Garde is out of business, can someone help me?

I have an ICD host adaptor, Quantum 80MB SCSI drive, and a standard Mega 2 ST. I am using IBM PC-DOS version 3.30 and PC-Ditto version 3.00. TOS 1.4 is installed.

I have gotten PC-Ditto to run, it recognizes 4 partitions on the hard drive (from the initial screen), I insert a DOS 3.30 floppy, which successfully boots and I am faced by an A> prompt. HOWEVER, when I attempt to FORMAT C: /S as requested it gives a divide by zero error. When I do an FDISK I get another divide by zero error. Help me!

I have cleared out the C: partition (0) on my hard disk and would like to install DOS on there. I have removed everything from this first partition and in the meantime I am unable to use my hard drive. Does anyone know what the "divide by zero" error message is coming from?

Blitzkrieg ('tanks in advance),
Chris
/\/\/\

265. Ultrix [was Re: Major Problems Unpacking 'lzh' Files]

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 01:56:35 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jan11.015635.20624@wam.umd.edu>
Source record: 235922

In article <1991Jan10.181920.16154@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>dmb@wam.umd.edu (David M. Baggett) writes:
>>
>>- Like I said, I'm running LHarc under Ultrix.
>
>Dave, could you briefly describe a little about Ultrix, its
>availability (PD or commercial), system requirements, et al? Thanks.

Oops, I didn't mean to give the impression that Ultrix is an ST OS; it's not. It's running on the DecStations here and I assume it is a DEC product. It's basically like BSD Unix. I don't know the techincal details w.r.t. differences between Ultrix and Berkeley Unix.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

266. Spectre 128 with ROMS

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 02:46:25 UTC
From: lchiu@cory.Berkeley.EDU
Message-ID: <10135@pasteur.Berkeley.EDU>
Source record: 235923

Spectre 128 (not GCR!) for sale with the ROMS inside. $160.
(The ROMS alone costs $125 when I got it, don't know what they are going for
these days.)

Or if you think this is unreasonable, make an offer.

Lawrence Chiu
lchiu@cory.Berkeley.EDU

267. Current Notes issues for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 03:00:21 UTC
From: Xorg@cup.portal.com
Message-ID: <37849@cup.portal.com>
Source record: 235924

```
Current Notes issues for sale:

March 1987 - Mega ST

Vol. 7 Nr. 10 - Comdex '87

February 1988 - Dave Small Interview
May 1988 - Atari Laser Arrives
June 1988 - HP Deskjet Printer
July/August 1988 - Dark Side of BBS World
October 1988 - Waters/CN Profile
November 1988 - WAACE '88 Party
December 1988 - Atari at Comdex

January/February 1989 - Hard Drives
March 1989 - Calamus
April 1989 - Touch - UP
May 1989 - Interview with Matt Singer
June 1989 - Atari & its Dealers
July/August 1989 - Summer CES '89
September 1989 - Moniterm Viking Monitor
October 1989 - Atari Portfolio
November 1989 - WAACE Atarifest 1989
December 1989 - Atari Computers 1990

January/February 1990 - The Year of Atari
March 1990 - The new STe
May 1990 - Typesetting on the ST
June 1990 - Quick ST vs. Turbo ST
July/August 1990 - CES '90, Stop picking on Atari
September 1990 - What to do if Virus attacks
October 1990 - HP Laserjet III
November 1990 - WAACE Fest 1990

27 issues in all - first $20 takes em all, I pay UPS shipping.
Most every issue is in mint condition - like new, one or two
suffered at the hands of the Postal Service.

E-mail to DIPLOMACY-1
Thanx
Peter Szymonik
```

268. Re: Tos File limit [Gulam works fine]

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 03:52:48 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jan11.035248.21449@wam.umd.edu>
Source record: 235925

In article <1991Jan10.183710.3994@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
> Still, that leaves David Baggett's problem under Gulaam.
>Anybody know what gives with that shell?

I can see this is how rumors get started. In trying to duplicate
my problem, I realized that I have 141 files in one of my
directories and Gulam doesn't seem to mind, so I highly doubt
Gulam has any difficulties dealing with more than 112 files. In fact,
I think what I did was copy the files into a RAMdisk first, then copy
them into a subdirectory. Since I was copying into the root
directory of the ramdisk, only the first 112 copied successfully.

In other words "Dave Baggett's problem under Gulam" was Dave Baggett. :-)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

269. atan2() in gawk - bug warning

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 04:31:24 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jan11.043124.27653@watmath.waterloo.edu>
Source record: 235926

```
[ This message is from and on behalf of Michal Jaegermann.
Please respond to him at your appropriate variant of
one of these addresses:
NTOMCZAK at UALTAVM
NTOMCZAK%UALTAVM.bitnet@ugw.utcs.utoronto.ca
ljdickey ]

Only after gawk2.11 was posted in comp.sys.atari.binaries I become
aware of a bug in PML floating point library used on ST by gcc
compiler. This causes that gawk built-in atan2() is incorrect. Its
arguments are switched and sometimes it complains about precision loss
when there is none. As long as you know that this is more bother than
a problem. If it is really troublesome for you then you will have to
recompile with corrected libraries, I guess. I do not plan to post
new executables before next version of gawk will appear.

BTW - this bug in PML is already fixed and Jwahar Bammi has new
sources. Unfortunately it will take some time before changes will
percolate everywhere. Since nobody reported it for a looong time I
guess that this is not a show stopper. :-)

Michal Jaegermann
ntomczak@ualtavm.bitnet
```

270. szadb for gcc user

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 04:33:10 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jan11.043310.27768@watmath.waterloo.edu>
Source record: 235927

```
[ This message is from and on behalf of Michal Jaegermann.
Please respond to him at your appropriate variant of
one of these addresses:
NTOMCZAK at UALTAVM
NTOMCZAK%UALTAVM.bitnet@ugw.utcs.utoronto.ca
ljdickey ]

The recently posted szadb 1.2 debugger seems to have a slightly
different opinion than gcc about what constitutes a command line
and where to look for it. To help to restore overall sanity I am
using a key definiton file similar to the following one. If you
are gcc user you may try that to.

---------------------------/ cut here /------------------------------
#
# A sample adb key definion file for gcc compiled programs.
# Use as follows 'adb -k fixargs.adb <debugee> [remaining args...]'
#
F1 $k11; $k13 ; $k14; $k15; $b; :c; main:d
#
# <sp,10/x instructions in two following commands mostly
# for demonstration and reassurance purposes.
#
F11 main:b <sp,10/x; $k12
#
# Magic numbers 3 and c below refer to a number of pointers to
# arguments to skip, i.e 'adb -k fixargs.adb'. Adjust as needed.
#
F12 <sp/W *(<sp+4)-3; <sp+4/W *(<sp+8)+c; <sp,10/x
#
# Replace by your desired breakpoints. They do not have to be
# all defined - even if referenced in F1.
#
F13 getitime:b
F14 getctime:b
#F15 localtim:b
---------------------------/ cut here /------------------------------

To use that file start szadb with a command line like in a comment
above. Of course you better have a symbol table. When you will get
adb prompt hit F1 function key followed by <Return>. Watch results.
The next <Return> will carry you to your first breakpoint (provided
you did not set it up ouside of an execution path :-)).
```

Enjoy,
Michal Jaegermann
ntomczak@ualtavm.bitnet

271. 50HZBOOT.PRG for AUDIO.LZH

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 06:20:02 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan11.062002.27944@ecst.csuchico.edu>
Source record: 235928

I recently discovered that in order to use the Audio Sculpture demo (AUDIO.LZH), which was posted about a month ago to atari.archive, on US machines, you must change the screen to 50Hz. Therefore, I have just sent 50HZBOOT.PRG to atari.archive. Put it in the AUTO folder of a disk (other than the Audio Sculpture demo disk) and follow the directions.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

272. Re: Wanted: PC-Ditto I Help (the software version)

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 07:52:38 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <278D6EC6.24119@maccs.dcss.mcmaster.ca>
Source record: 235929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CWILLIAM.91Jan10155559@mimsy.umd.edu> cwilliam@mimsy.umd.edu (Christopher Williamson) writes:
>[...]
>I have gotten PC-Ditto to run, it recognizes 4 partitions on the hard
>drive (from the initial screen), I insert a DOS 3.30 floppy, which
>successfully boots and I am faced by an A> prompt. HOWEVER, when I
>attempt to FORMAT C: /S as requested it gives a divide by zero error.
>When I do an FDISK I get another divide by zero error. Help me!
>[...]

Formatting your hard drive was major overkill. You don't need to
do that to install DOS on it.

Just type "SYS C:" and that will copy all the system files. I think
that should be enough to get you booted. I think SYS also modifies the
boot sector so that DOS can boot off of it. Either way, once you've done
that you could just copy your DOS files to drive C: (you could even do the
copying from the desktop if you wanted) and that's all it takes.

Formatting your hard drive is a lot to sacrifice to get DOS on
the hard drive. Heck, just having DOS take up the space is a waste! :-)

I don't know about the rest of your problems. Wish I could help.
Good luck.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

273. bison

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 09:04:41 UTC
From: tellabs_canada@canrem.uucp
Message-ID: <199111.1113.4573@canrem.uucp>
Source record: 235930

Many thanks to those who posted and emailed about makefiles for Lattice C. I've managed to modify the make utility supplied with Laser C to suit Lattice. Essentially, the makefile looks like this:

```
.SUFFIXES .o .c
.c.o:
$(CC) $(CFLAGS) $<
foo.ttp: foo.o bar.o
clink from c.o foo.o bar.o to foo.ttp lib lc.lib batch
```

The only disappointing thing about this setup is that you _may_ have to be careful that your compiler options match the startup code (ie. c.o) and libraries (ie. lc.lib) you supply.

And now, onto other problems. I have half of the duo of flex and bison up and running on my ST. Flex runs consistently without incident, but bison gives me a buss error whenever and from wherever I run it.

My machine is an unmodified 1040STf with TOS1.4 installed, I'm running QUICKST and GDOS with a Megafile 20.

Anyone have any ideas?

Thanks in advance
Mark
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

274. Re: DMA/FDC Programming

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 09:23:37 UTC
From: dac@ukc.ac.uk
Message-ID: <6595@harrier.ukc.ac.uk>
Source record: 235931

In article <1991Jan8.174544.7427@vax1.tcd.ie> bcullign@vax1.tcd.ie writes:
>Could someone tell me how to program the DMA and the Floppy Disk Controller
>(FDC) on a 520STFM? Any info would be appreciated.

The Abacus book, "Atari ST Disk Drives - Inside & Out", contains all the
information you need. If you have "ST Internals" then it's also a good idea
to cross reference the information in the disk drives book with the OS
listing to see the theory in operation.

Dave.

275. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 11:54:23 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan11.115423.15247@actrix.gen.nz>
Source record: 235932

<1991Jan09.010526.15973@convex.com> <1991Jan9.090428.29529@wam.umd.edu>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords: archivers lharc arc zoo banter banter banter
Comment-To: dmb%wam.umd.edu@uunet.uu.net

The limit of 112 files with LZH, well one of these Programs has a switch
for 500 files, also Disks can be formated far greater than the 112 limit
I have seen a German formater that lets you set the Directory limits
I use Usenet but do have any access here in NZ. for the SHAR/TAR and Z
I do find ZOO a bit of a problem and also LZH, ARC 602 is very good
but from what I here ZIP would be the Fastest, but then again we don't
have that, unless you bye the DCUTILS, so Please don't SHAR,TAR or
compress any Binary files, we here in NZ could never get them, even the
uudecode that I use was writen by the Sysop of the Unix System that I am
using, so Please think of the many others that use Usenet that are not
Unix mad, I for one can't stand it :-)...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

276. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 11:56:02 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1991Jan11.115602.15301@actrix.gen.nz>
Source record: 235933

>It's DOS (and therefore, for compatibility, TOS) that has the file
>limit restriction. Only 113 files in a FAT. Or is it 112? In any
>case, don't ask me why.

No, there is no limit of 112 to the number of files in a directory -
it's the GEM desktop that refuses to display more than that number. It seems
that it reads the filenames into a buffer and sorts them to display by name
(or type or size or date).
--
Alex Valdez

277. DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 11:58:00 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4164@syma.sussex.ac.uk>
Source record: 235934
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

I've not be playing Dungeon Master 1 long and have just finished level 3 (Wow !)

I'm saved up to the entrance of level 4 but in there I found the rock mosters especially difficult to deal with even using the door to crush them. I was dwon to one man at the foot of the stairs of level three before I killed them !

A scroll says use a spell for weakening immaterial beings. Does this mean once cast they are easier to kill or do i just keeep casting them til they expire ?

What do i need to cast fireballs ?

what are the most effective means of killing rock monsters ?

Thanks for any help.

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

278. Re: More memory 520STE

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 11:58:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan11.115830.15374@actrix.gen.nz>
Source record: 235935

In article <15760002@hpqtdla.sqf.hp.com> alastair@hpqtdla.sqf.hp.com (Alastair Reynolds) writes:
> I have just bought a 2Mbyte upgrade for an STE. This required removal of
> 1Mbyte in the form of four simms cards of 0.25Mbyte each. Is anybody
> interested in upgrading their 520STE to 1Mbyte. Contact alastair@hpsqf.hp.com

Note: You can use the 1/2 meg in your STE, to make it a 2.5 meg one..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

279. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 12:16:12 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan11.121612.15670@actrix.gen.nz>
Source record: 235936

<1991Jan09.010526.15973@convex.com> <742@grapevine.EBay.Sun.COM>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords: archivers lharc arc zoo banter
Comment-To: koreth@panarthea.EBay.Sun.COM

Thank you for a sensible reply to this LHZ debate, I don't think for one
that file limit is valid as one has a switch for 500 files, also this
Virus craze, how do you get a Boot Sector virus in a SFX file ???
Note: 100% of all viruses here in NZ are of the Boot sector type, so I
can't se that getting into a SFX files, Please correct me if I am wrong
I help on a BBS here in NZ and I do upload all my files that are on
there are LZH ones, this gives a better storage space and a better
dnload/upload time. Thanks for your binaries, Please keep to the same
format, we would not be able to get them if changed to these Unix
standards...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

280. Re: Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 13:08:17 UTC
From: treesh@ircsun1.helios.nd.edu
Message-ID: <1991Jan11.130817.24973@news.nd.edu>
Source record: 235937
Cross-posted to: comp.sys.atari.st,comp.sys.mac.wanted

There is one big problem with this setup Apple has made, and it will probabaly result in a lot of rom copying going on. Apple has reciently put a crack-down on mac roms. There is now, no how, totaly impossible to get them now. You can not buy them from delears, simply because the delears can no longer order them for stock. The parts polocy has changed, and all mac roms are now EXCHANGE ONLY!

Failure to send back an exact rom for one thats orderd results in a $500 sur charge to the delear per rom!

I know this because I am a apple service technician, it used to be possible to order most any mac rom for $40 each, but now they are exchange only, no stock!

ctfm

281. Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 14:31:50 UTC
From: vdlaan@pttrnl.nl
Message-ID: <64806.278dda66@pttrnl.nl>
Source record: 235938

Greetings,

I want to buy a MODULA2 compiler for my ST and would like to hear
opinions about the available compilers from people who own one.
I would like the compiler to have a very good programming enviroment.

Thanks in advance,

Walter van der Laan
NET: W_vdLaan@pttrnl.nl

282. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 14:59:17 UTC
From: bartho@obs.unige.ch
Message-ID: <1991Jan11.165917.863@obs.unige.ch>
Source record: 235939

In article <7340057@hpfcso.HP.COM>, rrd@hpfcso.HP.COM (Ray Depew) writes:
> Okay, you've almost got me convinced to buy it. Two little nagging questions
> remain:
Before that, you will get it for FREE !!!!!
>
> 1) What handshaking does it support?
> RTS/CTS <----- YES select in
> XON/XOFF <----- YES the help menu
> ENQ/ACK <----- NO
>
> 2) Why not Kermit? Will future versions support Kermit?
It has one of the best Kermit I have been using, nicely integrated into the
emulator ...

uniterm is one of the best piece of software you can get. I use it since
4 years (various revisions), and never had a bit of problems. The tek4010
emulation is very usefull too, as is history recording, saving and printing.
For that, I use it also as console for a microvax II and vax 780. You can
also define 30 80*characters strings associated with the F1-F10, shift and
control keys, start-up macros etc.

4 years ago I was looking for a cheap+good vt200/tek4010 compatible terminal.
We found the atari 1040ST + uniterm the best we could get. We now have 25
of them, and are still very happy, even if the 1040 were not as reliable as
first thought (but up to now easy to repare).

I hope you will enjoy uniterm as much as we did!

Paul Bartholdi
Geneva Observatory, Switzerland.

283. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 15:02:01 UTC
From: bartho@obs.unige.ch
Message-ID: <1991Jan11.170201.864@obs.unige.ch>
Source record: 235940

In article <7340057@hpfcso.HP.COM>, rrd@hpfcso.HP.COM (Ray Depew) writes:
> Okay, you've almost got me convinced to buy it. Two little nagging questions
> remain:
One more remark (see my previous answer), it runs at 19.2Kbps ... and with
kermit (500-1000 character blocks) transmit more than 1KB/s.

Regards, Paul.

284. Re: Pathalias on an ST or PC?

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 16:35:16 UTC
From: steve@thelake.mn.org
Message-ID: <A1416107563@thelake.mn.org>
Source record: 235941

[roberson@aurs01.uucp writes ...]

> Is anyone running pathalias on their ST? I'm looking for a way to
> handle the UUCP maps on my ST running Rodney's UUCP Modules. If
> no one is running it on their ST, how about on a PC?

Pathalias takes the UUCP map listings (see comp.maps.uucp) and outputs a ``paths'' file that helps a smart mailer, such as smail, transform addresses and otherwise-invalid UUCP paths into valid UUCP paths. It sucks memory like crazy and, for a variety of reasons, it's not worth porting to the ST (or PC).

You should be able to find a cooperative UUCP neighbor running Un*x who can run pathalias for you if you really need its output. Even without pathalias' output, you can hand-construct a paths file that will properly route most of your mail -- if you have a mailer that can use it.

I didn't think Rodney's UUCP modules could make much use of a paths file. I've only briefly looked at the package, but I was under the impression that it did not include a ``smart'' mailer. If that is the case, then you should simply hand all off-site mail to a cooperative neighbor who can perform address resolution and routing for you.

I run smail 2.5, which is a very smart mailer, on my ST. (I apologize for its unavailability; that's beyond my control.) Even though I can use the output of pathalias, I don't. I have a hand-constructed paths file that describes my neighbors and includes default rules for other sites. It does not, for instance, include an entry for atari.UUCP; if I send mail to that site it's simply handed to the smart-host for proper resolution.

Incidentally, I would like to appeal for sites that are not registered in the Domain Name System to do so. ``atari.UUCP'' and ``microsoft.UUCP'' are not reliable addresses because most sites, even most BIG sites, simply cannot maintain complete maps of UUCP connectivity. Many Internet sites simply refuse to handle the addresses that are not part of the DNS, including the .UUCP pseudo-domain. DNS registration costs as little as $35 and greatly improves your chances of getting your mail.

My paths file looks like this:

```
#
# me, myself and I
#
thelake %s
.thelake.mn.org %s
.thelake.thelake.mn.org %s
#
```

```
# systems with which I am on speaking terms
#
tcnet tcnet!%s
orbit orbit!%s
pnet51 orbit!pnet51!%s
stag stag!%s
moundst moundst!%s
moundst.mn.org moundst!%s
.moundst.mn.org moundst!%s
umn-cs umn-cs!%s
orbit.mn.org orbit!%s
.orb.mn.org orbit!%s
#
# the default mail hub for .mn.org
#
.mn.org tcnet!%s
#
# other nearby systems
#
dynasoft stag!dynasoft!%s
syntel tcnet!syntel!%s
MAST moundst!MAST!%s
mast moundst!MAST!%s
class68 moundst!MAST!class68!%s
#
# default for all Citadel BBS mail
#
.citadel moundst!%s
#
# court of last resort -- including Internet addresses
#
smart-host umn-cs!%s
```

```
----
Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
```

285. Transfer complete

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 16:48:31 UTC
From: bdm@spacsun.rice.edu
Message-ID: <1991Jan11.164831.9009@rice.edu>
Source record: 235942

Just wanted to give a public tip of the hat to all of those who
sent me mail on my little problem. (Turns out it was mainly a path
designation problem.) I have now joined the land of the living, st-speaking.
Now all I have to do is find out how to shut off call-waiting...
-- bemo

286. A program callled Dollar and $ense - HELP

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 18:06:20 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1040.278d9c2d@sleepy.bmd.trw.com>
Source record: 235943

I've got a program called "Dollars and $ense" from Monogram Software that I recently dug out of the closet. It is version 1.1

1. Is Monogram Software still in business? If so, I need the phone number. The one in the manual is out of service.

2. Was there a version later than 1.1?

I can't get any reports to print. No instructions in manual other than data entry. It uses GDOS. I issue approprite commands to print from menu and the program goes off and calculates something forever. Mouse still moves, screen does not change.

3. If there is a later version, Monogram is out of business, and somebody has the latest version, I'd like to get a copy of it. I do have my original receipt to verify that I bought the version I have.

Thanks for any help that comes my way

Jim Harres jharres@doc.bmd.trw.com

287. Re: Current Notes issues for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 18:57:29 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750101@hpsad.HP.COM>
Source record: 235944

In comp.sys.atari.st, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>Current Notes issues for sale:
~list deleted
>27 issues in all - first $20 takes em all, I pay UPS shipping.

I'd like to take these, but e-mail to the above address returns almost
immediately.

>E-mail to DIPLOMACY-1

Does anyone know how to do this?
-Bob

---------- ----------
Bob Waltenspiel	AT&T: (707) 794-3091 (Telnet: 794-3091)
ATE Software Team	e-mail: bobw@hpsad.HP.COM
HP Signal Analysis Division	HPDesk: Bob WALTENSPIEL/HP5300/A0
1212 Valley House Dr.	HP Mailstop: 1UR-M
Rohnert Park, CA 94928-4999	GEnie: B.WALTENSPIE
---------- ----------

This goes along with another belief of mine: that everyone else my age is
an adult, whereas I am merely in disguise. -Margaret Atwood in "Cat's Eye"

288. wanted: OLD MS WORD

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 19:15:08 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <27814.278dba5c@kuhub.cc.ukans.edu>
Source record: 235945

I would like to obtain an OLD version of Microsoft Word (or is the
ST version Write??) for the ST. If you would like to sell your
old ORIGINAL discs and docs, please contact me. Thanks.

(I want an old version for my wife and kids; they won't need what is
in the newest version. Since I use TeX, I sure don't want to spend the
$$ on the newest, either!!)

Steve Shawl
internet: shawl@kuhub.cc.ukans.edu
SPAN : kuphsx::shawl = 7388::shawl

289. Re: Got a little problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 20:40:40 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan11.204040.4984@santra.uucp>
Source record: 235946

In article <1991Jan10.181132.18235@rice.edu> bdm@spacsun.rice.edu (Brian D Moore) writes:
>
> ...which is, I can't seem to copy files from my UNIX account here
>at school to my computer at home. Admittedly, I'm not very good at this
>sort of thing yet, but there must be an (easy) way that I haven't tried
>to do this. I have FLASH, and I've got a friend's copy of INTERLINK,
>but no docs. I tried logging on to my account, and using INTERLINK's
>XMODEM option to 'RECEIVE' a file, but it keeps trying to do so from
>my ATARI disk drive. So, what's the mystery?
> Some helpful information: my account is on a UNIX-based system
>(a SUN, to be precise), but I also have access to a VAX account, so
>I could ftp to the VAX if transfer is easier there. The VAX account
>has its own phone number, but the SUN requires an extension. Yes, I
>have logged on from home, so I'm not completely hopeless (just marginally
>incompetent).
>
> -- bemo

There are UNIX-commands like RZ, RX (receive Zmodem, receive Xmodem)
and SZ, SX (send... etc.)
Try these!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

290. patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 23:02:04 UTC
From: reynolds@fsg.UUCP
Message-ID: <12368@fsg.UUCP>
Source record: 235947

I just got TOS 1.4 installed in my Mega 4ST. I know there are several patches to 1.4 (one of which is called poolfix). Where can I find these patches? I know about atari-archive (and I can get ftp access if I need it), but a quick look last night didn't turn up anything. Shouldn't they all be grouped together somewhere? I also know there were several versions of poolfix when it first came out. What is the latest version? Thanks for you help.

Brian

--
Brian Reynolds | reynolds@fsg.com
Fusion Systems Group | -or-
225 Broadway 35th floor | ...!uunet!fsg!reynolds
New York, NY 10007 | Phone: (212)285-8001

291. atari

Newsgroup: comp.sys.atari.st
Date: 1991-01-11 23:16:33 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6851@crash.cts.com>
Source record: 235948

guys i meanlets join the revoulution check my prevoius address let ourselfs be known.atari forever come on.i urge all sysop to hlep atari's out contact znet for a copy of there online mag,it also covers important computer news for all computers types but main focus on atari check my previous message and send me some mail through the net on your feeling to do it or why not!!??

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

292. Posting opposed Email replies. (Was Re: bison)

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 02:26:11 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <278E73C4.23390@maccs.dcss.mcmaster.ca>
Source record: 235949

This is not meant to be a flame or anything. Merely a suggestion.

The only posted reply to this query of makefiles for Lattice C5 ST was the one I posted. But there were a few email replies. Is there a reason for this? I'm a bit of a techie and so I like to see what other people do in situations I find myself in occasionally. I don't mean to pry but I think this kind of thing is informative and useful.

Wouldn't this also be good to the signal-to-noise ratio in this group? Personally, I find that much more interesting than reading Atari bashing.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

293. case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 02:30:29 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan12.023029.20022@convex.com>
Source record: 235950

---
is there any inherent reason why future TOS versions can't be case sensitive, at least WRT file names (and directories)? i know that certain (perhaps old) compiler startup code forces upper case in several places (Fopen in GEMDOS may actually do this, or perhaps goofy GEMLIB/alcyon). i always found it strange that cpm, msdos, and tos could not deal with the difference between "a" and "A" in filenames, and have not been able to figure out a valid/necessary reason why the PC had taken a step backwards in this respect. i hope the answer isn't "tradition". and i hope the answer isn't that it would not fit in 192k...

the next logical question (to atari) is, if no real reason, is this planned (at least with the TT)?

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

294. Re: atari

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 02:34:36 UTC
From: bud@ms.uky.edu
Message-ID: <1991Jan12.023436.8357@ms.uky.edu>
Source record: 235801

In article <6851@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
|guys i meanlets join the revoulution check my prevoius address let ourselfs be
|known.atari forever come on.i urge all sysop to hlep atari's out contact znet
|for a copy of there online mag,it also covers important computer news for all
|computers types but main focus on atari check my previous message and send me
|some mail through the net on your feeling to do it or why not!!??

Hmmm. Almost like, you know, the anti-BIFF.

COWABUNGA!!!!!!
;-)
Bud

--
William K Glunt | Are you ABNORMAL?
U of Kentucky Math Dept.| Then you are probably better than most people!
606 258 8864 | Are alien space monsters bringing a STARTLING NEW
| WORLD? from _The book of the SubGenius_

295. Re: bison

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 03:00:51 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan12.030051.21367@convex.com>
Source record: 235819

In article <199111.1113.4573@canrem.uucp> "tellabs canada" <tellabs_canada@canrem.uucp> writes:
>And now, onto other problems. I have half of the duo of flex and bison
>up and running on my ST. Flex runs consistently without incident, but
>bison gives me a buss error whenever and from wherever I run it.

i believe u said u were using lattice C.
if lattice is a 16-bit compiler (i.e. int is 16 bits), then that may be the source of the problem. it generally is for me (with other 16bit int compilers). probably the fastest workaround is to globally replace all ints with longs, but this can make the code unnecessarily large. do this only as a test.

note u can run gcc with 32-bit ints, often making it very easy (often trivial) to port unix code like bison. check it out, though it is rather large and u may have memory problems with only a 1040 (there are fixes for this, BTW).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

296. Re: Latest ST Xformer II = 2.55

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 03:11:08 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37904@cup.portal.com>
Source record: 235820

```
Somebody meantioned the emulator waiting for vertical blanks. It was
my understanding that the 8-bit emulator couldn't do display lists, etc.
Also I thought that it couldn't do PM graphics... This would do away
with most "good" games.....
........yonderboy@cup.portal.com
```

297. amortization PD program

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 05:20:42 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14256@milton.u.washington.edu>
Source record: 235802

```
Does anybody recall a set of amortization programs
that printed hard copy? Where may i find them?

Thanks!

-kpc
```

298. Re: Hard Disk Drive Interfaces/Cases/Power Supplies

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 07:20:17 UTC
From: chris@selenium.cchem.berkeley.edu
Message-ID: <10159@pasteur.Berkeley.EDU>
Source record: 235803

I have recently purchased a 40 meg Quantum SCSI drive (3.5"/half height.)
However, I still need to find a disk drive case/power supply and also a SCSI
interface for my 1040st. From what I hear, there are basically two interface
products available:

1) Berkeley Micro Systems (BMS200) ~$150. (Local atari store price)
2) ICD host adapter ~$110. (Local atari store price)

I've heard that the ICD adapter comes with excellent hard drive utilities
and that the BMS200 is poorly manufactured. Is this info. true?

As for the drive case/power supply, atari stores around here are selling
the case/power supply for about $150.00. Is it worth it? Has anyone out
there tried to "build" their own case/power supply? :-) What kind of power
ratings should the power suppy have?

Also, if anyone out there knows of any cheaper prices (i.e. via mailorder) for
SCSI interfaces and/or drive cases/power supplies, please let me know.

Any help is greatly appreciated.

Thanks,
-Chris Wong

299. Re: A program callled Dollar and $ense - HELP

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 07:46:32 UTC
From: bwb00@hplvec.LVLD.HP.COM
Message-ID: <2130002@hplvec.LVLD.HP.COM>
Source record: 235804

In comp.sys.atari.st, jharres@sleepy.bmd.trw.com writes:

I've got a program called "Dollars and $ense" from Monogram Software that
I recently dug out of the closet. It is version 1.1

1. Is Monogram Software still in business? If so, I need the phone number.
The one in the manual is out of service.

As far as I know they are still in business. They do have a forum on
CompuServ if you have access. I have fixed my version to work correctly
but I'm sorry to report I don't remember what I did. I believe there is
a patch posted on Compuserv..

2. Was there a version later than 1.1?
I believe 1.1 is the latest Atari Version.

I can't get any reports to print. No instructions in manual other than ata
entry. It uses GDOS. I issue approprite commands to print from menu and the
program goes off and calculates something forever. Mouse still moves, screen
does not change.

I believe the patch on CIS will solve this problem. If you don't have access
to CIS, Email me and I'll try to get it for you.

Thanks for any help that comes my way

Jim Harres jharres@doc.bmd.trw.com

Your welcome!
Brian Brakke bwb00@hplvec.hp.com

300. STadel SysOp Needs HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 10:51:30 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Jan12.105730.44247@vaxb.acs.unt.edu>
Source record: 235823

HeLP!

Can anyone give me advice on networking STadel board with TurboCIT or FredCIT ms-dos versions of citadel BBSes?

Also, how many have gotten the UUCP modules to work? I'm finding out about a local feed this weekend, but exactly how does the system know what and when to do it?

I got 3.3c from terminator.cc.umich.edu, and it included tons of doc files, but they don't seem to be working.....

--

+---------------------------------+--+
Ken Corey	
kenc@vaxb.acs.unt.edu	"Look, I just can't work up the energy
SysOp:Intersect BBS	to be concerned about apathy."
214/317-5722	
+--Disclaimer: These opinions are mine. Hell, I can barely GIVE 'em away!---+

301. Re: Latest ST Xformer II = 2.55

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 10:54:34 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Jan12.105434.13791@kcbbs>
Source record: 235805

Darek,

I take back what I said in the RTC the other night re postings to here,
I guess I did not read the lastest bunch of mail....

Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz 72000.3555@compuserve.com.usa
GEnie : J.Clarke6 Compuserve : 72000,3555
----Where is Runciman? Near Ramarama!

302. Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 10:55:48 UTC
From: <>
Message-ID: <10977@darkstar.ucsc.edu>
Source record: 235806

I know this isn't exactly the right place to put this but I don't know what is. I just recently got an Atari Lynx video game machine and was wondering if anyone out there knows anything about it's internals. What kind of CPu does it have, what speed, other interesting tidbits. I'm really impressed with the machine but I hope that Atari's support is better than they have with the ST and I don't get stuck with a machine with no available cartridges. Thanks for any help in advance.

Roman Baker
University of California, Santa Cruz

303. Re: bison

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 14:46:01 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Jan12.144601.7902@doe.utoronto.ca>
Source record: 235807

In article <199111.1113.4573@canrem.uucp> "tellabs canada" <tellabs_canada@canrem.uucp>
writes:
>
>And now, onto other problems. I have half of the duo of flex and bison
>up and running on my ST. Flex runs consistently without incident, but
>bison gives me a buss error whenever and from wherever I run it.
>
>My machine is an unmodified 1040STf with TOS1.4 installed, I'm running
>QUICKST and GDOS with a Megafile 20.
>
>Anyone have any ideas?

The bison binaries in general distribution choke on carriage returns in
a text file. I have a new version almost ready which does not, and I
will probably post it to comp.binaries.atari.st in a week or two. Until
then, just strip the \r out of your files before running them through
bison. Good luck!

David

ps. I have posted MiNT versions of dvi2tty and less 97, and they should
be showing up in your comp.xxx.atari.st newsgroups as soon as these
things usually happen.

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

304. fonts

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 16:47:45 UTC
From: meijer@nvpna1.prl.philips.nl
Message-ID: <meijer.663698865@nvpna1>
Source record: 235825

Hi, i am working at a program wat reads fonts and prints them
in a different format (for an ebeam). I made something that
almost works with the normal gdos fonts.

But, i find an displacement in the offset table and in the
bits. The algoritme that i use looks like this:

```
kar = kar - first_ade /* First entry in the offset table */
off = *(off_base + kar) /* The real offset in bits from the
beginning of the scanline */
p = base + off /* p points to the first byte in the
scanline */
```

You only have to add an offset for the specific bit in the x
and y direction, but that works. I only can't seem to find
the start of the specified character.

Does someone has a hint, or has an algoritme ?
btw. are there copyrights on these fonts, they where distributed
together with gemini.

Thanks.

Otto Meijer Tel: (7)42667
WAGp 324 meijer::nvpnaa
Nat.Lab. meijer@prle.prl.philips.nl
Holland Nice hardware !!!
---

305. BackupST limitations?

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 17:23:10 UTC
From: dinapoli@rodan.acs.syr.edu
Message-ID: <1991Jan12.172310.25325@rodan.acs.syr.edu>
Source record: 235822

There's been some talk about BackupST over the past month or so, so I decided to try it out. Nice program! However I've had a problem with trying to backup my "fonts" directory for TeX. There are a lot of files in this one directory (and lots of subdirectories as I'm sure users of TeX know very well) and after scanning through the majority of them (calculating sizes) it doesn't seem to be able to open any more files. Upon returning to the desktop, the fonts directory appears to be empty. Sure enough, when I reboot, everything reappears. This behavior is similar to what you get when you get bitten by the folder limit bug. However I have the FOLDRXXX program and set it to FOLDR999. BackupST still had problems.

This is not a big inconvenience to me because I have the original .zoo files that the fonts came in. So there's really no reason to back them up all the time. Anyone else have a problem like this? I also tried to zoo the whole directory and it had problems too!

Ron D.

306. simms & jumpers

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 18:06:07 UTC
From: selick@bucsf.bu.edu
Message-ID: <72136@bu.edu.bu.edu>
Source record: 235824

What jumpers, resistors, etc. must be changed to put 4 meg of simms in
an atari STe?
Please e-mail to
<selick@bucsf.bu.edu>

307. Memory expansion

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 18:23:24 UTC
From: psurge@cs.utexas.edu
Message-ID: <16837@cs.utexas.edu>
Source record: 235808

I have a memory expansion that I bought recently, but the board will not
fit in my computer. It is an Aerco board with 2 megs and installtion
instructions included. $175 and I will pay shipping.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

308. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 20:06:34 UTC
From: jjung@aludra.usc.edu
Message-ID: <14122@chaph.usc.edu>
Source record: 235809

In article <10977@darkstar.ucsc.edu> tech002@.ucsc.edu (10020002) writes:
>I know this isn't exactly the right place to put this but I don't know what
>is.

rec.games.video would be the most appropriate, but do go on.

> I just recently got an Atari Lynx video game machine and was wondering
>if anyone out there knows anything about it's internals. What kind of CPu
>does it have, what speed, other interesting tidbits.

TYhe January/February 1991 issue of ATARI EXPLORER has an extensive article
on the internals of the Lynx. Fun reading for EE types, go grab a copy.

> I'm really impressed
>with the machine but I hope that Atari's support is better than they have
>with the ST and I don't get stuck with a machine with no available cartridges.

Lynx support is better than ST support (and I own both!), I think. There's
16 games out now, a bunch coming soon in the first quarter of '91, third-party
games on the horizon, and the recent COMDEX announcement of a smaller/cheaper
Lynx II ($99) and the price reduction of the Lynx ($149). If Atari drops the
ball with this machine, it'll be inexcusable.

I'm impressed with the machine, too.

--R.J.
B-)

^^^

309. rmgr works!

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 20:15:07 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Jan12.201507.8873@doe.utoronto.ca>
Source record: 235810

Howard Chu's rmgr is now working with my ST and a Sparcstation! rmgr does _not_ require mgr on the Unix machine, only on yours. Right now, I have two windows open talking to the SparcStation over my (1200 baud) modem, and two windows open to my ST. I just tried cutting and pasting between Sun and ST windows, and it worked fine. I don't know why I waited so long to try this out. It's like Unix windows, except that some of the windows can be open to your ST too.

To use rmgr, I wrote a simple (ie. REALLY simple) terminal program term.c to set up a terminal over the modem. To quit the program, you type ^]. You must set baud rate, etc, elsewhere. Here are the sources for the program. The binaries are only 1265 bytes on my machine (with optimisation, stripping symbol table, etc). Here is the source (I am posting it here because it is so small):

===== CUT HERE =====

```
/*************************************************************/
/* term.c: a _really_ simple terminal emulator */
/* by David Megginson, 1991 */
/* This program is released to the public domain */
/*************************************************************/

#include <osbind.h>
#include <mintbind.h>
#include <minimal.h>

#define QUIT 0x1d /* ^] to quit the terminal */
#define MAXWAIT 20000L /* Maximum number of failed attempts */
/* to read a character before we */
/* start snoozing */

main()
{
long counter = 0;
short c, found;

do{
/* We haven't found any activity yet */

found = 0;

/* Check for a character from the modem */

if( Bconstat(1) ) {
found = 1;
c = Bconin(1) & 0x7f;
```

```
Bconout(2,c);
}

/* Check for a character from the cons */

if( Bconstat(2) ) {
found = 1;
c = Bconin(2) & 0x7f;
if( c == QUIT )
break;
Bconout(1,c);
}

/* Don't soak up CPU time if there is */
/* nothing going on! */

if( found ) {
counter = 0L;
} else if( counter < MAXWAIT ) {
counter++;
} else {
Syield();
}

} while( 1 );

return 0;
}

/* end of term.c */

====== CUT HERE =====

David

--
////////////////////////////////////////////////////////////////////////
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
////////////////////////////////////////////////////////////////////////
```

310. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 22:23:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <37944@cup.portal.com>
Source record: 235826
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

John Upham asks how to kill Rockpile Monsters in Dungeon Master...

The single easiest way is to use Poison Cloud spells (OH VEN). The monsters are very slow moving, and cannot get out of the cloud of poison very quickly. Step back a couple of steps and wait for them to move forward, then cast the spell.

To weaken them before you hit them with the poison, BEFORE they get up to you, throw everything you've got at them.. daggers, arrows, clubs, rocks from other dead monsters, whatever you've got.

Then when they're in the poison cloud, hit them with your weapons.

Note that they can still hit you if you stand right in front of you, but if you move back out of their way, they may escape from the poison cloud.

"Weaken Non-Material Beings" spells won't work against physical monsters.. ol "ghostly" types.

The spell for fireballs is FUL IR. You won't find the scroll for this spell until Level 7, but it's difficult to last that long without fireballs..!

BobR

311. Re: bison

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 22:36:41 UTC
From: rossj@cognos.UUCP
Message-ID: <9207@cognos.UUCP>
Source record: 235811

From the messages referred to above it is apparent somebody has flex
running nicely on their ST. Could they email to me? It was also
apparent somebody was having trouble with bison. I've ported that
successfully to Mark Williams C, if anyone's interested.
--
Ross Judson ++ uunet!mitel!cunews!cognos!rossj + hunger is the fuel of greed
Cognos Inc. ++ rossj@cognos.uucp + enough is less than you need

312. ARC 6 source/LHARC

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 22:41:06 UTC
From: rossj@cognos.UUCP
Message-ID: <9208@cognos.UUCP>
Source record: 235812

It was recently stated in the binaries group that archives would only
be posted in a format for which the source code was widely available.
Could someone, therefore, give me pointers to said widely available
code?

Thanks :-).

--
Ross Judson ++ uunet!mitel!cunews!cognos!rossj + hunger is the fuel of greed
Cognos Inc. ++ rossj@cognos.uucp + enough is less than you need

313. Text editor accessory

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 23:16:24 UTC
From: maf4003@summa.tamu.edu
Message-ID: <11218@helios.TAMU.EDU>
Source record: 235813

Hello to all from a Neophyte Usenetter!! It's great to be able to communicate and exchange info with other st-users. I want to be on the record as saying that the ST is the best computer around (for its price of course).

Now to my question: Does anyone know of a good text editor that can be used as a desktop accessory? I have TOS 1.2 on a 520stfm w/ 1meg of ram. It does not have to be loaded with options - I will be using it to edit configuration files primarily. I have tried spirit-ed by it seems to lock-up frequently.

Thanks for the help in advance.

Michael Fitch

314. moria problems

Newsgroup: comp.sys.atari.st
Date: 1991-01-12 23:28:37 UTC
From: maf4003@summa.tamu.edu
Message-ID: <11219@helios.TAMU.EDU>
Source record: 235814

Recently, I acquired and subsequently became addicted to the st-port of Moria (version 4.8? I think). It's a great game but the problem is that it is very flaky about executing - sometimes it works flawlessly the first time but frequently it appears to have loaded in properly (ie. the map is visible, etc) but after about 8-10 keystrokes (for movement) the whole thing locks-up. This is especially irritating because it takes 5-10 minutes to re-boot, recover char files, etc.
I am running it on a 520stfm w/ 1meg and TOS 1.2 with no desk access-ories or ram disk installed so I am completely baffled. Any suggestions or sim-ilar problems out there???

Adios,

Michael Fitch

315. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 00:49:27 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1991Jan13.004927.11913@udcps3.cps.udayton.edu>
Source record: 235815

In article <10977@darkstar.ucsc.edu> tech002@.ucsc.edu (10020002) writes:
>
>I know this isn't exactly the right place to put this but I don't know what
>is. I just recently got an Atari Lynx video game machine and was wondering
>if anyone out there knows anything about it's internals. What kind of CPu
>does it have, what speed, other interesting tidbits. I'm really impressed
>with the machine but I hope that Atari's support is better than they have
>with the ST and I don't get stuck with a machine with no available cartridges.
>Thanks for any help in advance.
>
Roman,

Check out the new issue of Atari Explorer (January/February 1991). It has
about 16 pages on the Lynx (half of which is on the internals and development
information). I also just read, from Z*Net, that about another 16 cartridges
are expected in either the first or second quarter this year, in addition to
the 16 already available. It actually looks encouraging (no wait, I didn't
just say that, did I?).

Jim

--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /_____/ Internet: vanleejf@udcps3.cps.udayton.edu

316. Re: Need list of GOOD ST bbs'es

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 01:26:39 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37959@cup.portal.com>
Source record: 235816

Need good BBSes? Well here are two.

The Pyre 408-226-2889 3/12/2400 great Atari 8bit/ST support

Atari Base BBS 3/12oo (aww) 5 lines/multichat/files/messages
Run By ** Atari Corporation **!

Yep, great.. (408) 745-5308. Files are updated Monday Thru Friday at
8:30am.. new uploads every day!

Bryan_Jones_Woodworth@cup.portal.com

317. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 01:31:51 UTC
From: psurge@cs.utexas.edu
Message-ID: <16849@cs.utexas.edu>
Source record: 235817

Following this Lynx stuff, didn't I read that the Lynx price was to be lowered to about $99 soon? I am planning on buying one, but $179 seems to be a little much for me right now...

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

318. Uniterm 2.0e XYZ.TTP macro correction

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 01:57:38 UTC
From: pv@polari.UUCP
Message-ID: <3149@polari.UUCP>
Source record: 235818

Macro fur using XYZ.TTP version 2.0 to up/download by pressing function key.
Script uses file selector and dialog boxes to make file selection fast and
easy. Two keypresses will download to default directory.
Macro begins after next line.

```
------------------CUT BEFORE AND INCLUDING THIS LINE----------------------
# XYZ2.TTP up/download macro for Uniterm 2.0e and XYZ.TTP version 2.0.
# Name this file to: XYZ2.MAC
# Use command: "%macro('xyz2.mac')" (w/o quotes) on a function key to run.
# Make sure XYZ.TTP (v 2.0 or higher) and XYX2.MAC are in default drive.
# You should have 50k or more space in your system buffer.
# This assumes you want to use XYZ for ZMODEM only. "-p" pause switch
# is always used. If default "dflt" is used, XYZ will download to the
# same drive as it was run from. You might want to edit lines 5 and 10
# to change the default filesector drive. Change the C: between the '' to
# whatever you want. Do not add spaces or "\" marks if you do not specify
# a folder. Add a folder by using: "C:\stuff\". Next line is line 1.
me('XYZ2.TTP ZMODEM. Cancel=option prompts')
if(inp('Enter <RET> for dflt dnload or Cancel')) run('xyz.ttp','-p/r/n') ex( )
if(!inp('Enter <RET> for dwnld, <CAN> for upld')) ju(1)
me('Select Destination for download. Cancel = quit')
w(10) if(!file('C:',' ','Select path for Dwnld')) exit( )
copy(1,'-p ') copy(2,$P) con($1,$2) con($T,'\r\n') copy(1,$T) ec($1)
ec('\r\n') run('xyz.ttp',$1) exit( )
:1
me('Send file ZMODEM. Cancel = quit')
w(10) if(!file('C:',' ','Select File to Send')) exit( )
copy(1,'-u -p ') copy(2,$F) con($1,$2) con($T,'\r\n') copy(1,$T)
run('xyz.ttp',$1) ec('Send file: ') ec($2) ec('\r\n') exit( )
<<<<<<<<<<<<<<<<<<END OF MACRO----------REMOVE THIS LINE AND BELOW>>>>>>>>>>>
SORRY ABOUT THE AWFUL FORMATTING. THIS MAILER WON'T ACCEPT FULL 80 COLUMN.
THERE SHOULD BE 23 LINES IN THE ACTUAL MACRO.
```

319. SOFTLINK

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 02:36:47 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14293@milton.u.washington.edu>
Source record: 235827
Cross-posted to: comp.sys.atari.st,comp.music

My setup: 4MB TOS 1.4

ANybody have a configuration for SOFTLINK that works?
Linkedit tells me NOT ENOUGH MEMORY... even when
i use "SUGGESTED" and "FIT".

I have to create substantially smaller partitions
in order to even get SOFLTINK to load. ANd when i
run softlink, NOTATOR screen comes up.. mouse freezes..
Then i warmboot which puts me into partition 2...at
which time i can SHIFT # between partitions, with
the exception of partition 1.. which is always in
current state of busy bee or bomb...

How "virtual" are these partitions if you can't run GULAM
and TOGGLE between terminal and local?

Also, anyway to SAVE desktop configurations that can be autobooted
when initially running SOFTLINK? Or does one have to configure
a new desktop for each partition (if you want different setups)
every time you start a session?

I am pretty sure REVOLVER doesn't work with NOTATOR..
any other partitioning programs that can be suggested..

My preference is to get SOFTLINK to do the trick, as this
is why i installed 1.4 an hour ago.

-thanks

kpc
.

320. Multisyncs, again

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 04:37:49 UTC
From: psurge@cs.utexas.edu
Message-ID: <16853@cs.utexas.edu>
Source record: 235828

Is anyone out there using the Panasync C1391 monitor? If so, how do you have it hooked up and how does it look.

I have the spec sheets in front of me, and the ST's frequencies all fall within the specs of the monitor. Let me post here the specs for this and see what you multisync experts think.

Res: 1024x758 interlaced
Video amplifier bandwith : 30 MHz
Sync: Horizontal 15.5-36KHz, Vertical 40-80 Hz
Dot pitch: .31mm

I read an earlier message that stated the 30MHz bandwith was a problem with the ST. Other than that this seems like a good monitor. Any thoughts?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

321. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 06:00:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <37966@cup.portal.com>
Source record: 235821

Troy Carpenter asks:
>Following this Lynx stuff, didn't I read that the Lynx price was to be
>lowered to about $99 soon? I am planning on buying one, but $179 seems to
>be a little much for me right now...

No... the Lynx price will be lowered to $149...

The $99 price will be for the Lynx II ... a "someday" to be released unit
that will be smaller than the original Lynx. My understanding is that it
will be "Gameboy" sized, without the ability to turn it over for "Left Handed
operation.

BobR

(By the way, has anyone actually *SEEN* all these 16 Lynx cartridges that
are supposed to be "available"..? I've seen Slime World and Road Blasters
in a local Electronics Boutique.... waaay in the back, past the WALL of
games for Gameboy, Nintendo, Sega and NEC... but not 16 Lynx games in
all...)

322. NOTATOR strange printing problem

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 06:07:32 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14302@milton.u.washington.edu>
Source record: 235830
Cross-posted to: comp.music,comp.sys.atari.st

I can load xxx.son (226K file) .. select a track... (60 measures)..
play it back.. display the entire notation from beginning
to end. I CAN print up to 4-6 measures.. BUT if i request
to print entire track -60 measures.. the machine locks up.

I have removed MULTIDESK and NEODESK *.ACC's ...
makes no difference.

I copied the files to a backup, zeroed the partition..
recopied them etc.. NO difference...

Strange that i can load, play, and read (notation) the
entire file, but can't print it in its entirety.

Using and LQ800 Epson.

Ran NOTATOR from TOS 1.4 GEM desktop .. strangely, when i
hit the "e" key to go into the notation edit mode, the
machine draws a gray streak and locks up. Retry from
NEODESK.. no problems..

WOuld like to know that my last 3.5 months of work isn't
but corrupted NOTATOR files.. :-(

-kpc

323. freenet

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 06:36:06 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6885@crash.cts.com>
Source record: 235832

hello out here any body know how and where to hook up to free net.attention len stys i got the message from you but no info on the above,help i need somebody!!!and i can't get up!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

324. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 07:01:11 UTC
From: jjung@aludra.usc.edu
Message-ID: <14125@chaph.usc.edu>
Source record: 235829

In article <37966@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Troy Carpenter asks:
>>Following this Lynx stuff, didn't I read that the Lynx price was to be
>>lowered to about $99 soon? I am planning on buying one, but $179 seems to
>>be a little much for me right now...
>
>No... the Lynx price will be lowered to $149...
>The $99 price will be for the Lynx II ... a "someday" to be released unit
>that will be smaller than the original Lynx.

Where "someday" is "relatively soon", especially with the portable video game market getting crowded. Even at $150, the Lynx is a fun buy, with lots of neat gaming features the other systems don't offer.

>(By the way, has anyone actually *SEEN* all these 16 Lynx cartridges that
>are supposed to be "available"..? I've seen Slime World and Road Blasters
>in a local Electronics Boutique.... waaay in the back, past the WALL of
>games for Gameboy, Nintendo, Sega and NEC... but not 16 Lynx games in
>all...)

Don't be so pessimistic; the 16 games exist -- I *OWN* all of them:

CALIFORNIA GAMES BLUE LIGHTNING GATES OF ZENDOCON
CHIP'S CHALLENGE GAUNTLET III ELECTROCOP
SLIME WORLD KLAX RYGAR
RAMPAGE ZARLOR MERCENARY XENOPHOBE
ROADBLASTERS ROBO-SQUASH MS. PAC-MAN
PAPERBOY

Come over sometime, I'll let you play 'em. B-) I know you take positive Atari news with a bag of salt, Bob, but let's not discourage Atari from doing something right.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to jjung@nunki.usc.edu | If it has pixels, I'm for it.
-------------------------------------+-------------------------Lynx me up!
"If it moves, shoot it. If it doesn't move, shoot it anyway."

325. More than 113 files??

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 11:33:16 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <785715@fiction>
Source record: 235831

dmb@wam.umd.edu (David M. Baggett) writes:

> Well, I seem to recall running into the 113 file limit when archiving
> (once again) HacMan II -- I couldn't have all the files in a single
> directory at once because there were more than 113. I tried to copy
> the whole mess into d:\usr\games\hacman2\dist\ (i.e., not a root
> directory) and got an error code (I forget the number) when gulam hit
> the 113th file or so.

Hmmm ... i've got a lot of subdirs with 300, 400 or even 500 files. Neither GEMDOS nor the DeskTop (in ver 1.04) make any problem, there's no problem to use ARC to create an archive on all these files.

In earlier TOS versions the desktop had a limit of max. 395 files in all currently opened windows. Trying to show more was quite bomby...

GEMDOS should make any problems since subdirectories are stored like regular files (the entry with the name of the directory contains the # of the first data cluster, the rest is done via the FAT).

> I guess it could be gulam, or maybe I did something odd. I don't think
> any of the archivers themselves impose a restriction on # of files; I
> just meant that since you can't have more than 113 files in a single
> directory (under TOS), a potential standard archiver must be able to
> handle subdirs easily, otherwise we won't be able to archive things
> consisting of more than 112 files on all machines.

Be careful when using Gulam!! If you enter a command line like

arc a arcname *.txt

and there are a lot of *.txt-files in your CWD, the arc utility receives a bad file list, since gulam tries to expand "*.txt". If this list is larger than 127 chars, you'll get a cmd line overflow (gulam doesn't care!).

arc a arcname '*.txt'

will do better in such cases.

Daniel

326. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 13:37:08 UTC
From: f36608s@puukko.hut.fi
Message-ID: <1991Jan13.133708.4962@santra.uucp>
Source record: 235833
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

Don't have the game myself, but heard the following:

Lead the rock monsters to one of the doors that slide up at the touch
of a button. When one is under a open door, start banging the button.
I imagine a nice, massive door treatment would work on any material monster...

Erik Bunn I
f36608s@puukko.hut.fi (Internet) I "You see, I missed her

327. Re: Wanted: PC-Ditto I Help (the software version)

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 15:25:04 UTC
From: geoffc@zebedee.tharr.uucp
Message-ID: <5875623@zebedee.tharr.uucp>
Source record: 235834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <278D6EC6.24119@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
> In article <CWILLIAM.91Jan10155559@mimsy.umd.edu> cwilliam@mimsy.umd.edu (Christopher Williamson) writes:
> >[...]
> >I have gotten PC-Ditto to run, it recognizes 4 partitions on the hard
> >drive (from the initial screen), I insert a DOS 3.30 floppy, which
> >successfully boots and I am faced by an A> prompt. HOWEVER, when I
> >attempt to FORMAT C: /S as requested it gives a divide by zero error.
> >When I do an FDISK I get another divide by zero error. Help me!
> >[...]
>
> Just type "SYS C:" and that will copy all the system files. I think
> that should be enough to get you booted. I think SYS also modifies the
> boot sector so that DOS can boot off of it. Either way, once you've done
> that you could just copy your DOS files to drive C: (you could even do the
> copying from the desktop if you wanted) and that's all it takes.
>
I have the same problem with PC-ditto on my ICD hard disk drive. I first thought it was due to having a C: partition too small. I've increased it to 6Mb and I still get the divide error whenever I try and access it (and this includes trying to SYS C:).

> John Schmitt
> johns@maccs.dcss.mcmaster.ca
> ...!unet!utai!utgpu!maccs!johns

Geoffrey Coan
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 261804 ->

328. Shadow (was Re: background downloading)

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 15:29:51 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Jan13152951@zappa.FtCollins.NCR.com>
Source record: 235835

> I've seen a few copies of shadow still on the wall in local stores.
>(At least here we have local stores) I don't think Antic is shipping
>it or supporting it at all, in fact, of the 6 warranty cards I mailed
>to Antic during their heyday, I never received one newsletter, catalogue
>or any other ack.

In the January 1991 STart, Shadow is being offered for sale by Antic in
their 'Grab Bag' Promo.

So they are selling it still. I dunno about support. My copy works fine.

To put my feelings in on Shadow... I like it a lot and use it regularly.
It's been very bullet-proof, survives resets, and doesn't conflict with
other auto prgs or accs. Support of CompuServe B+ and YModem Batch are
nice features. I agree that an update to include ZModem could breath new
life into sales of the product.

--
```
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

329. Re: Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 18:01:22 UTC
From: sethcohn@alchemy.tcnet.ithaca.ny.us
Message-ID: <Z95PV4w162w@alchemy.tcnet.ithaca.ny.us>
Source record: 235755
Cross-posted to: comp.sys.atari.st,comp.sys.mac.wanted

treesh@ircsun1.helios.nd.edu () writes:

> There is one big problem with this setup Apple has made, and it will probabal
> result in a lot of rom copying going on. Apple has reciently put a crack-dow
> on mac roms. There is now, no how, totaly impossible to get them now. You
> can not buy them from delears, simply because the delears can no longer order
> them for stock. The parts polocy has changed, and all mac roms are now EXCHA
>
> Failure to send back an exact rom for one thats orderd results in a $500
> sur charge to the delear per rom!
>
> I know this because I am a apple service technician, it used to be possible t
> order most any mac rom for $40 each, but now they are exchange only, no stock
>
> ctfm
>

I second that!!!! Roms are now unorderable from apple
Seth - another apple service tech

Seth Cohn - Ithaca NY - POB 671 - (607)273-2815 (eves)
Mac Service Tech to The Stars and most major Planets
The Highest Form Of Service Is Anarchy In The Defense Of The Self

330. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 20:18:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <37992@cup.portal.com>
Source record: 235837

Robert Jung replied to my question about availability of Lynx games:
> Don't be so pessimistic; the 16 games exist -- I *OWN* all of them:

That's the kind of info I was looking for... no one else I've talked with has seen all 16 Lynx games... it's reassuring that they've actually been released..!

BobR

331. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 21:54:57 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jan13.215457.1797@cbnewsk.att.com>
Source record: 235836

In article <37992@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Robert Jung replied to my question about availability of Lynx games:
> > Don't be so pessimistic; the 16 games exist -- I *OWN* all of them:
>
> That's the kind of info I was looking for... no one else I've talked with
> has seen all 16 Lynx games... it's reassuring that they've actually been
> released..!
etter head to your local Electronic Boutique - I saw #17 Shanghai for
the Lynx this weekend.

332. wanted: old WORD PERFECT

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 22:00:08 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <27855.27908408@kuhub.cc.ukans.edu>
Source record: 235839

If you have a version of WORD PERFECT you would like to sell, I might be interested in a purchase; I would want the original disc and docs.

Steve Shawl
internet: shawl@kuhub.cc.ukans.edu

333. Btree routines for ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 22:22:18 UTC
From: roberson@aurs01.uucp
Message-ID: <59432@aurs01.UUCP>
Source record: 235838

Are there any btree routines/libraries that will work with MWC out there?
I don't remember seeing much, if anything, on the net.

Thanks,
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

334. Re: simms & jumpers

Newsgroup: comp.sys.atari.st
Date: 1991-01-13 23:06:48 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Jan13.230648.8302@math.lsa.umich.edu>
Source record: 235845

(Posting and e-mail)

In article <72136@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>What jumpers, resistors, etc. must be changed to put 4 meg of simms in
>an atari STe?

For my 1040STe, I didn't see any jumpers anywhere. Popped in 4 meg of SIMMs
and turned it on, presto, 4160STe. Piece of cake.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

335. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 00:34:49 UTC
From: labb-2ae@web-2a.berkeley.edu
Message-ID: <1991Jan14.003449.28877@agate.berkeley.edu>
Source record: 235849
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

In article <1991Jan13.133708.4962@santra.uucp> f36608s@puukko.hut.fi (EBu) writes:
>
>Don't have the game myself, but heard the following:
>
>Lead the rock monsters to one of the doors that slide up at the touch
>of a button. When one is under a open door, start banging the button.
>I imagine a nice, massive door treatment would work on any material monster...
>
>
>Erik Bunn I
>f36608s@puukko.hut.fi (Internet) I "You see, I missed her

Sure the door technique is useful, but you don't get all the experience.
I've found that having my people slash at nothing takes about 30 minutes for
them to gain a fighter level. However, their fighter level advances much
faster if I have them slash at monsters.

-jc
---
labb-2ae@web.berkeley.edu

336. WORD PERFECT November 1, 1990

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 00:56:31 UTC
From: seitz@netcom.UUCP
Message-ID: <20803@netcom.UUCP>
Source record: 235844

Just received a new release of WORD PERFECT dated Nov. 1, 1990. Here's the release notes:

WordPerfect 4.1 for the Atari ST (Nov 1, 1990 Release)

Some of the improvements that have been made to this version are as follows:

1. Support for the large screen monitors has been added. It has been tested on a Moniterm 1280x960 monochrome monitor and an Image Systems (ISAC Board) 1024x768 16 Color Board with a multisync color monitor. Any incompatibilities should be reported to our customer support dept.

2. Some RamDisk Software and other Desk Accessories would cause only the Directories to be seen in "List Files". This incompatibility has been remedied.

3. Better FSEL support has been added to correct display problems caused by using the System File Selector option.

4. The complete document path and name is now display in the window title bar.

5. The window positions and sizes are automatically saved when you exit WordPerfect. If this option is not desired then leave the window the full size and no change will be noticed. It is advised to reduce your window size on a large screen monitor to reduce the time it takes to update the screen.

6. If you are using a single floppy system and you should not use the drive B: option, due to a flaw in the System File Selector (FSEL), switching to disk B will confuse the system and possibly garbage your disk. Most third party file selectors don't seem to have this problem.

7. The LOOK option in List Files has been changed to use a window to be compatible to the large screen monitors.

8. Options that use a dialog at the bottom of the screen with the window resized now behave better when using the mouse.

9. Support for retrieving and saving IBM WordPerfect 4.2 files and IBM text files has been added to the menubar as "Import/Export" under "File" and the "Text In/Out" option (C-F5).

Print/Font Disks

Instead of just a Print disk and a Font disk, there are now 4
Print/Font disks with the printer defintions and font definitions
on the same disk. This should make printing a little easier with
not as much disk swapping for single drive users. We have
broken them down as follows:

Print/Font Disk 1
Dot Matrix, Daisy Wheel, Ink Jet Printers
Print/Font Disk 2
Laser Printers
Print/Font Disk 3
Postscript Printers
Print/Font Disk 4
Limited Support Printers

All of the utility programs (PRINTER.PRG, SPELLER.PRG, etc.) now
works with the large screen monitors.

337. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 01:42:57 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan14.014257.4122@mailer.cc.fsu.edu>
Source record: 235846
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

In article <4164@syma.sussex.ac.uk>, johnu@syma.sussex.ac.uk (John E Upham) writes:
>A scroll says use a spell for weakening immaterial beings. Does this
>mean once cast they are easier to kill or do i just keeep casting them
>til they expire ?

In my experience, it either works the first time or not at all. This spell
is very suited for the green ghosts on level 8 (and not on anything else that
I can find!).

>
>What do i need to cast fireballs ?

Just the right spell. One of the neat things about DM is that you can try
spells that seem to make sense (given the symbol descriptions), and they
will sometimes work. This is a perfect example.

>
>what are the most effective means of killing rock monsters ?

Run up to them, hit them a couple of times, and then back off. The fireball
spell is also nice.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

338. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 02:56:52 UTC
From: dmm0t@holmes.acc.Virginia.EDU
Message-ID: <1991Jan14.025652.9809@murdoch.acc.Virginia.EDU>
Source record: 235848
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

Not true. I forget which level they're on, but there are water elementals
(at least, that's what they look like) which are impervious to everything
except vorpal blades and weaken non-material being spells. Also, the
fire elementals on the wizard level are also susceptible to both
the spell and the vorpal blade.

--
David M. Meyer | dmm0t@virginia.edu
Department of Mechanical & Aerospace Engineering | (804) 924-7926
University of Virginia |

339. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 02:58:16 UTC
From: dmm0t@holmes.acc.Virginia.EDU
Message-ID: <1991Jan14.025816.9867@murdoch.acc.Virginia.EDU>
Source record: 235847
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

I forgot to mention that with the water and fire elementals, it
takes several powerful version of the weaken non-material being
spell (and/or attacks with the vorpal blade) to kill them.

--
David M. Meyer | dmm0t@virginia.edu
Department of Mechanical & Aerospace Engineering | (804) 924-7926
University of Virginia |

340. Re: Powermonger on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 03:08:56 UTC
From: dddean@bluemoon.uucp
Message-ID: <LLuqV1w163w@bluemoon.uucp>
Source record: 235753
Cross-posted to: rec.games.misc,comp.sys.atari.st

> Anyone else seen this? My suspicion is that it is related to the
> system version. Both the STs I've tried it on have the very first
> version of the TOS ROMs. (To help verify that suspicion, does anyone
> have an ST copy of this that DOES work?)
>
I have not really seen this game, but more than likely, the game is malfunctioning due to the older version of TOS. I have an ATARI 520 FM and a friend purchased a used ATARI ST without the built-in drive. His machine cannot run my Zenophobe, but mine handles it perfectly!

Hope the shines some light!

David D. Dean, President
Explorer Post 891
AT&T Bell Laboratories
dddean@bluemoon.uucp

341. This net is worth a MILLION BUCKS : Thanks to all the powers that be!

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 06:25:47 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1991Jan14.062547.17243@cunixf.cc.columbia.edu>
Source record: 235840
Cross-posted to: misc.misc,misc.wanted,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,rec.music.synth,rec.music.makers,soc.culture.indian,soc.culture.pakistan

This is just a personal opinion and expression of thanks...to everyone associated with the net. The people who make it possible, the people who manage it, and all out there who respond to others' questions.

I have no hesitation in saying that this net is worth a million bucks to me. Thanks to EVERYONE who responds to questions, offers suggestions, and even gives opinions.

Big Brother stands no chance if this "brotherhood" of the net stays active!

Imran Anwar

342. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 07:54:00 UTC
From: Darin.Arrick@ijcr.fidonet.org
Message-ID: <71.27928DF0@ijcr.fidonet.org>
Source record: 235841

To: tech002@ucsc.edu

About the Lynx internals, pick up a copy of Atari Explorer magazine
(Jan/Feb '91). It has an article about the Lynx internals. Sounds like
a nice little machine to program. Do you have an Amiga 2000 w/3MB RAM
to program it with (yes, that's its official developmen system.)
w3
--- QuickBBS 2.66 (Reg)
* Origin: I.J.C.R. BBS & B'nai No'ach [Ft.Worth, Texas] (1:130/49)

--
Darin Arrick - via Fidonet node 1:130/49
UUCP: ...!merch!ijcr!Darin.Arrick
INTERNET: Darin.Arrick@ijcr.fidonet.org

343. Re: For_Sale: Atari 1040 ST with MIDI sequencer, C development etc

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 07:59:00 UTC
From: Darin.Arrick@ijcr.fidonet.org
Message-ID: <72.27928DF4@ijcr.fidonet.org>
Source record: 235842

To: a9@public.BTR.COM

I'd like to computer and all software except Dr. T's. How
about....hmmm.....$500.
--- QuickBBS 2.66 (Reg)
* Origin: I.J.C.R. BBS & B'nai No'ach [Ft.Worth, Texas] (1:130/49)

--
Darin Arrick - via Fidonet node 1:130/49
UUCP: ...!merch!ijcr!Darin.Arrick
INTERNET: Darin.Arrick@ijcr.fidonet.org

344. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 07:59:31 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <4645@sactoh0.SAC.CA.US>
Source record: 235843

If you want to see all the available games for the Lynx at one place, go to a Good Guys. And at our store, we have them up front...

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

345. Re: ST Relational Databases (SQL?)

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 08:04:12 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2927@laura.UUCP>
Source record: 235850

In article <1991Jan10.181744.28037@hpmclc.mcm.hp.com>,
patrick@hpmcaa.mcm.hp.com (Patrick J. Hawke) writes:
|> I'm looking for a relational Database for the ST.
|> I'm an Informix user and would like to find something similar (SQL)?
|> What's available?

As far as I know the only relational database system for the Atari ST with SQL is Regent Base II. I once played around with it and it made a good impression. However, I haven't come to do some serious work with it. (And perhaps never will.)

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

346. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 08:10:06 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2928@laura.UUCP>
Source record: 235751

In article <12368@fsg.UUCP>, reynolds@fsg.UUCP (Brian Reynolds) writes:
|> I just got TOS 1.4 installed in my Mega 4ST. I know there are
|> several patches to 1.4 (one of which is called poolfix). Where can I
|> find these patches?

They are at the panarthea archive server as "volume8/rainbow" (pathes for
Rainbow TOS). They should be at atari.archive.umich.edu in the "Binaries"
directory under the same name (hopefully :-)).

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

347. Re: Btree routines for ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 08:19:05 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2929@laura.UUCP>
Source record: 235752

In article <59432@aurs01.UUCP>, roberson@aurs01.uucp (Charles "Chip"
Roberson) writes:
|> Are there any btree routines/libraries that will work with MWC out
|> there?
|> I don't remember seeing much, if anything, on the net.

Sources for btree and b+tree routines have been posted to
comp.sources.misc. Here is what I found in the index file:

v03i049 btree btree library
v03i050 bt-rio record I/O library for use with btree package
v10i027 b+tree_mjr/part01 B+tree library, part01 of 5
v10i028 b+tree_mjr/part02 B+tree library, part02 of 5
v10i029 b+tree_mjr/part03 B+tree library, part03 of 5
v10i030 b+tree_mjr/part04 B+tree library, part04 of 5
v10i031 b+tree_mjr/part05 B+tree library, part05 of 5
v10i032 b+tree/Patch-for-unix b+tree mgr patches for SCO Xenix and System V

Good luck!

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

348. GNU C

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 08:36:00 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Jan14.033600.2214@desire.wright.edu>
Source record: 235765
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings. Would someone be willing to email me a listing of their directory tree and environment variables for GNU C? Actually, several someones would be even more helpful. Terminator doesn't seem to have the requisite information on it. Thanks mucho.
Bob The Schulze
****
Clever .sigs verboten.
****

349. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 09:06:45 UTC
From: djd@rosemary.cs.reading.ac.uk
Message-ID: <1991Jan14.090645.8302@csug.rdg.ac.uk>
Source record: 235754

In article <64806.278dda66@pttrnl.nl> vdlaan@pttrnl.nl writes:
>
> Greetings,
>
>I want to buy a MODULA2 compiler for my ST and would like to hear
>opinions about the available compilers from people who own one.
>I would like the compiler to have a very good programming enviroment.
>
> Thanks in advance,
>
> Walter van der Laan
> NET: W_vdLaan@pttrnl.nl

IMHO, I think you'd be hard-pushed to beat HiSoft's FTL Modula-2.
The editor allows you to compile/link so you don't have to go through the
edit-save-quit-compile-link-crash(:-))-edit.. etc. Also, you get
a very comprehensive set of modules, along with source code. I own
the PC version (and made _EXTENSIVE_ use of it), and have also used the
ST version.

I can't comment on the competition, as I haven't used any of it !! `
(There is however a 'complete Modula-2 system' sitting on Lancaster
PDSOFT archive, which is fairly good - shareware, I believe. I think it's
called ANAMOD68.)

Hope this helps.

David Dawkins.
djd@uk.ac.reading.cs.ksg

350. Re: Tos File limit was: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 09:30:04 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91014.113004GERLOFF@DB0TUI11.BITNET>
Source record: 235759

In article <1991Jan9.180133.10001@uvm.edu>, pegram@kira.UUCP (Robert B. Pegram) says:
>
>Um, I regularly have more than 113 files in a _SubDirectory_ the
>problem only crops up with the _Root_ directory. It has to do with
>the number of sectors reserved for the File Allocation Table. I

Hello Robert!
You are nearly right. You can have 112 entrys in the root directory, because the formatters reserve normaly 7 sectors for the root directory on a floppy. This size is an entry in the bootsector. The number of sectors for the FATS has nothing to do with the number of files. It's size will be calculated so, that there is an entry for every cluster on the disk. As one can see the FAT size has nothing to do with the maximal number of files on the disk.

Greetings, Olaf

351. Re: I need a good controller!

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 09:46:10 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91014.114610GERLOFF@DB0TUI11.BITNET>
Source record: 235760

In article <1991Jan10.035158.234@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz says:
>
>The one that is talked about a lot is the OMTI 55xx, don't know the
>full Part No. but they do 1:1 interleave with RLL,, From what I have
>read the Adaptec can't, get some info from ICD, as they use this
>Controller...
>

Hello,
I think the OMTI is a controller for a PC (correct me if I'm wrong), so
you can't use it with the ICD adaptor. Why aren't you buying a SCSI
harddisk from Seagate, Quantum, Maxtor or ... an connect it directly to
the ICD?
I'm using a Atari Megafile 30 which has a modified version of the
Adaptec 4070 and have no problems.

Greetings, Olaf

352. 1ST_WORD/1ST_WORD+ files header informations wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 12:23:41 UTC
From: hohr@cernvax.cern.ch
Message-ID: <3808@cernvax.cern.ch>
Source record: 235761

Hi netters!

I need to know the length of the headers of the .DOC files
created with 1ST_WORD and 1ST_WORD+. Is there a value that
tells me this length?

Thanks in advance.

Roger. hohr@cernvax.cern.ch

353. WANTED PC DITTO I SOFTWARE VERSION

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 15:18:15 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Jan14.151815.14050@ncsuvx.ncsu.edu>
Source record: 235773

I would like to buy the software version of PC Ditto

Since the company has gone out of business, I expect that
market prices for this product are significantly lower.

let me know if you want to sell me one...I definately
would need the manual that came with the program

Saurabh

smisra@eos.ncsu.edu

354. Background Running Programs (was Re: background downloading)

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 15:46:00 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan14164600@orion.laas.fr>
Source record: 235776
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following line caught my eye.

In article <20338@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
|
| I prefer using STalker with Shadow. STalker without Shadow has two
| limitations:
|
| 1. Background downloading only works if the foreground program is a
| GEM program.
| If you run a TOS program, background downloading stops.

I have already noticed this before with other programs. Why does a
background running program stop when one runs a TOS program such as
GULAM, and not when one runs a GEM program? Can this be avoided?

I use FORMAT.ACC (Broddelformat) which unfortunately pauses when GULAM
is running, even if GULAM is just sitting there.

Thanks to all.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

355. Re: NOTATOR strange printing problem

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 15:46:56 UTC
From: walkerd@maccs.dcss.mcmaster.ca
Message-ID: <2791D271.24086@maccs.dcss.mcmaster.ca>
Source record: 235756
Cross-posted to: comp.music,comp.sys.atari.st

Has anyone else noticed a problem with the display of Notator 3.0?
I have what looks like a line of bad pixels running vertically
from the top of the main screen through the STOP button. It seems
to work OK, though.

The problem I am having is with the buffer record - when I use
Shift-Return to recall the buffer into an empty track all of the
notes that I have played are crammed into a short chord on the first
beat! My dealer will only say it "should work". Anyone else run into
this?

Dave

356. Re: This net is worth a MILLION BUCKS : Thanks to all the powers that be!

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 16:12:24 UTC
From: higgin@cbmvax.commodore.com
Message-ID: <17532@cbmvax.commodore.com>
Source record: 235757
Cross-posted to: misc.misc,misc.wanted,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,rec.music.synth,rec.music.makers,soc.culture.indian,soc.culture.pakistan

In article <1991Jan14.062547.17243@cunixf.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
$I have no hesitation in saying that this net is worth a million bucks to me.

I accept commission on that million bucks :-) :-) :-)

Paul.

357. Harddsik prices in GB and Deutschland(??)

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 16:13:11 UTC
From: si0_tb90020@debet.nhh.no
Message-ID: <1991Jan14.171311.375@debet.nhh.no>
Source record: 235758

Would anyone please email me some (approx) prices on Atari HD's in the range 30 to 60 MB in Great Britain (and Germany). The prices in Norway are just too high. The Hd must be compatible with Minix by the way.

Thanx in advance
Terje Bergesen : terjeb@eik.ii.uib.no : si0_tb90020@debet.nhh.no

358. Re: The ABC programming language

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 16:16:29 UTC
From: sgodun@pro-graphics.cts.com
Message-ID: <6908@crash.cts.com>
Source record: 235783

In-Reply-To: message from steven@cwi.nl

That is a good assessment, but primarily speaking, one can implement on that
and override the quota. The algorithm speaks for itself.
-- Steve Godun

Pro-Graphics BBS 908/469-0049 "It's better than a sharp stick in the eye!"

Internet: sgodun@pro-graphics.cts.com
UUCP: crash!pro-graphics!sgodun
ARPA: crash!pro-graphics!sgodun@nosc.mil

359. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 16:48:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1444681262@thelake.mn.org>
Source record: 235778
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[tony@tacky.cs.olemiss.ed writes ...]

> I looked through ST Internals and found some MOVE SR type instructions, in
> the boot-up sequence, which are privileged on the '010, and not on the '000.
>
> Now, I want to know if its my silly TOS version, that is, 1.0, which causes
> this problem, and if it's been fixed for TOS 1.2 or 1.4.

The Jan/Feb issue of Atari Explorer says TT TOS includes an exception-handler
in the BIOS that traps this error and replaces it with a move from CCR.
Apparently TOS ROMs are not the only software with this instruction.

(I don't know whether TOS 1.4 and 1.6 have this error-handling, or whether
they include the offending instruction.)

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
Editor of the MAST (Minnesota Atari ST Users) newsletter - $15/year
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

360. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 17:24:19 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Jan14172419@zappa.FtCollins.NCR.com>
Source record: 235762

```
>is there any inherent reason why future TOS versions can't be case
>sensitive, at least WRT file names (and directories)? i know that

Seems to me that it would break a ton of existing code for a relatively
small and (debatable) benefit. Not a win, IMHO.

Also, Some people LIKE case insensitivity (ever heard of VMS? :^)

--
/************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/************************************************************************/
```

361. Re: SIMM prices

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 17:26:35 UTC
From: roberson@aurs01.UUCP
Message-ID: <59433@aurs01.UUCP>
Source record: 235763

With these great prices on SIMMs are there any commercially available
upgrades for the original 1040STs that use SIMMs? At these prices,
I could easily be convinced to upgrade from 1Meg! TeX would love it
and I could finally run GNU Emacs! <and there was much rejoicing!>

-chip
* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

362. IO Redirection (before a pexec)

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 17:35:07 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Jan14.173507.19761@csug.rdg.ac.uk>
Source record: 235764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
I am trying to write a shell program (due to the idiosyncracies of gulam), and I have made several attempts to do input/output redirection with varying degrees of success. Please could someone out there tell me the 'proper' way to redirect IO before a pexec call (thinking in terms of a shell program). Do you have to preload the program, do the redirection, and then re-pexec, etc.

Please mail me any solutions, I will summarise to the net if necessary.
Thanks,
Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	
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363. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 17:53:25 UTC
From: erc@radon.berkeley.edu
Message-ID: <40377@ucbvax.BERKELEY.EDU>
Source record: 235779
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see the end of this posting and the article entitled "ABOUT THE VIDEO GAMES RATINGS REPORT" in the newsgroup rec.games.video.

ATARI GAME RATINGS REPORT

ATARI LYNX

New	Distribution	Votes	Rank	Title
..	00111120	39	7.0	Blue Lightning
0.	00113100	51	6.4	California Games
..	0.001321	41	8.0	Chip's Challenge
.	00222010.	35	5.6	Electrocop
0.	0002120.	36	6.3	Gates Of Zendocon
0.	0113100.	36	5.7	Gauntlet III
.....	.0134	29	9.1	Klax
..	2....8..	5	7.0	Ms. Pac-Man
..	1.4.13..	9	6.0	Paperboy
.....	.522	4	8.8	Rampage
....	0.0520	12	8.1	Roadblasters
..	1.2212.1	9	6.4	Robosquash
.....	*...	1	7.0	Rygar
...	0013110	27	7.1	Slime World
....	0.3121	16	8.1	Xenophobe
.....	1.53	6	9.0	Zarlor Mercenary

ATARI ST

New	Distribution	Votes	Rank	Title
....	*	1	10.0	A Day At The Races
.3.....	3.3	3	6.7	Airball
..22.5....		4	4.8	Arctic Fox
....3.33..		3	6.7	Arkanoid
....*.....		1	5.0	Artura
....	*.	1	9.0	Baal
....5..5..		2	6.5	Barbarian
....	*..	1	8.0	Bard's Tale I
.....	*....	2	6.0	Batman
....	*.	1	9.0	Blockbuster
.....5...5		2	8.0	Blood Money
....	*..	1	8.0	Bloodwych
*.....		1	1.0	Breakers
....	*.	1	9.0	Cadaver
....	135	6	9.3	Chaos Strikes Back
.....	*....	1	6.0	Demon's Winter
.....	*...	1	7.0	Dogs Of War

.......125 12 9.4 Dungeon Master
.....*.... 4 6.0 Empire Strikes Back, The
.....1151. 6 7.7 Falcon
......4.6. 5 8.2 Flight Simulator
.........* 1 10.0 Gold Of The Aztecs
..2..422.. 5 6.0 Goldrunner
........55 2 9.5 Gunship
......*... 1 7.0 Heroes Of The Lance
.....*.... 1 6.0 Jinxter
...1..313. 6 7.3 Joust
.....55... 2 6.5 Leisure Suit Larry I
.....5.5.. 2 7.0 Leisure Suit Larry II
.......*.. 1 8.0 Lombard Rally
.....5.5.. 2 7.0 Mean 18
........*. 1 9.0 Microleague Baseball
......3..6 3 9.0 Midimaze
.....55... 2 6.5 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
..22.2.2.. 4 5.2 Pawn, The
........*. 1 9.0 Phantasie III
.......521 7 8.6 Populous
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
......55.. 4 7.5 R-Type
....424... 5 6.0 Return Of The Jedi, The
.....*.... 1 6.0 Rings Of Zilfin
.11..131.. 6 5.5 Roadwar 2000
......*... 1 7.0 Rocket Ranger
....2242.. 5 6.6 Rogue
...5..5... 2 5.5 Rolling Thunder
....*..... 1 5.0 Shadow Of The Beast
.....225.. 4 7.2 Shanghai
.....3.33. 3 7.7 Silent Service
......3.6. 3 8.3 Simcity
..*....... 1 3.0 Sorcerer Lord
.....63... 3 6.3 Space Harrier II
.......*.. 2 8.0 Space Quest III
.....55... 2 6.5 Star Wars
...1.51.1. 7 6.3 Starglider
.......*.. 1 8.0 Starglider II
.....5.5.. 2 7.0 Sundog
.......*.. 1 8.0 T.V. Sports Football
.*........ 1 2.0 Terrorpods
...*...... 1 4.0 Tetris
.....513.. 6 6.8 Time Bandit
.........* 1 10.0 Ultima IV
.....55... 2 6.5 Wargame Construction Set
.......*.. 2 8.0 Wayne Gretzky Hockey

...3...3.3 3 7.3 Xenon
.......55. 2 8.5 Xenon 2
.5..11.1.. 6 4.2 Xevious

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT" in the newsgroup rec.games.video for more details, including information on how to vote.

Questions, comments, problems, and errors should be directed to the list maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng 1906 milvia street berkeley california 94704
..!uunet!irss.njit.edu!erc ...!ucbvax!radon!erc
erc@irss.njit.edu erc@radon.berkeley.edu

364. ST Xformer latest version ...

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 18:13:29 UTC
From: olorin@tardis.cs.ed.ac.uk
Message-ID: <sent.Mon.Jan.14.18
Source record: 235784

Thanks to Darek Mihocka for the definitive guide to ST Xformer versions
and availability . Does anyone know if the latest version is available by anon
ftp ? It would be rather expensive downloading it from a BBS from the UK .

****
* Please send any replys to : *
* olorin%tardis.cs.ed.ac.uk%ukacrl@any_non_uk_bitnet_site *
* olorin%tardis.cs.ed.ac.uk@cunyvm.cuny.edu *
* Do not mail via ukc.ac.uk which is sometimes the default *
****

365. SOFTLINK really multitasks !

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 18:15:17 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14366@milton.u.washington.edu>
Source record: 235767
Cross-posted to: comp.sys.atari.st,comp.music

I thought this was pretty cool.

TOS 1.4 auto boots NEODESK, which autoboots
SOFTLINK which sets up three virtual
desktops and subsequently starts NOTATOR
in partition one. I start a sequence of
music playing in NOTATOR, and then, with
a key click, i enter partition 2, load
TEMPUS, and begin printing a file WHILE
i am hearing NOTATOR playing midi music,
then with another key click, i enter partition
3, load STalker from MULTIDESK and
put it in miniBBS mode... my friend calls
and logs on and runs GULAM remotely..
I was even able to run another NOTATOR
session launched from the TEMPUS editor.

I thought all this was pretty slick.
The environment is a bit fragile... FOr instance,
if you want to REMOVE a multidesk accessory, the
partiton bombs.. also, we haven't been able
to figure out how to get the command line shell
(gulam in this case) to work for the remote
user on his end .. doesn't seem to echo
to the remote user, but definitely runs gulam
and is displayed on the host.

-kevin

366. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 19:02:06 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340060@hpfcso.HP.COM>
Source record: 235768

Thanks, Paul. I already have uniterm and I agree with you wholeheartedly that it's still the best terminal emulator around. However, the discussion here has drifted to STalker/STeno, and since I use my ST for program development on the HP48SX, I could really use a conbination datacomm/text editor program. That's why STalker/STeno sounded so neat.

I need the ENQ/ACK handshaking because I also use my ST via modem to call into work, and remote access requires ENQ/ACK. (It's a real abomination.)

So, again, re: STalker:

1) What handshaking does it support?
RTS/CTS
XON/XOFF
ENQ/ACK

2) Why not Kermit? Will future versions support Kermit?

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

367. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 19:31:32 UTC
From: grx1211@uoft02.utoledo.edu
Message-ID: <1991Jan14.143132.2604@uoft02.utoledo.edu>
Source record: 235769
Cross-posted to: misc.misc,misc.wanted,comp.sys.atari.st,comp.sys.ibm.pc.misc

In article <1991Jan14.062547.17243@cunixf.cc.columbia.edu>, ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
> This is just a personal opinion and expression of thanks...to everyone associ-
> ated with the net. The people who make it possible, the people who manage it,
> and all out there who respond to others' questions.
>
> I have no hesitation in saying that this net is worth a million bucks to me.
> Thanks to EVERYONE who responds to questions, offers suggestions, and even
> gives opinions.
>
> Big Brother stands no chance if this "brotherhood" of the net stays active!
>
> Imran Anwar

WHAT AN EMOTIONAL LOOSE SCREW

368. Prob with TeX 3.1/Metafont 2.7 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 20:15:04 UTC
From: gulliet@rutile.enet.dec.com
Message-ID: <18926@shlump.nac.dec.com>
Source record: 235766

Hi,

I have just upload TeX 3.1 from atari.archive.umich.edu.

When I try to run it, it complains that it doesn't find
the plain file (TeX and plain.fmt are together in the same
folder, D:\tex).

How can I define the environment variables, like TEXINPUTS,
within GULAM ? The very short documentation says:

setenv TEXINPUTS ./:/dev/D/tex/texinput (!)

Regards,
/Jean_marc.

369. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 20:27:31 UTC
From: cs170703644@vger.nsu.edu
Message-ID: <471.2791dbf4@vger.nsu.edu>
Source record: 235770
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

In article <37944@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> John Upham asks how to kill Rockpile Monsters in Dungeon Master...

The easiest way to kill rock monsters is to keep slamming doors on them.
They seem mostly impervious to most other kinds of attack. I didn't find that
the poison spells seem to hurt them much. I will agree that anything

physical you can do to them is more effective. Even kicking and punching
works, if you're very quick and don't take more damage than you give.

>
> The spell for fireballs is FUL IR. You won't find the scroll for this spell
> until Level 7, but it's difficult to last that long without fireballs..!

Fireballs are wonderful! Practice with these as much as possible; they
will become one of your best tricks.

Jean
+-+
| werjun@large | The probability of someone's watching |
+ cs170703644@vger.nsu.edu + you is directly proportional to the +
| | stupidty of your actions. |
+-+

370. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 20:44:39 UTC
From: reynolds@fsg.UUCP
Message-ID: <12369@fsg.UUCP>
Source record: 235771

I found poolfix3.arc in volume9 and rainbow.arc in volume8 of
the comp.binaries.atari.st archives. Thanks to everyone who replied
or sent email.

--
Brian Reynolds | reynolds@fsg.com
Fusion Systems Group | -or-
225 Broadway 35th floor | ...!uunet!fsg!reynolds
New York, NY 10007 | Phone: (212)285-8001

371. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 21:34:18 UTC
From: apratt@atari.UUCP
Message-ID: <2807@atari.UUCP>
Source record: 235772

rosenkra@convex.com (William Rosencranz) writes:
>is there any inherent reason why future TOS versions can't be case
>sensitive [...?]

The quick answer is this: GEMDOS was that way originally because MS-DOS is that way, and GEMDOS is still that way because it was that way originally.

There is little hope of a case-sensitive GEMDOS in the near future. If you're desperate, you can look up UNIXMODE from Bammi@cadence.com. I don't know if he has a stand-alone TSR version yet, or if it's still just part of libraries you have to link with to get it.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

372. easy Tiger Cub question

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 22:09:00 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540002@hpcc01.HP.COM>
Source record: 235774

I received my new START (Jan?) this weekend, and it has a demo copy of Dr T's "Tiger Cub" sequencer. I have a stupid question that wasn't answered (I didn't find it) in the brief, on-disk documentation.

When you are in the track edit screen, how do you switch to editing another track? I can't find anything on either the edit screen or the record screen to control which track I edit when I edit.

So far I'm pretty impressed with this program. It seems much nicer than anything that was out in anywhere near this price when I bought my sequencer a couple of years ago.

Thanks for any help on the above stupid question, and any other general observations on this software.

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

373. To: crouland@gmuvax2

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 22:13:57 UTC
From: gaines@mars.njit.edu
Message-ID: <2111@njitgw.njit.edu>
Source record: 235775

THis is probably the strangest article I've ever sent, but I got a message from Chris whose net address is above and for some reason, it's an unknown host under ANY mail system I use.
Chris, if you can read this, leave a message with a way I can get in touch with you OR a more complete net address. My mail server has no idea where you are.
Mike

374. Re: SOFTLINK really multitasks !

Newsgroup: comp.sys.atari.st
Date: 1991-01-14 23:12:31 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14388@milton.u.washington.edu>
Source record: 235777
Cross-posted to: comp.sys.atari.st,comp.music

In article <STEVELA.91Jan14132025@beach.csulb.edu> stevela@beach.csulb.edu (Steve La) writes:
>Just curious, what is SOFTLINK?
>--
>+-=-+
>| Steve La California State University Long Beach |
>| Internet: SteveLa@CSULB.EDU Telecommunications |
>| Voice: (213) 985-4750 1250 Bellflower Blvd, Long Beach CA 90840 |

SOFTLINK is a program that came with the update (2.2) to NOTATOR (currently at 3.0).. it is basically a RAM partitioning software that allows a certain amount of multi-tasking. For example, i can have NOTATOR playing music in the background while i am in another partition printing out a TEMPUS file.. or in another partition running STalker BBS etc.. as it is now, i cannot print NOTATOR files in the background.. when i swtich to another partition, the printing stops.. will resume when returning to the NOTATOR partition. Partitions switch immediately.. and so far, NEODESK and MULTIDESK work, though i have had some problems with figuring out the optimum memory allocation per partition. You can run SOFTLINK from your auto folder... and the desktops are set up at bootup time.. you can even have several softlink setups with whatever name you want.. load them via SUPERBOOT etc.. it would be nice if SOFTLINK stored your customized desktops per partition along with any accessories and autoload programs specific to each desktop (can have up to 9 partitions).

I am happy with this setup so far.. at least i can have a text editor in one partition sending text to a printer.. bounce over to NOTATOR and print out a score onto the same page.. go back to editor etc.. would be nice to have a score format that can be loaded into something like CALAMUS... maybe soon..

-kevin
.

375. 520 ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 01:39:47 UTC
From: doodsf@athena.ecs.csus.edu
Message-ID: <1991Jan15.013947.8672@csusac.csus.edu>
Source record: 235780

Hello, ST users...

I am looking for a 520 ST for sale, monitor not necessary, just the box.
Software is also not necessary, except for maybe one disk.

Anyway, if you or your friend is selling one E-mail me at the above
address. DO NOT post a followup here, because, since I don't own an Atari
ST yet, and I already read many newsgroups, I can't afford the time to page
through ST articles that I won't get anything out of. So anyway...

Please hurry, I want to buy it now before I spend my money on something
else. I will probably pay shipping if you need me to.

Thanks in Advance,
Sam

376. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 02:20:38 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan15.022038.20364@actrix.gen.nz>
Source record: 235781

In article <12368@fsg.UUCP> reynolds@fsg.com (Brian Reynolds) writes:
>
> I just got TOS 1.4 installed in my Mega 4ST. I know there are
> several patches to 1.4 (one of which is called poolfix). Where can I
> find these patches? I know about atari-archive (and I can get ftp
> access if I need it), but a quick look last night didn't turn up
> anything. Shouldn't they all be grouped together somewhere? I also
> know there were several versions of poolfix when it first came out.
> What is the latest version? Thanks for you help.
>
> Brian
>
> --
> Brian Reynolds | reynolds@fsg.com
> Fusion Systems Group | -or-
> 225 Broadway 35th floor | ...!uunet!fsg!reynolds
> New York, NY 10007 | Phone: (212)285-8001

PoolFix 4 is the one to get, it has been posted here before, there is
one othere patch program that was brought out by Atari, was part of
Rainbow TOS Fix, also Note: ST-Computer a German Mag: had a article
on Patching the TOS Roms, Total of 6 patches, this was in the 1/1990
mag:...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

377. Mem upgrade advice sought

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 02:26:12 UTC
From: ajw@donk.UUCP
Message-ID: <745@donk.UUCP>
Source record: 235782

It's time. Can you please take a moment to -mail- me any pointers, recommendations, horrors, costs to/on/about/of upgrading a 1040st to 4meg. I don't know one end of a soldering iron from the other, but can probably get a friend to wield one on my behalf IFF necessary. Or would I be better off buying a Mega4?

I'll summarize. Thanks in advance.

-- Alan Waldock, from but not on behalf of Intel Corporation
ajw@watson.hf.intel.com ...uunet!intelhf!watson!ajw

378. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 05:25:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0aza1r2@jonh.wimsey.bc.ca>
Source record: 235785
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In <1991Jan14.025652.9809@murdoch.acc.Virginia.EDU>, Dave Meyer writes:
>Not true. I forget which level they're on, but there are water elementals
>(at least, that's what they look like) which are impervious to everything
>except vorpal blades and weaken non-material being spells.

The Water Elementals also ran away when you "brandished" one of
the staffs. This was very handy as they were hard to kill.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

379. FreeNet and F-net (Re: freenet)

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 05:25:22 UTC
From: dejesus@bourbon.ee.tulane.edu
Message-ID: <5685@rex.cs.tulane.edu>
Source record: 235608

In article <6885@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>hello out here any body know how and where to hook up to free net.attention
>len stys i got the message from you but no info on the above,help i need
>somebody!!!and i can't get up!!

To connect to the FreeNet from any internet node use 'telnet 129.22.8.75'.
If you do not yet have an account, you can still go in and look around the
place as a visitor (and request an account - it's free!). If you need any more
help, email me or Len Stys (FreeNet Atari Sysop aa399@cleveland.freenet.edu).
If you want more info on the FreeNet, all I can recommend is that you look
into it yourself...

As long as I'm posting this... Len Stys wanted to try and set up some kind
od connection between the FreeNet and F-net (sp?). I'm requesting more
information on 'F-net'... what it is, how it works, what it has, etc. We'd
like to hear from any of the programmers/administrators, but any help at all
would be appreciated. Post or email Len or me. Thnx!
___ / _____ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@bourbon.ee.tulane.edu _____
/ ak662@cleveland.freenet.edu ////////////////////////////

380. Re: Background Running Programs (was Re:

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 05:34:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0aza25g@jonh.wimsey.bc.ca>
Source record: 235786
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <RALPH.91Jan14164600@orion.laas.fr>, Ralph P. Sobek writes:
>The following line caught my eye.
>
>
>I have already noticed this before with other programs. Why does a
>background running program stop when one runs a TOS program such as
>GULAM, and not when one runs a GEM program? Can this be avoided?
>
>I use FORMAT.ACC (Broddelformat) which unfortunately pauses when GULAM
>is running, even if GULAM is just sitting there.
>
I think a lot of tos programs probably use Conin() to wait for input
and this would effectivly stop any background process that was Gem-based
from running. I think shadow works from the serial interupt, and therefor
can over-ride anything that doesn't set the IPL higher.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

381. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 06:16:34 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40400@ucbvax.BERKELEY.EDU>
Source record: 235612

Stalker supports xon/xoff of rts/cts or both.

The other Q? I don't know the answer for that but here are some addresses. (Compuserve mail is availible through usenet too)

GEnie: E.ROSENQUIST
Bix: e_rosenquist
CompuServe: 72711,2503

PS an example of the utility STalker/STeno provide is that I am preparing this message in one DA STeno window and then ran STeno from the desktop to open the read.me that had the addresses I wanted to paste into this message. now I can send the whole thing to STalker and the net world w/a couple of keystrokes or mouse clicks.

PPS Another nice thing is that STeno used as a DA has a gem menu bar INSIDE its window. (and it always tries to show the full selections by not only dropping down but droppIng up (can I say that?) as well.

Yet another feature is that they can both be run as DAs or prgs off the desktop. Actually there are yet still more other features unmentioned AND STalker 3.x w/script language and other things will be out soon.

emerson@stat.berkeley.edu

seeya.......

382. Re: Background Running Programs

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 07:24:48 UTC
From: steve@thelake.mn.org
Message-ID: <A186127919@thelake.mn.org>
Source record: 235617
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[ralph@laas.fr writes ...]

> The following line caught my eye.
>
> In article <20338@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
> |
> | I prefer using STalker with Shadow. STalker without Shadow has two
> | limitations:
> |
> | 1. Background downloading only works if the foreground program is a
> | GEM program.
> | If you run a TOS program, background downloading stops.
>
> I have already noticed this before with other programs. Why does a
> background running program stop when one runs a TOS program such as
> GULAM, and not when one runs a GEM program? Can this be avoided?

Here's the deal: The ST basically has a single-tasking operating system. When a program is running, it has total control of the computer.

GEM adds a gross and clumsy sort of multitasking capability. A GEM program is ``event-driven'' -- it usually knows how to respond to any of many possible events, such as a keystroke, a drop-down menu selection, etc. To accomplish this, a GEM application tells the operating system what event(s) it may be interested in, and hands control to GEM.

Multitasking comes into play when GEM (actually the GEM AES Event Manager) has control of the system. It can dispatch event signals to more than one application. By cooperating, desk accessories can work in conjunction with primary applications. The DAs and the main program simply go to sleep (by calling the Event Manager) and wait for a ``wake-up call'' from GEM.

In addition to physical events like a keystroke, an application can wait for a ``timer event''. This makes it easy to write a desk accessory that performs uploading and downloading in the background. The DA calls the Event Manager frequently, letting it parcel out bits of time to other applications. When it is activated, the DA checks the ST's serial buffers and processes any data that is queued up.

But .TOS and .TTP applications such as Gulam, MicroEMACS, compilers, etc., aren't GEM applications, and they never hand control over to the Event Manager. They never ``go to sleep.'' If they want a keystroke, they don't bother with the Event Manager. Instead, they issue a direct call to the operating system that blocks other activity until it's satisfied. Therefore a DA such as STalker never has a chance to ``wake up'' and

process background data.

Fortunately, GEM isn't the only way to ``multitask'' under TOS. Another way is to take advantage of the ST's ``VBI queue,'' a list of routines that are executed every time the video display is redrawn -- about 60-70 times per second, depending on the monitor. VBI stands for Vertical Blank Interrupt.

VBI routines are a little harder to write, which is why you don't see many of them, but they work the same way: They're ``awakened'' repeatedly and they have to do a little bit of work, then voluntarily ``go to sleep'' so the system can proceed. There are programs that perform background file transfers, spool printer output, etc., using the vertical blank interrupt, and they will work happily in conjunction with a non-GEM application.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
Editor of the MAST (Minnesota Atari ST Users) newsletter - $15/year
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

383. posted to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 07:31:14 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40401@ucbvax.BERKELEY.EDU>
Source record: 235616

YO, ya'll l'like this one :::: tnpcalc.lzh ver 1.1
TAKE NOTE PRINTING/PROGRAMMERS' CALCULATOR v1.0
Copyright 1990, Take Note Software

Has tons of features and is freeware. sends outputs to screen or printer
Shits bits. instant conversion to hex. octal or binary. does quite a lot really
uses tape calculator metaphor.

From take Note in S.F CA.

ps is this all you need to do to post a binary.

384. Re: 1ST_WORD/1ST_WORD+ files header informations wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 09:28:26 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1991Jan15.092826.27178@ioe.lon.ac.uk>
Source record: 235627

In <3808@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:

> I need to know the length of the headers of the .DOC files
> created with 1ST_WORD and 1ST_WORD+. Is there a value that
> tells me this length?

> Roger. hohr@cernvax.cern.ch

All the header lines start with hex 1F and end with a CR/LF pair. You
should be able to work it out from that. There is no length stored as such.

--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

385. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 10:04:44 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91015.120444GERLOFF@DB0TUI11.BITNET>
Source record: 235641

In article <1991Jan10.181920.16154@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) says:
>
>Dave, could you briefly describe a little about Ultrix, its
>availability (PD or commercial), system requirements, et al? Thanks.
>
>--
Hello Ed!
Ultrix is DEC's implementation of UNIX. It is based on 4.2 BSD. It runs on the VAX and on DEC-Workstations like the 3100 and the 5100.

Greetings, Olaf

386. Re: Prob with TeX 3.1/Metafont 2.7 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 10:21:00 UTC
From: jvt@its.bt.co.uk
Message-ID: <AX2^58-@uzi-9mm.fulcrum.bt.co.uk>
Source record: 235638

In article <18926@shlump.nac.dec.com> gulliet@rutile.enet.dec.com writes:
>
>When I try to run it, it complains that it doesn't find
>the plain file (TeX and plain.fmt are together in the same
>folder, D:\tex).
>
>How can I define the environment variables, like TEXINPUTS,
>within GULAM ? The very short documentation says:
>
> setenv TEXINPUTS ./:/dev/D/tex/texinput (!)

Gulam (or Mupfel for those using Gemini) will not like that
as the : cannot be used as a separator. Also / is not understood
in TOS. Assuming your files are D:\tex* then you use the command

setenv TEXINPUTS .,d:\tex
or
setenv TEXINPUTS ".;d:\tex"

Note the " in the second form to avoid the ; being taken as a command
separator.

A method I prefer is to set the environment independantly of the shell
I use. The prog is environ.prg which must be in \auto and the data
file is \environ.dat . In the data file I place (amongst others)

TEXINPUTS=.;d:\tex

environ is available on most archives.

John.
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

387. Re: Background Running Programs (was Re: background downloading)

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 10:28:40 UTC
From: jvt@its.bt.co.uk
Message-ID: <JX2^89-@uzi-9mm.fulcrum.bt.co.uk>
Source record: 235639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.91Jan14164600@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>
>In article <20338@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
>|
>| I prefer using STalker with Shadow. STalker without Shadow has two
>| limitations:
>|
>| 1. Background downloading only works if the foreground program is a
>| GEM program.
>| If you run a TOS program, background downloading stops.
>
>I have already noticed this before with other programs. Why does a
>background running program stop when one runs a TOS program such as
>GULAM, and not when one runs a GEM program? Can this be avoided?
>
>I use FORMAT.ACC (Broddelformat) which unfortunately pauses when GULAM
>is running, even if GULAM is just sitting there.

GEM is multi-tasking (not in the unix way), TOS is not. As GEM does
not have a scheduler which is interrupt driven it relies on calls
to dispatch other processes. This gives the appearance of background
running where in effect the background tasks are only run when the
main application has made a GEM call (to get a char, update the screen etc)
A shell uses only TOS calls so this cannot happen - hence no background
tasks.

However having said that, I notice that Mupfel occasionally allows my
background clock to run.

John

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

388. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 11:36:50 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan15123650@orion.laas.fr>
Source record: 235642

Hate to jump into this long discussion but ...

In article <1991Jan8.154406.24146@terminator.cc.umich.edu> weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
| Lharc for unix is flakey, this is true. I use unlzh11.arc (from archivers)
| on my ST and have never had problems. If someone has a good copy of
| lharc for unix, please send me a copy. (Mike, I'll send you one too :))

First of all, I am having better luck with LHarc on our Sun SPARC, than on my Mega ST at home. I usually test all archives before downloading, and I re-test again on my ST. I have never gotten *any* version of the UNLZH* programs to work. Even with all ACCs thrown out! I guess that UNLZH* must be doing something non-standard since this happens on French TOS 1.0 and 1.2.

I usually use LHarc 1.02 on my ST. Whatever it refuses (and that does happen!) gets sent to LHarc 1.13B (of course, it refuses files accepted by version 1.02), and even once I've had to use the binary patched version of LHarc 1.13 (I believe the B becomes an M) for one file!

SO, I AGREE WWHEN THEY SAY THAT LHARC IS FRAGILE!!!!

| >i can understand the maintainers of terminator for wanting to minimize
| >the disk space which they thoughtfully provide as a service for us, but
| >i really don't think the savings over zoo is (in total) much more than
| >5 to 10 percent, if that.
|
| Close one to call here. I don't have any figures (yet), but I'd dare
| to say it's a bit more significant than that.

Why not use the new ARC 6.02 (other than its 'Print' bug)? It's better than ZOO and its faster than LHarc. Unfortunately, it does *not* yet run under Unix, as far as I know.

Someday, when I have time I'll post the statistics that I have on the subject. COMPRESS together with TAR is a viable alternative for Atari STs.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========

THINK: Due to IMF & World Bank policies 100 million Latin American children are living, eating, and sleeping in the streets -- Le Monde Diplomatique

389. Re: Tos File limit was: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 11:47:19 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan15124719@orion.laas.fr>
Source record: 235643

Wouldn't it be possible to FORMAT a floppy and initialize it with a
bigger ROOT directory? That should be possible, shouldn't it? If I
remember correctly, the root directory is defined in Sector 0.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

390. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 13:51:42 UTC
From: lsmichae@informatik.uni-erlangen.de
Message-ID: <1991Jan15.135142.17341@informatik.uni-erlangen.de>
Source record: 235788
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

johnu@syma.sussex.ac.uk (John E Upham) writes:

>I've not be playing Dungeon Master 1 long and have just finished level
>3 (Wow !)

>I'm saved up to the entrance of level 4 but in there I found the rock
>mosters especially difficult to deal with even using the door to crush
>them. I was dwon to one man at the foot of the stairs of level three
>before I killed them !

>what are the most effective means of killing rock monsters ?

> John Upham, (Chemical Physics Ph.D)

A very powerful method for killing monsters is Hit'n'Run:

Hit the monster one or more times, run out of the monsters reaching, wait
until the monster tries to hit, cast or whatever, then return to the monster
and hit again.

This method is useful even for slow monster, e.g. rock monsters, knights,
screamers, ... and the dragon!

"May the Schwartz be with you!"
lars

391. Viking moniterm

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 14:01:23 UTC
From: hofmann@cbnewse.att.com
Message-ID: <1991Jan15.140123.3570@cbnewse.att.com>
Source record: 235787

I would like to know how the people using the Viking Moniterm (or equivalent) like it. Specifically, what are the limitations (programs that won't run, etc.). How do showdvi, gulam, mg, etc. perform with the monitor?

This information would be appreciated. Thanks in advance!

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL

392. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 14:10:34 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jan15.141034.24275@cs.dal.ca>
Source record: 235637

In article <2807@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>rosenkra@convex.com (William Rosencranz) writes:
>>is there any inherent reason why future TOS versions can't be case
>>sensitive [...?]
>
>The quick answer is this: GEMDOS was that way originally because MS-DOS
>is that way, and GEMDOS is still that way because it was that way
>originally.

I suspect that the tradition goes back to CP/M and the use of teletypes.
But with CP/M it was easy to change -- there was a masking operation
that converted lower case to upper case, and I just changed that to NOP
(no-op) and had a full case sensitive cp/m. Interestingly enough,
Microsoft BASIC could create lower-case file names which could not then
be removed with CP/M commands!

With TOS in rom the hack would be harder, but since it is possible to
get all kinds of odd characters in file names by various errors, why
can't a case-sensitive version of TOS be generated?

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

393. Re: BackupST limitations?

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 14:22:34 UTC
From: roberson@aurs01.UUCP
Message-ID: <59439@aurs01.UUCP>
Source record: 235640

In article <1991Jan12.172310.25325@rodan.acs.syr.edu> dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
>There's been some talk about BackupST over the past month or so, so I
>decided to try it out. Nice program! However I've had a problem with
>trying to backup my "fonts" directory for TeX. There are a lot of files
>in this one directory (and lots of subdirectories as I'm sure users of
>TeX know very well) and after scanning through the majority of them
>(calculating sizes) it doesn't seem to be able to open any more files.

>Anyone else have a problem like this? I also tried
>to zoo the whole directory and it had problems too!

Yep! Me too...but with Turtle. Turtle can't handle my d:\tex\fonts
directory. There is some bug in Turtle that I could never convince
George Woodside of its existence, also. Lately I've been gambling
because Turtle will not backup *either* of my two 10meg hd partitions
without bombing. I'm running TOS 1.0 or whatever (circa 1985) on
a 1040ST.

If BackupST can overcome the TeX font directory thing, I'll start using
it since Turtle won't work for me anymore.

cheers,
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

394. Re: SIMM prices

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 14:24:16 UTC
From: jennie@ius2.cs.cmu.edu
Message-ID: <11580@pt.cs.cmu.edu>
Source record: 235789

In article <59433@aurs01.UUCP> roberson@aurw31.UUCP (Charles "Chip" Roberson) writes:
>
>With these great prices on SIMMs are there any commercially available
>upgrades for the original 1040STs that use SIMMs? At these prices,
>I could easily be convinced to upgrade from 1Meg!
[remainder deleted]

Probably the best way to upgrade a Non-STE is with a device from:
EVESHAM MICROS, Unit 9, St. Richards Road, Evesham, Worcs., WR11 6XJ, UK
Tel: 01044-0386-765500

They sell a SIMM cage which can be inserted into any pre STE machine (so
their advert claims) allowing SIMM upgrades to 4 Meg. It is also claimed
to be solderless, and requires no electronics knowledge.

The latest price I have for it is about $120 with no installed memory
(from the Dec. 1990 issue of Atari ST User).

Red/. (borrowing jennie's account)

395. Re: easy Tiger Cub question

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 14:36:26 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59440@aurs01.UUCP>
Source record: 235645

In article <1540002@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:
>I received my new START (Jan?) this weekend, and it has a demo copy
>of Dr T's "Tiger Cub" sequencer. [stuff deleted]
>
> When you are in the track edit screen, how do you switch to editing
> another track?

It's been a while since I've used Tiger Cub (I now use KCS with TIGER),
but as I recall, you change the track in the edit screen by clicking
on the arrow brackets on either side of the track number. Perhaps this
feature is not implemented on the demo version.

Yeah, it's a nice, powerful CHEAP program. I've made some pretty
complex music with it. Have you tried editing controllers with the
mouse? Gobs of fun...

There have been lots of discussions about multi tasking on the ST
lately. Anyone else checked out Dr.T's Multi Program Environment?
You can run as many Dr.T MPE modules as your memory will hold, and
easily switch between them. It gives them common access to all of the
sequencer arrays and parameters. The newest version of KCS (V4.0 or
"Omega") claims that it can load "any" program into MPE, but I have
not tried it yet. MPE probably isn't implemented on your demo, tho.

-Jonathan
--
**********||||**********
Jonathan Whitcomb ||| UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 / | \
Raleigh, NC / | \ ******Save the ST!!!******
**********||||**********
Jonathan Whitcomb ||| UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 / | \
Raleigh, NC / | \ ******Save the ST!!!******

396. Re: Pathalias on an ST or PC?

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 14:38:48 UTC
From: roberson@aurs01.UUCP
Message-ID: <59441@aurs01.UUCP>
Source record: 235646

In article <A1416107563@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[roberson@aurs01.uucp writes ...]
>
>> Is anyone running pathalias on their ST? I'm looking for a way to
>> handle the UUCP maps on my ST running Rodney's UUCP Modules. If
>> no one is running it on their ST, how about on a PC?
>
>Pathalias takes the UUCP map listings (see comp.maps.uucp) and outputs a
>``paths'' file that helps a smart mailer, such as smail, transform
>addresses and otherwise-invalid UUCP paths into valid UUCP paths. It sucks
>memory like crazy and, for a variety of reasons, it's not worth porting to
>the ST (or PC).

I have been notified of at least separate ports and have been sent two
versions (one which was sent to comp.sources.atari.st).

>You should be able to find a cooperative UUCP neighbor running Un*x who
>can run pathalias for you if you really need its output.

For many sites this is the simpliest solution. However, not for us.

>I didn't think Rodney's UUCP modules could make much use of a paths file.

I shall soon find out.

>I run smail 2.5, which is a very smart mailer, on my ST. (I apologize for
>its unavailability; that's beyond my control.)

Smail seems to be the big winner these days. I'd love to see it on the ST.

>Incidentally, I would like to appeal for sites that are not registered in
>the Domain Name System to do so. ``atari.UUCP'' and ``microsoft.UUCP''
>are not reliable addresses because most sites, even most BIG sites, simply
>cannot maintain complete maps of UUCP connectivity. Many Internet sites
>simply refuse to handle the addresses that are not part of the DNS,
>including the .UUCP pseudo-domain. DNS registration costs as little as $35
>and greatly improves your chances of getting your mail.

YES! YES! YES! Please do! If you're industrius you don't even have to
have UUNET do it for you and you can save the $35. However, the DNS
is the way of the future and it makes life *much* *much* nicer for
everybody! Go for it.

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

397. Bug in TOS 1.2 (maybe TT TOS?)

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 14:41:40 UTC
From: adamd@rhi.hi.is
Message-ID: <2625@krafla.rhi.hi.is>
Source record: 235702

I just found a strange feature in TOS, by it's very presence in 1.2 there is a strong possibility that it hasn't been fixed in TT TOS either. If Drive A: is broken or disconnected and drive B: fully functional TOS gets rather confused about where the disk drives are. Say we boot the ST with only B: drive connected. (possible reasons: to get a quick boot off hard disk without waiting for drive A: to timeout, or to get almost instant "clean" boot on a system without hard disk, or to boot off a network without floppy boot overheads / disadvantages and yet retaining access to a local floppy drive).

What actually happens is this:
TOS notices that drive A: is missing and drive B: is present. Seeing only one drive the TOS figures that it must be drive A: and installs logical drives A: and B: to physical drive A: which does not exist. TOS still tries for 30 seconds to read drive A: and finally concludes that drive A: does not have a disk in it. (To agony aunt: Why is that timeout so long? If the disk isn't in the drive, what's the point in trying to read it?)
For comparison, if TOS finds no drives it is sensible enough not to try reading a missing drive until timeout.

Of course this faulty logic dates back to the early days of TOS and its predecessors, when RAM-loadable OS was in fashion (not that there's anything fundamentally wrong with RAM-based OS, mind you).

The most acceptable way of fixing this is (IMHO) to make a much better attempt at deciding whether a disk is in the drive being accessed (thus reducing timeout to absolute minimum, the main function of timeout being error recovery for a disk which is present but damaged), and to install both floppies onto physical drive B: if that is the setup.

This bug is probably seldom encountered, but is an unfortunate oversight. If fixed that would allow TOS to boot from logical drive A: whether installed on physical drive A: or B:. This would mean that if the internal drive fails for whatever reason, one could still continue to use a two-drive ST (without any modifications or repairs) as a one-drive ST (the same might apply to TT ?).
Actually some of the older Atari drives are rather prone to failure, some customer downtime would have been eliminated if the drive assignment had been in order (it's easier to work on a one-drive computer than a no-drive one).
Not everyone dares open the box and change wires / links to get things fixed themselves outside of normal business hours.

Does anyone know whether TT TOS suffers from this fault?

--
Adam David. adamd@rhi.hi.is

398. looking for C++

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 15:04:17 UTC
From: bresson@cbnewse.att.com
Message-ID: <1991Jan15.150417.8650@cbnewse.att.com>
Source record: 235790

Sorry if this question has come up before (though I've never seen it), but
I am trying to find a C++ compiler/debugger for the ST. I don't mind if
it's PD or a commerically-available product. I currently don't have access
to anonymous FTP sites, so any PD stuff would need to be available on disk.
I have a 1040ST + mono monitor, though info for any configuration of ST will
is also appreciated. Also, I am in the UK, so "local" contacts would be
preferable (although please also post any others you might know of too).

Please reply direct to me at apearson@hvmpa.att.com (alternatively, try
ihlpb!att!hvmpa!apearson), and I will summarize any replies if enough people
are interested.

Thanx in advance!
Alan Pearson

399. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 15:04:20 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan15.150420.1@simvax.labmed.umn.edu>
Source record: 235791

```
Last update: 15 January 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

[The next 'welcome' will be sent out on 1 February 1991, and subsequent
postings will occur on the 1st of the month. -- DPZ]

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
PD Where can I get Public Domain/Shareware software?
* ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
* ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
* TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
GNUC Is GNU C available on the Atari ST?
DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
BOOKS What books are available for the Atari ST?
TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st
comp.sys.atari.st.tech
comp.sources.atari.st

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
```

==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

The atari.archive server is now available via e-mail as well. To find out more about bart (the mail server), send a message to atari@atari.archive.umich.edu with a body of "help". You will get a message back with the help file.

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: unido.informatik.uni-dortmund.de
[129.217.64.60]

Some selected Atari ST software is in the directory pub/comp/atari-st

There is also the info-server, a mail server which (among other things) mirrors the panarthea archives. Unfortunately it is not up to date and presently contains only volumes 1-10. You can get more info about the server by sending any mail to info-server@unido.informatik.uni-dortmund.de. It will reply with usage instructions.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST. The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him at klute@irb.informatik.uni-dortmund.de or klute@unido.uucp, or klute@unido.bitnet

arcsh197.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use thecommand line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from

Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

```
Error description return code alert box #
=================================================
OK (no error)...................0
Fundamental error...............-1
Drive not ready.................-2
Unknown command.................-3
CRC error.......................-4
Bad request.....................-5
Seek error......................-6
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault.....................-10
Read fault......................-11
General error...................-12
Write protect...................-13
Media change....................-14
Unknown device..................-15
Bad sectors on format..........-16
Insert other disk..............-17
Invalid function number........-32.............1
File not found..................-33.............2
Path not found..................-34.............3
No handles left.................-35.............4
Access denied...................-36.............5
Invalid handle..................-37.............6
Insufficient memory.............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files...................-49............18
Range error.....................-64............33
Internal error..................-65............34
Invalid program load format....-66............35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==========
Reset: Initial PC2.....1
Bus Error.....2
Address Error.....3
Illegal Instruction.....4
Zero Divide.....5
CHK Instruction.....6
TRAPV Instruction.....7
Privilege Violation.....8
Trace.....9
Line 1010 Emulator.....10
Line 1111 Emulator.....11
[unassigned, reserved].....12
[unassigned, reserved].....13
Format Error.....14
Uninitialized Interrupt Vector..15
[unassigned, reserved].....16-23
Spurious Interrupt.....24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].....48-63
User Interrupt Vectors.....64-255

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordUp!, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

TEX
Is TeX/LaTeX available on the Atari ST?
=====================================

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.0) has recently been made available on the
atari.archive server. The files may be distinguished from the other TeX/LaTeX
files in the /atari/tex directory by their date (posted in December 1990) and
by the fact that they are all archived using LHArc (.LZH suffix).

LANG
Public Domain/Shareware languages...
====================================

Check the atari.archive server under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==================================

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems.
For more than minor programming, you may need to upgrade to 2 or more
megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also
available via anonymous FTP on cs.uni-sb.de [134.96.7.254]

DEV
How do I become a developer for the Atari ST?
===

Contact Gail Johnson, Atari Rep Person, (408)745-2568

Gail can explain the program to you, and send an information packet if you so desire. Basically, for a $250 registration fee, you gain a 10 pound box filled with over 1500 pages of documentation, software -- including a compiler (Alcyon C) and a demonstration builder, a newsletter, and technical support. There is currently no differentiation between commercial and non-commercial developers, although it would appear that Atari is considering changing that some time in the future.

[Note: there is an Independent Atari Developers Association, which -does- require you be a commercial developer to join, but it is -independent- of Atari...]

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

****
*
* This List can be freely distributed and added to

* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

400. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 15:47:37 UTC
From: AXN100@psuvm.psu.edu
Message-ID: <91015.104737AXN100@psuvm.psu.edu>
Source record: 235650
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

If you want to try something neat with fireballs, wait until your characters are almost dead. Then cast a fireball and have your characters step forward into the path of the fireball, or have your characters face a wall and throw a fireball at the wall. This is one hell of a way to kill all of the characters.

401. Re: ST Relational Databases (SQL?)

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 16:06:22 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <DARYL.91Jan15110623@cbnewsc.ATT.COM>
Source record: 235792

Regent is apparently out of business, so you may be able to get a good price on RegentBase. I did.

It is too bad too because it is well done. The forms handler and procedural language interface reminds me alot of Ingres.

Warning: If you use NEODESK 3 then when you exit Regent Base, NEO bombs.

--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

402. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 16:48:15 UTC
From: ACPS7029@Ryerson.CA
Message-ID: <91015.114815ACPS7029@Ryerson.CA>
Source record: 235793
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

In his posting Eric Bunn says to bring the Rock Monsters to a door that uses a button to open it and then start 'banging the button' (HIS words!). All this will do is make the door move up and down! What SHOULD be done is take the Monster to the ALREADY OPEN door and then hit the button ONCE! This will make the door fall until it is completely closed thus slamming into the Monster until it (the door) is allowed to close. As the door is slamming into the Monster it is advisable to start fighting the monster as you normally would. Use your weapons but DON'T MOVE BACK until the monster is dead. If you DO the Monster will move forward out of harm's way.
Hope this is helpful. CIAO!

&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&
* PPPP A V V * ALL OPINIONS ARE MINE. *
* PPP AAA V V * TYPOS ARE SOMEONE ELSE'S! *
* P A A V * (PAV COMMONLY KNOWN AS ELIO MARTINHO *
&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&

403. notator/postscript

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 17:12:30 UTC
From: selick@bucsf.bu.edu
Message-ID: <72322@bu.edu.bu.edu>
Source record: 235704

Is it possible (does anybody have a driver) to print notator songs in
Postscript? to disk?
-steve
<selick@bucsf.bu.edu>

404. Re: moria problems

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 17:19:31 UTC
From: asedm@acad3.alaska.edu
Message-ID: <1991Jan15.171931.6845@ims.alaska.edu>
Source record: 235705

In article <11219@helios.TAMU.EDU>, maf4003@summa.tamu.edu (FITCH, MICHAEL ANTHONY) writes...
>
> Recently, I acquired and subsequently became addicted to the st-port of
>Moria (version 4.8? I think). It's a great game but the problem is that it is
>very flaky about executing - sometimes it works flawlessly the first time but
>frequently it appears to have loaded in properly (ie. the map is visible, etc)
>but after about 8-10 keystrokes (for movement) the whole thing locks-up. This
>is especially irritating because it takes 5-10 minutes to re-boot, recover char
>files, etc.
> I am running it on a 520stfm w/ 1meg and TOS 1.2 with no desk access-
>ories or ram disk installed so I am completely baffled. Any suggestions or sim-
>ilar problems out there???
>
> Adios,
>
> Michael Fitch

I've noticed this as well, I have a 1040 STf and TOS 1.0 :-(

405. Sale: 1040ST + MidiTrack + GenEdit

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 17:28:18 UTC
From: pp00287@uxa.cso.uiuc.edu
Message-ID: <1991Jan15.172818.27479@ux1.cso.uiuc.edu>
Source record: 235709

```
For Sale -- A complete midi setup for the serious musician:

Item
-------------
Atari 1040 ST 1Meg Computer
Atari SM124 Monochrom Monitor
Mouse and Mouspad.
Hybrid Arts MidiTrack II (list $199)
Hybrid Art GenEdit Universal Patch Editor/Librarian (list $299)
Lots of other software including:
C compiler, Communications program, Desk Accessories, Games,
Utilities, etc, etc...
Plus many issues of START, some with disks, and many other mags.
-------------
Willing to sell MidiTrack and GenEdit seperately, but if you want the computer,
you take everything.

MAKE ME AN OFFER! payman@uiuc.edu
-------------
Also selling:

Roland D-20: 16 note polyphonic/8 voice multi-timbral LA/Synthesis keyboard.
Has a built in 8 track sequencer, 400K drive, and 71 instrument
drum machine. Asking $800 o.b.o.

Yamaha FB-01: 8 note polyphonic/8 voice multi-timbral FM/Synthesis rackmount
Sound Generator. Asking $200 o.b.o.

Yamaha R-100: Multi-effect rackmount stereo sound processor/reverb unit.
Asking $150 o.b.o.

--

_____________________________________________
Payman Parastaran / payman@uiuc.edu.............(217) 398-1452 /
_____________________/_____________________________________________/__________
```

406. Re: DM 1: Rock Monsters (really non-materials)

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 17:49:36 UTC
From: mjv@brownvm.brown.edu
Message-ID: <61573@brunix.UUCP>
Source record: 235708
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,rec.games.misc

In article <1991Jan14.025816.9867@murdoch.acc.Virginia.EDU>
dmm0t@holmes.acc.Virginia.EDU (Dave Meyer) writes:
> I forgot to mention that with the water and fire elementals, it
> takes several powerful version of the weaken non-material being
> spell (and/or attacks with the vorpal blade) to kill them.

Or if you have the firestaff and have gone back up to have some fun, you
can
use the FUSE option of the firestaff on the non-material creatures. It acts
as a very powerful non-material spell. The only drawback is that it only
works on creatures that are right in front of you. But it only takes a
couple of zaps on the elementals to kill them and one zap on a ghost.

marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

407. Re: Text editor accessory

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 18:01:59 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40407@ucbvax.BERKELEY.EDU>
Source record: 235710

Try STeno it's part of a commercial telcomm package STalker/STeno. It is available for less than $20 from most Atari dealers and software houses.

Or try the EDHAK a sharewre text editor ACC.

I am just a very satisfied user of STalker/STeno. No affiliations necessary.
Emerson@stat.berkeley.edu

408. Their Finest Hour (Game)

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 19:09:41 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <UbYpBpC00VIAJCgVRi@andrew.cmu.edu>
Source record: 235794

Hey fellow Atarians, I'm back from break.

I got "Their Finest Hour", the Lucasfilm simulation of the Battle of Britain, while on break. After reading umpteen very favorable reviews of it, I could barely wait to get back to my computer here in Pittsburgh (it's a little big to lug home, especially with the monitor) to play it. It *DID* cost me $39 plus tax, but it's worth it. The level of detail is amazing-- graphics are awesome, gameplay is fluid and "realistic", and you can fly any one of eight planes on either side!

Enough advertising. I have a few questions about it; maybe someone out there can answer them so I don't have to write Lucasfilm Games Co.

1. The reference card included says that "certain sound and graphic enhancements appear only if your ST has 1MB or more." I have a 1MB 1040ST, but am wondering if *MORE* enhancements would appear if I had better than 1MB. For instance, although the graphics are *REALLY* good (especially considering that sometimes better than 20 points of view are being computed), the sound is, well, just OK. I don't think it's digitized. After playing Falcon, I got used to digitized sound. The machine guns in Their Finest Hour just go "snick snick snick", not "ratattatta tatta tatta" (you get the idea) like they do in Falcon. If I had more RAM, would I have better sound? (I can't test this myself, no one around here has an ST.)

2. Does anyone detect a "quick IBM port" feel to the game (i.e. the sound, and some of the graphics?) I hear they develop most everything on IBMs now (grr!!!), so this happens a lot.

3. Is there any way to approach a German medium bomber without getting your butt shot off?

Thanks,

|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major
quote: "Do not attend this school."
stupid disclaimer: My opinions are.

409. DC-DeskTop 2.0 and Harlekin

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 19:37:43 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.663968263.larserio@kvart.ifi.uio.no>
Source record: 235795

Anyone out there who knows why Dc-DeskTop 2.0 and Harlekin won't work
together? I just bought DC-Desk 2.0 but when Harlekin is installed the
computer locks up while booting. If I remove Harlekin everything works OK.

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

410. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 19:39:55 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan15.193955.10308@ecst.csuchico.edu>
Source record: 235796

emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:

- PPS Another nice thing is that STeno used as a DA has a gem menu bar
- INSIDE its window. (and it always tries to show the full selections
- by not only dropping down but droppIng up (can I say that?) as well.

As it is now, STeno has the drop-down (or drop-up, which IS pretty clever, when there isn't enough room for the menus to drop down) menus inside the desk accessory window; STalker has a pop-up menu when you press the left mouse button. However, Eric tells me that in version 3.0, STalker will have the drop-menu inside the desk acc. window just as STeno has now.

- Yet another feature is that they can both be run as DAs or prgs off
- the desktop. Actually there are yet still more other features
- unmentioned AND STalker 3.x w/script language and other things will
- be out soon.

Another addition STalker 3.0 will have, according to Eric, is an enhanced transfer section. Instead of just displaying the transfer status in the window's information line, a separate, smaller window will be created which will show the estimated transfer time, time remaining, size of the file, etc., etc., like Z-term on the Mac.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

411. Re: moria problems

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 19:49:06 UTC
From: bro@impala.rice.edu
Message-ID: <1991Jan15.194906.16000@rice.edu>
Source record: 235797

In article <11219@helios.TAMU.EDU> maf4003@summa.tamu.edu writes:
[re: Moria (version 4.8? I think) ...]
>but after about 8-10 keystrokes (for movement) the whole thing locks-up.

I seem to recall reports on Moria having a problem with machines that were freshly booted and had not set the time and date. Something to do with using timestamps in randomizing things leading to some blow-up. Try setting the time and date and see if that fixes the problem.

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

412. Re: Text editor accessory

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 19:55:15 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan15.195515.10442@ecst.csuchico.edu>
Source record: 235798

From: maf4003@summa.tamu.edu (FITCH, MICHAEL ANTHONY)

- Hello to all from a Neophyte Usenetter!! It's great to be
- able to communicate and exchange info with other st-users. I want
- to be on the record as saying that the ST is the best computer
- around (for its price of course).

I agree.

- Now to my question: Does anyone know of a good text editor
- that can be used as a desktop accessory? I have TOS 1.2 on a
- 520stfm w/ 1meg of ram. It does not have to be loaded with options
- - I will be using it to edit configuration files primarily. I
- have tried spirit-ed by it seems to lock-up frequently.

I must recommend STeno, but if you don't want to spend the $30 list
for STeno and STalker, there's also a pretty good PD text editor
called Notepad. I'm not sure if it's at atari.archive though. I
think there's also something called Diary which I've heard is pretty
good.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

413. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 20:09:22 UTC
From: philip@hubcap.clemson.edu
Message-ID: <12626@hubcap.clemson.edu>
Source record: 235799
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> The Water Elementals also ran away when you "brandished" one of
>the staffs. This was very handy as they were hard to kill.

They would also run if you "War Cry" enough times. This is very useful if
you are stuck in a hallway with one on either side of you.

--
Philip Harshman uucp: ... !gatech!hubcap!philip
Employed by Clemson University inet: philip@hubcap.clemson.edu
although they have no idea that bitnet: philip@clemson
I'm doing this. (So don't tell!) phone: (803) 656-3697

414. Where to get AHDI 3.0

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 20:16:57 UTC
From: kilian@seas.gwu.edu
Message-ID: <2539@sparko.gwu.edu>
Source record: 235800

Where can I get AHDI 3.0/HDX 3.0 ?

Since I expect that this question has been asked before, please
reply to me by mail (kilian@seas.gwu.edu).
--
Internet: kilian@seas.gwu.edu SnailMail: 4715 MacArthur Blvd.
UUCP: ...uunet!seas.gwu.edu!kilian Washington, DC 20007
" Wos deht ich-en so gern haage - awwer er spihrt doch nix, un es wehr
aach net ganz menschefreindlich ... "

415. Re: SOFTLINK really multitasks !

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 20:44:14 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Jan15.204414.6547@crc.skl.dnd.ca>
Source record: 235601
Cross-posted to: comp.sys.atari.st,comp.music

In article <14366@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>I thought this was pretty cool.
>
>TOS 1.4 auto boots NEODESK, which autoboots
>SOFTLINK which sets up three virtual
>desktops and subsequently starts NOTATOR
>in partition one.
>
> [stuff deleted]
>
>.. also, we haven't been able
>to figure out how to get the command line shell
>(gulam in this case) to work for the remote
>user on his end .. doesn't seem to echo
>to the remote user, but definitely runs gulam
>and is displayed on the host.

You most likely have TurboST or QuickST loaded. They sit in the BIOS trap chain and prevent STalker from being able to redirect the console output to the serial port (i.e., they grab the characters before STalker even sees them and stick them on the ST screen). I believe this is mentioned in one of the CHANGES.20x files on the disk by the way :-)

Eric

416. ATARI SC1224 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 21:08:35 UTC
From: bcasper@eos.ncsu.edu
Message-ID: <1991Jan15.210835.25312@ncsuvx.ncsu.edu>
Source record: 235602
Cross-posted to: misc.forsale,comp.sys.atari.st

I have an ATARI SC1224 Color monitor for sale.
The unit works perfectly and is in great shape.

I am asking $250 or best offer.

Brian Casper
(919)851-8092 eves.
bcasper@eos.ncsu.edu

417. Cad 3-D fonts

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 21:09:27 UTC
From: phbob@ritcsh.csh.rit.edu
Message-ID: <1991Jan15.210927.1068@ritcsh.csh.rit.edu>
Source record: 235603

I am looking for a few fonts that I can use with cad 3-d from antic.
I know that antic put out a font disk but I can't afford to buy any new
software and hope that are some pd fonts out there.
I need them to do a text animation for a video project.

any help?

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | phbob@ritcsh.cs..rit.edu *

418. not-working 520 STfm for sale w/ color monitor

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 21:32:28 UTC
From: schram@tramp.Colorado.EDU
Message-ID: <1991Jan15.213228.14918@csn.org>
Source record: 235604

I've got a 520 STfm that don't want to mess with fixing. Either I will sell it or buy someone else's broken ST to trade parts and get one working. I don't know where to start with prices, but I'll start at $100. Whoa before you say this is too much, but I've got a meg of RAM and a good 720K drive (it's new). I will be willing to part this stuff out, no prob.

Also, I've got a color (can't remember the #) monitor to sell as well. I have no idea what the price on these has dropped to, but I'll start at $200.

Either respond in mail or my phone# is 303-467-2124. Ask for Steve.

Thanks, Steve Schram

--
****
*signature under construction.
****

419. Spectre 128 Manual

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 21:52:54 UTC
From: bill@mwca.UUCP
Message-ID: <1785@mwca.UUCP>
Source record: 235605

I'm about to pickup a used Spectre 128 w/128K ROMs, but no manual. My intent is to eventually get a GCR, but until then I'd like to fiddle a bit. Does anyone have a spare manual, or perhaps could send a photocopy (this should be legal since I'll have an actual Spectre), or if in the (south) Bay Area I could pick up something?

Specifically, I assume that instructions on making a hard disk partition will be helpful - if these can be emailed I'd be equally grateful.

Thanks!

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

420. Re: DM 1: Rock Monsters

Newsgroup: comp.sys.atari.st
Date: 1991-01-15 22:17:02 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <27916.27932afe@kuhub.cc.ukans.edu>
Source record: 235606
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In article <91015.104737AXN100@psuvm.psu.edu>, <AXN100@psuvm.psu.edu> writes:
> If you want to try something neat with fireballs, wait until your
> characters are almost dead. Then cast a fireball and have your characters
> step forward into the path of the fireball, or have your characters face a
> wall and throw a fireball at the wall. This is one hell of a way to kill
> all of the characters.

It's the method of choice! Personally, I found it more fun to put up a
set of 4 fireshields and do it - even a 400-point blast hardly does a
thing to you. This technique also can be used to prove conclusively
that lightning isn't nearly as good as a fireball, mana point for mana
point (at least at close range ;-)
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"You can keep my things, they've come to take me home" - Peter Gabriel

421. STe extra controller ports

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 01:32:32 UTC
From: phbob@ritcsh.csh.rit.edu
Message-ID: <1991Jan16.013232.14716@ritcsh.csh.rit.edu>
Source record: 235607
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a project that I want to do on my STe using the "new" 15-pin
controller ports on the side.

One problem.....I have NO idea how to address these ports. The documentation
that came with it only gave the pin-out info, no addressing info or ANY
other info. Speed, read/write ability, etc . ....

All I have is the pin-out and an idea.....help!!!

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | phbob@ritcsh.cs..rit.edu *

422. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 03:01:29 UTC
From: kenyee@ksr.com
Message-ID: <1792@ksr.com>
Source record: 235609
Cross-posted to: comp.sys.atari.st,ne.forsale,misc.forsale.computers

Atari ST Software For Sale:

Easy Draw 2.3 and Supercharger
Michtron Utilities
Procopy 1.80
Psion Chess
C.O.L.R. Object Editor
1st Word
Thunder!
TeX
GNU C Compiler

I would like to sell everything for $75, but if you're interested in individual programs, make me an offer.

Ken (kenyee@ksr.com or uunet!ksr!kenyee)

423. Re: Prob with TeX 3.1/Metafont 2.7 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 03:17:01 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Jan16.031701.3487@doe.utoronto.ca>
Source record: 235610

In article <AX2^58-@uzi-9mm.fulcrum.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:

>>within GULAM ? The very short documentation says:
>>
>> setenv TEXINPUTS ./:/dev/D/tex/texinput (!)
>
>Gulam (or Mupfel for those using Gemini) will not like that
>as the : cannot be used as a separator. Also / is not understood
>in TOS. Assuming your files are D:\tex* then you use the command
>
> setenv TEXINPUTS .,d:\tex
> or
> setenv TEXINPUTS ".;d:\tex"
>
>Note the " in the second form to avoid the ; being taken as a command
>separator.

Actually, it doesn't matter _what_ shell you are using, you should use
the form with the forward slashes and colon as separator. That is because
it is not the shell, but TeX which will interpret the contents of the
variable, and the new TeX binaries want the paths in UNIXMODE format,
and with colons as separators. Therefore

setenv TEXINPUTS ".:/dev/D/tex"

would be correct under any shell (which uses setenv).

Hope this isn't too confusing...

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

424. questions about GFA basic and REPLAY 4

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 03:21:38 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <3374.27938072@miavx1.acs.muohio.edu>
Source record: 235611

I have REPLAY 4 (awesome sound digitizer)
I also have GFA Basic 3.(something)
I have a 1040 ST with a color monitor.

My question is this:
REPLAY 4 comes with sample GFA source to play digitized sounds, however, this is slow. it even causes the mouse to stop...I'm trying to write a game and I need something faster than what I'm using. The source I'm using loads a program called bascode.exe. Does anybody have or know where I could get a more efficient module I could call from GFA basic to play digitized sounds?

My second question is this:
The game I'm writing is, essentially, one large loop. Currently, I have a variable that I increment each time through the loop and use as a counter to determine the timing of certain events. however, since the program falls through different segments of code depending on the players actions and the timer value, the speed changes. I've been able to control it somewhat by putting in small pauses in the right places, but if I could get access to an internal timer, I could use that to time my rpogram. I need pretty small increments (probably at LEAST 1/100 of a second...)

THANKS for any help/suggestions....

Todd Whitehead

tmwhitehead@miavx1

425. Re: Hypercard for ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 03:56:53 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Jan15.225654.7605@umiami.ir.miami.edu>
Source record: 235613

In article <90357.154300HOPPET@DB0TUI11.BITNET>, HOPPET@tubvm.cs.tu-berlin.de (Thomas Hoppe) writes:
> I am looking around for an implementation of a HYPERCARD-like system
> for my ST. Does anyone out there know whether such a system exists
> for ATARI ST? And if so, whether it is PD or shareware, resp. where
> I can get it.
>
> Thanx in advance, Thomas Hoppe

A while back I heard of a program called ZOOMRACKS II. But I also heard the company went out of buisness. If you are lucky you might be able to get a copy cheap through mail order. Hope this helps!

-Mark Santora
Dlk0MS9S@Umiami.edu

426. PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 03:58:44 UTC
From: mrodrigu@polyslo.CalPoly.EDU
Message-ID: <2793cf74.35f8@petunia.CalPoly.EDU>
Source record: 235614

Ok I know this is a silly question, but here it goes.
Is there a way to view or print (on my poor little Epson compatable)
PostScript files on the ST?

Thanks for the laughter,
mrodrigu@polyslo.CalPoly.EDU

427. Atari at COMDEX

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 04:09:39 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Jan15.230939.7606@umiami.ir.miami.edu>
Source record: 235615

Atari At COMDEX makes BIG impression

Last week at Comdex Atari "Upstaged"(quote from monday's USA Today) Sega's announcement of it's Game Gear by drop the price of their LYNX game system from $180 to $100. Also when a person now purchases a new LYNX they will receive a free game from Atari with a copy of the purchase receipt. Atari also showed behing closed doors the new PANTHER 68000 based video game system. According to the few which were allowed to veiw the Panther, they could not keep their mouths closed. With the Panther was shown the LYNX adapter for it to allow LYNX games to be played on the TV. The panther will jump onto the scene this summer against the nintendo SFX 16 bit machine. THe panther will be priced "under $200" as apposed to the SFX $250 list price...

428. Re: Tos File limit was: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 04:51:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <38092@cup.portal.com>
Source record: 235618

Ralph Sobek asks:
>Wouldn't it be possible to FORMAT a floppy and initialize it with a
>bigger ROOT directory?

Indeed yes... after a disk is formatted with an XBIOS(10) call, the boot record can be written with "custom" information, including number of sides, number of tracks, number of sectors per track, size of FAT, and also the maximum number of files in the root directory.

This last is normally 112, but can be any number, with a minimum of 16 files, and in multiples of 4.

Essentially you could format a disk that was all directory, with no room left for files... if you wanted to..

BobR

429. Re: \ world\ interfaces

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 04:56:07 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6961@crash.cts.com>
Source record: 235619

In-Reply-To: message from Unknown

try the atari tt with unix as a start.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

430. Q: Rodney's UUCP Modules

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 05:10:11 UTC
From: roberson@aurs01.uucp
Message-ID: <59444@aurs01.UUCP>
Source record: 235620

I have a few problems with Rodney's UUCP Modules (RUM, aka Mercury UUCP).

1) The config file (/etc/config.sys) doesn't allow your uucp site name to be different from the hostname in your domain. For example, my uucp site name is arenic, but my domain name is nic.aren.org. Line 0002 wants my site name and line 0004 wants my domain. It's a no win situation for me. Any suggestions?

2) The host I call has a delay before the login comes up so I really need to be able to do "\d\d\r\d\r ogin:" in my send-expect script. However, it doesn't look like Rodney's modules do send expect. Is this correct or is there a way to do it?

3) While running poll.g (as per the short English docs) I get error messages about not being able to alloc 1024000 (approx) bytes of memory. It then tells me to try fold100.prg to fix the problem. Are these modules designed to be run in a 1meg system?

4) My feed wants to be able to call me. Is there a way to make RUM go into a mode where it waits for incoming calls until I kill it?

5) Once I invoke login, it seems that I have to reboot to get out. Is this true? Is there some graceful and protected way to tell login to return me to it's outer context?

6) Has a version of UUCP been ported over for MiNT?

thanks,
-chip
* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

431. Re: Small's Email Address?

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 05:29:17 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22658@well.sf.ca.us>
Source record: 235621

The preceding message asked for my netmail address.

I *used* to have a net access to my office through
boulder.EDU!tcr!gadgets!dsmall.
This died an unhappy death when the host system gave its power supply to
save another AT&T 7300's life (just *try* and find a power supply for them).
Since then, email to that address has gone to the great bit bucket in the
sky; I have to periodically shovel the bits around the telephone line
off the floor... dust buster doesn't seem to work.

I do hang out here on The Well on a less-often basis (as it's not for-free,
see) and *try* to answer mail. I've been poor at it recently as 110% of my
time
has been allocated to getting Spectre 3.0 out the door -- FINALLY done --
as well as the 68030 board. I apologize to people I've not answered.

I will point out that I'm a NetMoron, and OFTEN I'll write up a nice
50-line reply to someone's question -- and have it "bounce" back to me.
I'm sure there's some easy, swell way to figure out why, but I sure haven't
found out. It's frustrating. Worse are the letters saying, "Why don't you
reply?" That's mondo frustrating.

Anywho, for the time being, use dsmall@well.sf.ca.us, or whatever
path (see above) this message arrived to you through.

Sorry for the troubles with the Net link. It's supposed to be back up
on a new UNIX box in my office, and it UUCP's okay, and nothing happens...
fizzle.

-- thanks, Dave Small / Gadgets by Small / Well Known Net Idiot

432. Re: more Mac Emulation questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 05:50:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22659@well.sf.ca.us>
Source record: 235622

(The referenced article asks if Mac SE ROMs work in the Spectre.)

Alas, no, they don't. The only ROMs that work in Spectre are 128K
ROMS, also called "Mac Plus" or "Mac 512Ke" ROMs. No other ROMs work.
^?The cartridge hardware cannot even work with 256K ROMs plugged into it.

Spectre no longer supports 64K ROMs. In truth, many versions were
released that had 64K support broken, and I think we had about one complaint
every 6 months from someone who found this out -- the whole point of the
product
was the 128K ROMs, as everyone knows. I don't even know which version was 64K
fixed;
I do know that there were so many differences that supporting twin sets
of ROMs drove us up a wall and added a lot of (bug-possible) code.
Also, working with hard disks on 64's is most entertaining if you're
into the bondage scene.

I don't have any plans to do a 256K ROM emulator, either for the
Mac SE 256K ROMs or for the Mac II 256K ROMs (they are VERY different ROMs,
just same total size). I think I've disassembled enough for three people in
my life.

-- thanks, Dave / Gadgets

433. Re: Mac 128K ROMs ---> questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 05:56:51 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22660@well.sf.ca.us>
Source record: 235623

(The preceding article is a discussion of use of EPROMS in Spectre 128/GCR).
(Howards says basically that they work.)

Howard, I know you mean well and are trying to set the record straight, but we pulled some very subtle stuff in Spectre to put a "Keep Out" sign on EPROMs in the unit. If nothing else, I wanted something to show UnNamed Corp. that I was trying my best to prevent piracy. And the code itself was dual-encrypted to help prevent "cracked" copies from using disk-based code.

The problem is, you're not going to believe me unless I tell you what I did, and if I tell you, the world will know how to break the protection that is most certainly there. I get a few tech notes each month with a specific crash/behavior that tell me, for just about certain, that the user has plugged EPROMs into the Spectre.

How's about this. I'm willing to fund a dinner for two here in Denver. I'll tell you how we did what we did, and why it works, over dinner. If it sounds cool to you, say so on the Net; if not, say so, too. But I think you'll see that the stuff is subtle enough to cause it to be very effective in the hands of the average pirate.

I don't know which AT&T facility you're at; there's a big one in Denver that Dan Moore was at.

Sound fair?

In the meantime, I would appreciate it if you'd stop saying flatly that EPROMs work in Spectre. They don't an amazing amount of time, and the results are pretty interesting.

-- thanks, Dave / Gadgets

434. Re: Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 06:03:41 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22661@well.sf.ca.us>
Source record: 235624
Cross-posted to: comp.sys.atari.st,comp.sys.mac.wanted

(The preceding notes are on the discussion of Mac 128 ROMs, Apple, etc.)

Roy, though many people have said so, Apple has never "cut a deal" with Gadgets.

Apple did send one letter to my old outfit saying not to call the unit Mac Cartridge, as they owned rights to the word "Mac", not to sell ROMS, and something I cannot recall that was minor. We agreed and told them so. Back then and now, we have never sold ROMs nor called it Mac anything.

My guess would be that it isn't worth Apple's time to stop something that probably has a net not-very-much effect on their sales. Heck, I've sold many a Mac system to users who couldn't wait for 300 dpi lasering and stuff. Is it such a terrible thing for Atari users to be exposed to the Mac OS? Seems like the greatest ad in the world and it's worked many times.

Many people buy Spectre GCR these days to be sure they'll get something out of the ST hardware investment -- "doorstop insurance", as well.

Yes, the Spectre cartridge can detect EPROMs plugged into it, but I wish to keep quiet about how, since it might allow the technically inclined to bypass it. Some people have said "foo" to this and said EPROMS work, but I *do* wonder about their crash rate.

I just wanted to set the record straight re: agreements with Apple.

-- thanks, Dave / Gadgets
/

435. WANTED - Documentation for PARI-1.34 for the ST.

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 06:08:58 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1991Jan16.060858.2756@monu6.cc.monash.edu.au>
Source record: 235625
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.misc

HELP !!!!!!!!!!!!!!

Is there anyone out there who has the documentation for the PARI
calculator. Or can someone direct me to where I can obtain it from.
Any help would be most appreciated.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
---

436. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 06:08:59 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22662@well.sf.ca.us>
Source record: 235626

I've plugged a 68010 into an ST and gotten it working (with the help of a Zax in-circuit emulator).

TOS 1.0, 1.2, and 1.4 do not recognize the larger stack frame associated with the 68010,20,30,and 40. They also adopt space-saving techniques
that make them 680x0 incompatible, such as stacking up an SR and a PC, then doing an RTE-- which will probably bomb on a 68010.

To bring up the 68010, we used a jumperboard with TOS 1.6 ROMS in it, mapped at ^?$e0 0000 for 256K worth. The 68010 then worked nicely. (We did have
to remove some ST-E specific stuff from the ROMs; it was trying to initialize hardware we did not have in that ST!)

From there, we went to the 68030.

It's quite a project to get the 68010 up on the ST, and that chip is pretty much obsolete anyway. The 030 is where the action is at.

-- thanks, Dave / Gadgets

437. Re: Wanted: PC-Ditto I Help (the software version)

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 06:48:13 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <6785@uqcspe.cs.uq.oz.au>
Source record: 235628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CWILLIAM.91Jan10155559@mimsy.umd.edu> cwilliam@mimsy.umd.edu (Christopher Williamson) writes:
>I have been trying to get my original PC-Ditto software emulator
>working. Since Avant-Garde is out of business, can someone help me?
>
>
>I have gotten PC-Ditto to run, it recognizes 4 partitions on the hard
>drive (from the initial screen), I insert a DOS 3.30 floppy, which
>successfully boots and I am faced by an A> prompt. HOWEVER, when I
I get "divide by zero" errors with PCDII. I canrun from floppies, but PCDII won't recognise h/disk c or D, even tho it syas they are installed.
Any suggestions?
.

438. Atari 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 06:48:32 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <688@ub.d.umn.edu>
Source record: 235629
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I've got an original Atari 1040 ST for sale (just the cpu).

- Original Tos in ROM
- Built-in RF modulator for use with color TV
- Computer/TV switchbox and cable so it's ready to hook
up to the TV and use.
- Internal DS/DD 3.5-in disk drive.
- Mouse
- ST Basic

$400 or best offer. We'll discuss the shipping.

I also have Battletech - The crecent hawks inception - $15.

--
Brian Grave bgrave@ub.d.umn.edu

"Bill my friend..."
"Yes Ted my friend?"
"This has been a most excellent adventure."

439. Help with bad disk sectors

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 06:51:02 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <689@ub.d.umn.edu>
Source record: 235630

I've got a couple of disks with some bad sectors on them and I was wondering if there is any PD disk utilities that will (or can) repair damaged sectors.

Anyone, anyone?

--
Brian Grave bgrave@ub.d.umn.edu

"Bill my friend..."
"Yes Ted my friend?"
"This has been a most excellent adventure."

440. Re: BackupST limitations?

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 07:11:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan16.071150.18807@actrix.gen.nz>
Source record: 235631

Why not update to TOS 1.4 then there would be no problem with this
folder limit...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

441. Re: simms & jumpers

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 07:16:40 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan16.071640.19082@actrix.gen.nz>
Source record: 235632

```
In article <72136@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick)
writes:
> What jumpers, resistors, etc. must be changed to put 4 meg of simms in
> an atari STe?
> Please e-mail to
> <selick@bucsf.bu.edu>

NONE, but they do not just up plug, you must swing them out to say 30
dec, then just pull them out, or just lift them, no force is needed
also they have 2 small clickers on each side of the Ram boards, just
unclick them . and swing the board down, it will then lift out...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
```

442. Re: simms & jumpers

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 07:31:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan16.073130.19607@actrix.gen.nz>
Source record: 235633

<1991Jan13.230648.8302@math.lsa.umich.edu>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: hyc@math.lsa.umich.edu

In article <1991Jan13.230648.8302@math.lsa.umich.edu>
hyc@math.lsa.umich.edu (Howard Chu) writes:
> (Posting and e-mail)
>
> In article <72136@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick)
writes:
> >What jumpers, resistors, etc. must be changed to put 4 meg of simms
in
> >an atari STe?
>
> For my 1040STe, I didn't see any jumpers anywhere. Popped in 4 meg of
SIMMs
> and turned it on, presto, 4160STe. Piece of cake.
> --
> -- Howard Chu @ University of Michigan
>
> Flame all you want - we'll take more.

What SIMM's did you bye, I tried to reply your E-Mail, but the System
here in NZ. did a hick up. the ones that J.R. Allen recomends are 9 bit
70 ns ones, as they can be used later for a PC. the Atari does not use 9
bits but then they can be cheaper then 8 bit ones, the first STE to be
shiped to NZ. had 9 bit SIMM's fitted...NOTE: there is no real need for
anything faster than 150ns and 8 bit, but don't forget will you still be
with this STE at the end of the year ????....

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

443. For_Sale: Atari 1040 ST with MIDI sequencer, C development etc

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 07:53:18 UTC
From: a9@public.BTR.COM
Message-ID: <1361@public.BTR.COM>
Source record: 235634
Cross-posted to: rec.music.synth,ba.market.computers,misc.forsale.computers,comp.sys.atari.st

```
For sale: Atari ST 1040, 1 Meg RAM.
Monochrome Monitor, 720K floppy (built-in), mouse
20M HARDDISK. (MIDI ports, serial, printer, game ports etc)

Dr. T KCS Level II ver 3.0 (MIDI sequencer) $200+ value (i think)
Quick Score Music Notation program for KCS $99 price
Laser C (list price $199) with complete GEM library
and UNIX library
Lots of other software (communication, desk etc)
Also Public domain GNU C, UNIX like shells,
UNIX utilities (ls, mv, cd, uudecode, grep, tail etc).
(GNU C and libraries are on disks, not fully loaded yet).

Great system for Music sequencing, or serious C development (or both!)
Asking $795 for everything (including 60 disks (Sony, TDK, Verbatim))

-anony a9@btr.com
```

444. Re: moria problems

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 07:57:22 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.91Jan16085722@kunto.jyu.fi>
Source record: 235635

In article <11219@helios.TAMU.EDU> maf4003@summa.tamu.edu (FITCH, MICHAEL ANTHONY) writes:

[Explanation of moria v 4.87(?) problems removed]

Any suggestions or similar problems out there???

I haven't that problem with my moria 4.87 you (ans someone else have had). BUT
I know what to do (Thanks to Mr. Wilson who had made the port to ST):

You have to set the time in your ST before you start playing!!! moria
uses ST clock to seed the random number generator and with some values the
generator (not sure) will blow up... I think it depends on minutes, but I'm
not sure.

Hope this helps,

--
Timo Suhonen I am logged in, therefore I am suhonen@nic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site nic.funet.fi (128.214.6.100) Atari ST dir
Opinions(?) are mine (if not stolen), NOT those of Univ. of Jyvaskyla.

445. Mini Desktop

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 08:16:54 UTC
From: felner@iiic.ethz.ch
Message-ID: <21590@neptune.inf.ethz.ch>
Source record: 235636

Yesterday a strange thing happened to me. When I booted my 520ST, only a quarter of the whole screen was used. I got a mini desktop in the top left quarter of the screen with the samll font being used for the menus and other text, but the standard size desktop icons. Everything seemed to be working fine, I could open and move windows, the TOS copyright box centered correctly within that small portion of the screen. Scrollbars and close boxes were drawn correctly, but they were thinner/smaller due to the smaller font being used. When I rebooted, everything was back to normal.

Now I wonder what is necessary in order to make the desktop come up using that small font but the whole screen. Is this possible at all? Has anyone seen something similar?

Tomas Felner, felner@iiic.ethz.ch

446. Re: questions about GFA basic and REPLAY 4

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 09:06:27 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40421@ucbvax.BERKELEY.EDU>
Source record: 235644

There is a program to play back four channels of sound while taking a maximum of 33% of the processor time. It's written by the CareBears. It is almost certain that it can use replay 4 samples. It's called TCBSOUND; Retails at $99. In stock at the Atari dealers in this area!

However, I don't no if it can be called from GFA Basic.

447. Cachexxx.prg

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 10:45:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0azcb76@jonh.wimsey.bc.ca>
Source record: 235647

I recently upgraded my mega2 to 4 meg, and found, for some reason,
cachexxx.prg refused to install on bootup anymore. It would install
fine from the desktop, but not autoboot. By tracing through its auto
boot cycle with amonST, I found it started it's search for itself
with Fsnext, then put c:\auto in and fsnext'ed again. By changing
the first Fsnext to 4d Fsfirst, it started to autoboot again.
Could someone from Atari tell me why?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

448. Re: "Real world" interfaces

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 10:57:16 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan16.070807.18462@actrix.gen.nz>
Source record: 235648
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.m68k.pc

Organization: Actrix Information Exchange, Wellington, New Zealand
References: <1991Jan12.104807.26069@canon.co.uk>
Date: Wed, 16 Jan 91 07:08:07 GMT
Distribution: world
Apparently-To: comp-sys-m68k-pc@uunet.uu.net

There have been a Number of articles about IR remote controlers that
could be interfaced with the Atari ST. Note. also the Printer or the STE
extra port can be used for this, I am pazzeld why Atari have droped the
Extra Ports, they are very good for those Uni: prolects...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

449. AT Speed & Protected Mode

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 11:06:11 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.664023971@krypton>
Source record: 235649

Hello Internet,

Has anyone bought AT Speed ?

Has anyone got true protected Mode programs to work ?

What I have is AT Speed V2.21 and V2.24. I know Windows 3 works in
Standard Mode, but this is the only program I have found to do this.

I have a 4 Megabyte Machine, 48 Meg Hard disk and I am trying to run
a few DOS programs that switch the processor into protected mode, also I am
trying to boot from an OS/2 install disk which hangs the system after loading
the file OS2KRNL and finally XENIX which hangs when determining the System
components, i.e. memory size , ports available etc.

Anybody know Hans-Sack email address ?

Or has anybody else experienced this and know a fix ?

Any comments at all much appreciated.

Either post to news or email me at : alanh@logitek.co.uk

450. Re: BackupST limitations?

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 12:28:40 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <22713@ttidca.TTI.COM>
Source record: 235701

In article <59439@aurs01.UUCP> roberson@aurw31.UUCP (Charles "Chip" Roberson) writes:
>In article <1991Jan12.172310.25325@rodan.acs.syr.edu> dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
...
>Yep! Me too...but with Turtle. Turtle can't handle my d:\tex\fonts
>directory. There is some bug in Turtle that I could never convince
>George Woodside of its existence, also. Lately I've been gambling
>because Turtle will not backup *either* of my two 10meg hd partitions
>without bombing. I'm running TOS 1.0 or whatever (circa 1985) on
>a 1040ST.
....

I've never argued the existance of a problem, only that I've been unable to re-create it. That makes it nearly impossible to locate the problem, let alone do anything about it.

I've a theory that the problem is centered around a huge file list, a problem in the combination of MWC malloc, GEMDOS Malloc, and the Pexec of the Ramdisk, resulting in an overwrite of something somewhere in memory. Until I can recreate the problem, however, I can't do anything about it. And, if I can recreate it, and it turns out to be one of exceeding the memory available, then the only fix possible will be to deal with smaller quantities of files, or expand your memory.
--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca.tti.com *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

451. Re: BackupST limitations?

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 13:07:45 UTC
From: fred@prisma.cv.ruu.nl
Message-ID: <fred.664031265@prisma>
Source record: 235703

In <59439@aurs01.UUCP> roberson@aurs01.UUCP (Charles "Chip" Roberson) writes:

>In article <1991Jan12.172310.25325@rodan.acs.syr.edu> dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
>>There's been some talk about BackupST over the past month or so, so I
>>decided to try it out. Nice program! However I've had a problem with
>>trying to backup my "fonts" directory for TeX. There are a lot of files
>>in this one directory (and lots of subdirectories as I'm sure users of
>>TeX know very well) and after scanning through the majority of them
>>(calculating sizes) it doesn't seem to be able to open any more files.
>
>>Anyone else have a problem like this? I also tried
>>to zoo the whole directory and it had problems too!
>
>Yep! Me too...but with Turtle. Turtle can't handle my d:\tex\fonts
>directory.

BackupST is a *very* clean program. Except for reading/writing to floppy/screen
I use high level gemdos calls to do the job. This means that if GEMDOS has
the problem, BackupST will have the trouble too. I am not sure if the problems
described above, are GEMDOS errors, but because Turtle and zoo have the
same problems, I think that it is indead a GEMDOS error. Is there anybody
on the net who can confirm the existence of such error. Is it fixed in
newer versions of the TOS (1.4 or 3.0)?

As far as I know right now, there is one bug clear bug in the program:
The program assumes that it needs 32K of memory for the screen
which can be reached by pressing the 'esc' key. This is not true
for 'TT' machines, and for Mega ST machines with larger screens.

I am currently working on a new version of the software which will be
completely under GEM. This new version will fix the memory allocation
error.

BackupST will become slow if directorys with hundreds of files are backup'ed.
BackupST is slow because Fsfirst() and Fsnext() are slow. Is there anybode
who knows how to make this faster in a *portable* way?

If you have wishes for the new version of BackupST please mail them to
me.

Fred

452. Re: Got a little problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 15:15:58 UTC
From: me@dude.pcs.com
Message-ID: <1084@pcsbst.pcs.com>
Source record: 235551

In article <1991Jan10.181132.18235@rice.edu> bdm@spacsun.rice.edu (Brian D Moore) writes:

...which is, I can't seem to copy files from my UNIX account here
at school to my computer at home. Admittedly, I'm not very good at this

Some helpful information: my account is on a UNIX-based system
(a SUN, to be precise), but I also have access to a VAX account, so
I could ftp to the VAX if transfer is easier there. The VAX account
has its own phone number, but the SUN requires an extension. Yes, I
have logged on from home, so I'm not completely hopeless (just marginally
incompetent).

What I usually do is read and write MSDOS Disks on the UNIX System.
Your sun could be able to do so directly.

If you have a Network which is connected to PCs you can try to ftp to
the PC or even mount your UNIX filesystem via NFS. (This all of course
depends on the PC having the right software).

Anyway, I always found it easier to find a way to transmit files from and
to a MSDOS PC. Since your ST can read and write the PC's disks this is
quite convenient.

If you absolutely want to transfer it via phone the easiest way might be
to use kermit (which should be available on the sun as well as on the
vax).

Michael
--
Michael Elbel | Wollen haetten wir schon moegen
PCS GmbH, Muenchen, Germany | aber duerfen haben wir uns nicht getraut.
me@pcsbst.pcs.com | - Karl Valentin

453. Re: moria problems

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 15:21:44 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jan16.152144.3906@chinet.chi.il.us>
Source record: 235706

In article <1991Jan15.171931.6845@ims.alaska.edu> asedm@acad3.alaska.edu writes:
>In article <11219@helios.TAMU.EDU>, maf4003@summa.tamu.edu (FITCH, MICHAEL ANTHONY) writes...
>>
>> Recently, I acquired and subsequently became addicted to the st-port of
>>Moria (version 4.8? I think). It's a great game but the problem is that it is
>>very flaky about executing - sometimes it works flawlessly the first time but
>>frequently it appears to have loaded in properly (ie. the map is visible, etc)
>>but after about 8-10 keystrokes (for movement) the whole thing locks-up. This
>>is especially irritating because it takes 5-10 minutes to re-boot, recover char
>>files, etc.
>> I am running it on a 520stfm w/ 1meg and TOS 1.2 with no desk access-
>>ories or ram disk installed so I am completely baffled. Any suggestions or sim-
>>ilar problems out there???
>>
>> Adios,
>>
>> Michael Fitch
>
>I've noticed this as well, I have a 1040 STf and TOS 1.0 :-(

One mention I email, 2 I post. I made a mistake with the random number generator in umoria 4.87. If it gets a seed of 0 in one of its 3 sections, it goes into a tight loop. If the date/time (which is used as a seed) is left at the default startup value, that happens. The solution is to set the date/time before starting the game. Unfortunately, when the game was first distributed over usenet, I mentioned in the cover note to the posting that it was important to set the date/time (I didn't then know HOW important), but didn't put it INSIDE the distribution package.

In any event, new versions of umoria are ready. I think (hubris) it's reasonable to wait about 2 weeks for the one I compiled, which gets support from me, and which seems clean, even when I look for bugs.

Steve J.

454. Re: Their Finest Hour (Game)

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 15:27:56 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59446@aurs01.UUCP>
Source record: 235707

In article <UbYpBpC00VIAJCgVRi@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:

[Raves for Lucasfilm's "Their Finest Hour" deleted]

>1. The reference card included says that "certain sound and graphic
>enhancements appear only if your ST has 1MB or more." I have a 1MB
>1040ST, but am wondering if *MORE* enhancements would appear if I had
>better than 1MB.

I have a Mega 2, and I've seen the program on a 1040 STE, and didn't notice any differences (actually, the colors were better on the STE, but that may be the result of my 1985 monitor).

>2. Does anyone detect a "quick IBM port" feel to the game (i.e. the
>sound, and some of the graphics?) I hear they develop most everything on
>IBMs now (grr!!!), so this happens a lot.

I dunno. It looks great to me... so what if it's a port! I just hope they continue supporting the ST. I really hope they port the new "Secret Weapons of the Luftwaffe" game.

>3. Is there any way to approach a German medium bomber without getting
>your butt shot off?

Very carefully. The best thing to do is fly the bombers yourself. This way you'll get a feel where their blind spots are. Then attack them from these angles. My favorite technique is to come in head on about 1500 feet below them, wait for them to get directly overhead and then pull straight up and roll 180 degrees. This gives you a great shot at the underbelly for a long time ('cause your airspeed drops as you climb). Don't try this with an ME-109 on yer butt tho...

Cheerio!

-Jonathan
**********|||**********
Jonathan Whitcomb ||| UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 / | \
Raleigh, NC / | \ ******Save the ST!!!******

455. ICD Adspeed Accelerator

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 16:36:43 UTC
From: ric@mcrware.UUCP
Message-ID: <4678@mcrware.UUCP>
Source record: 235711
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Just a quick note to let folks know about the IC AdSpeed ST 16MHz accelerator.

I bought one from MicrOtyme for $229. Had it installed by ICD for $40. I love it! I have been spending most of my time in PageStream lately. It really speeds it up. Is seems to be compatible with all my software. The only thing it causes trouble with is my QMI Deskcart (maybe it does'nt like to be read so fast?). It speed up Flight Simulator II without any adverse effects.

The general speed up is around 66%, but can be much faster if the code contains loops that stay in the 32K on-chip cache.

If you're considering an an accelerator, go for it!

Ric

-=-=-=

456. ATARI for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 17:46:44 UTC
From: flagg@wpi.WPI.EDU
Message-ID: <1991Jan16.174644.1049@wpi.WPI.EDU>
Source record: 235712

For sale:

Atari 520ST with 1 MEG
40 Meg hard disk (ST251-N)
Double sided drive (in hard disk case, no extra power supply needed)
Color Monitor
Panasonic KXP 1080i printer & cable
2400 Baud Modem and cable
Sound Digitizer
IMG scanner mounted in a Ribbon case for the printer
Joysticks etc.
Midi Keyboard by Casio and Midi Cables

Lazer C compiler
Personal Pascal Compiler
Timeworks DTP
Circuit Maker II
Timeworks Spreadsheet
Multiple games
All archives on hard drive

Atari ST Internals book
Atari ST logo book

Any other goodies I have around for it...

All manuals, almost all origial boxes.

I will only sell as a unit: $1500 (Yes it all works)

This ST was hardly used and was very well taken care of, everything
works great. The plastic over the ST logo is still in place...
Almost all original packaging is still in existance for all of
the above.

There is one catch: I'll demo it for anyone in Worcester, MA
(or let anyone play with it to test it all out), but once you
buy it, its yours. I can't afford to be responsible for "accidents"
while in transit or installation, but I'd be glad to answer
any questions about it from the new owner...

Interested? Call (508) 752-8503 and ask for Gordon, or post E-mail

457. Re: notator/postscript

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 18:12:19 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14528@milton.u.washington.edu>
Source record: 235713

In article <72322@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>Is it possible (does anybody have a driver) to print notator songs in
>Postscript? to disk?
>-steve
><selick@bucsf.bu.edu>

I have been wanting to do this for years now.. as a matter of
fact, because NOTATOR does NOT produce a stand alone file of
any format other than its own (to be used only by the program
itself), I have been forced to look into a mac system in order
to publish my book. C-LAB is out of Germany. Poscript lives
in the US.. the best we can hope for is that C-LAB gets enough
people vocalizing this DTP need.. I have heard that there is a
that C-LAB might consider the ability to create a .IMG file..
or perhaps a .CVG (Calamus Vector Graphics) file format..which
I also hear is trying to become a standard in Europe...

I strongly suggest calling Mikhail Graham, the US rep for
C-LAB argue the absolute necessity for this.. and that we
need it NOW.. not next year!

his # : (916) 265-6484

Also, suggest that SOFTLINK become available to all ST'er's
and that it should be pushed to LEVEL III, a more powerful
multitasking program.

-kevin

.

458. HELP! My 1040's drive DIED and I need advice FAST!

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 18:12:34 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <27938.27944332@kuhub.cc.ukans.edu>
Source record: 235714

HELLLLP! here's the situation: I bought a used 1040ST, and when it arrived, it was soon on the fritz. It looked like head alignment problems (thanx to those netters who helped then) - I brought it to a local repair shop, but later found out the guy had never worked on an Atari. It took him 2 MONTHS to finally say to me "It's a bad floppy drive. You need a new one." He's asking 90 bucks for a new floppy drive, says it'll be 80 dollars in labor to install it AND I DON'T WANT TO GIVE THIS GUY A *DIME* IF I DON'T *HAVE* TO! Basically, I feel that (a) he could be wrong (b) he could be lying (c) he could be covering up some damage that *he* inflicted trying to figure things out (d) he's been jerking my chain for two months, and wasn't honest about knowing how to fix an Atari when I brought it to him (e) He also says he'll have to "carve" the casing around the drive port so he can fit the new drive in, and I don't much like the sound of that.
Incidentally, the drive he wants to sell me is a Chinon F354...is this worth 170 bucks to have him put this in? I *seriously* wonder...
So, (A) IF I BUY AN EXTERNAL DRIVE, CAN THE MACHINE BE RESET SO IT BOOTS OFF THE B DRIVE?? This would be a good quick fix, until I can find someone else to install a new internal drive, or install one myself. If this IS possible, where can I get a good external drive? I have no access to mail-order stuff: I am a "new" Atari owner, and not at all familiar with hardware support and distributors, or prices, or such. That's why I'm turning to the Net for help!
(B) HOW EASY IS IT FOR ME TO BUY MY OWN INTERNAL DRIVE AND INSTALL IT MYSELF? At least one person suggested, way back when, that I might just want to buy a drive and install it myself - how easy is this to do? Does it require special tools, etc? How do I obtain such a drive? What kind of prices/models should I shoot for? Oh, yes - and HOW does one go about fitting a new drive into the Atari's casing if it isn't the exact same dimensions? ARE there drives that just pop in like they were made for the ST? Again, HELP!
I need to know what my options are, asap, so I can go in there, tell the guy to just *give me my computer back!*, and be doing the right thing. I want to join the Atari family, at long last, but I want to do it on MY terms! PLEASE e-mail advice/suggestions/mail-order info, or anything that can rescue my computer from this guy's clutches! Thanks a million to you all!
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"You can keep my things, they've come to take me home" - Peter Gabriel

459. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 18:17:11 UTC
From: bill@mwca.UUCP
Message-ID: <1786@mwca.UUCP>
Source record: 235715

Regarding case sensitivity of GEMDOS...

At work I use both OS-9 and Unix. OS-9 is not case sensitive, although
filenames will contain both upper and lower case in directory listings
("SOURCE" == "Source" == "source"). Unix, of course, is case sensitive.
I prefer the OS-9 method (employee bias notwithstanding) because it allows
me to use capitals where organization/convention calls for (directory names
in caps, for example), but still makes it easy to specify filenames. Besides,
I don't think it would be very good procedure to have both the file
"stuff.txt" and "Stuff.txt" in the same directory. Perhaps there would be
an easy patch to TOS to not have filenames converted to uppercase when
written to the directory sector, but still have "open" calls use uppercase
when comparing filenames for matches...
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

460. Re: easy Tiger Cub question

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 18:26:47 UTC
From: bill@mwca.UUCP
Message-ID: <1787@mwca.UUCP>
Source record: 235716

In article <1540002@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:
>I received my new START (Jan?) this weekend, and it has a demo copy
>of Dr T's "Tiger Cub" sequencer...

Anyone else out there used Alchimie Jr.? I downloaded this from the MIDI RT on GEnie...it is a shareware (non-crippled) sequencer that appears (I'm rather new at MIDI) to be immensely powerful. Supports 256 tracks (why would anyone _possibly_ need this many, when limited to 16 MIDI channels?), quantization, elaborate grid/piano roll note display, full multi-tasking (most any function can be performed while the sequencer is playing or recording), multi-windowed user interface, MIDI file import/export, and full (though somewhat mangled English) documentation. The authors claim they've spent two and a half years developing Alchimie, and I can believe it. Nothing seems to be missing. Registration is only $25. I'll try to get it to atari.archive.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

461. Tape Mechanism

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 18:44:47 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Jan16.184447.14109@d.cs.okstate.edu>
Source record: 235717

I'm wanting to add a tape backup system to my ICD Host Adapter based
SCSI hard disk system. Does anyone know what kind (brand name/ model no.)
of SCSI tape drive ICD sells in their FaST Backup setup? I'm interested in one
but I want a reputable mechanism as it will see daily use. ICD doesn't
seem to know (or care to disclose) the mechanism they use so I'm worried that
it may be a cheapo unit....

cummins@d.cs.okstate.edu

E-Mail replies requested...

462. CODEKEYS

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 18:49:02 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14532@milton.u.washington.edu>
Source record: 235718

I am interested in CODEKEYS, the macro generator from
Codehead SOftware. My question is this:

Condsidering that the macro
generator uses discrete timing, would the following be impossible:

Would the following macro work:

After SOFTLINK (partitioning software) boots from auto
folder, run a program in partition 1, boot partition 2,
run NEODESK and an autoboot FROM WITHIN neodesk, boot
partition 2, run another Neodesk and another autoboot
from within neodesk...?

Considering that the macero has to wait for the installation
of the partitions AND the loading of the programs before
going on the next partiton, i was wondering if the machine
would get bunged..

The reason this macro would be wonderful is that SOFTLINK
doesn't allow for preconfigured partitions at bootup...
that is, programs that will auto load in each partition
as they are installed... as a matter of fact, the
partitions are never really booted until you manually
go and press SHIFT-#pad .. seems like this could be done
with CODEKEYS. No?

If CODEKEYS can do the above, consider me a buyer today!

thanks

-kevin

463. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 18:50:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4f3e78d7.20b6d@apollo.HP.COM>
Source record: 235719

In article <2793cf74.35f8@petunia.CalPoly.EDU>, Mark Rodriguez writes:
|>
|> Is there a way to view or print (on my poor little Epson compatable)
|> PostScript files on the ST?

Yes - you can print them using Ultrascript, from Imagen. I have heard that it is not going to be continued as a commercial product, however. I know of no "postscript displayer", unless there is a DTP package which could be fooled into thinking your postscript file is really EPS. I'd go with the Ultrascript solution. Sorry, I don't have contact information on them, but you should be able to get a quote from an ST dealer or mail-order house.

|> mrodrigu@polyslo.CalPoly.EDU

...walt...

Walt Weber Hewlett Packard Response Center
508-256-6600x8315 Chelmsford, MA, USA
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

464. Re: Viking moniterm

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 19:09:56 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Jan16.190956.13682@crc.skl.dnd.ca>
Source record: 235720

In article <1991Jan15.140123.3570@cbnewse.att.com> hofmann@cbnewse.att.com (james.r.hofmann) writes:
>I would like to know how the people using the Viking Moniterm (or >equivalent) like it. Specifically, what are the limitations (programs >that won't run, etc.). How do showdvi, gulam, mg, etc. perform with >the monitor?

I've had a Moniterm for about a year and love it. I've had a bit of trouble with the unit itself, but that's because I bought a "slightly used" one from Moniterm at a special developer's discount. The monitor itself is of first-rate quality. It may seem expensive compared to those $799 dual-page monitors you see advertised in MacWorld etc., but the picture quality is second to none (the TT 19" monochrome is also top-notch).

I don't have experience with the rest of the programs you mentioned, but gulam works quite nicely on it. My only complaint is that gulam likes to keep the cursor positioned at the bottom of the screen, even if you clear the screen, so it has to scroll the whole 150K of screen every time. Gulam even recognizes the 160x50 screen so that the output of 'ls' etc. use the full screen width.

Most true GEM programs work rather nicely, I can vouch for the ones I use regularly:

STalker/STeno
Spectre (GCR & 128) [all the Mac stuff I've tried uses the big screen]
NeoDesk 2.05 and 3.x
HotWire and all the other CodeHead stuff
WordFlair
Timeworks DTP
TrackerST mailing list s/w
LDW Power (a joy on the big screen!)
Turbo C 2.x (German)
LGSelect and UIS III file selectors
Idle 2.x PD screen saver
ARCShell
QuickST II or the TurboST Moniterm version

Many TOS programs work perfectly, or work with minor screen mess ups. It's impossible to know until you try however.

A reasonably good test to make with your favorite s/w before buying a Moniterm would be to try the programs with one of the software-based big screen emulators. If the program handles the simulated screen well you've got about a 75% chance of it working on the real thing.

Programs that do screen flipping or their own scrolling often look like they're working since the physical screen is the same size as normal, but fail with a real Moniterm.

Eric

465. In search of Sigma Press (England)

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 19:21:15 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <4698@vela.acs.oakland.edu>
Source record: 235721
Cross-posted to: comp.sys.laptops,comp.sys.handhelds,comp.sys.atari.st

I am trying to hunt down an address for Sigma Press in England. I have
their Phone, and I asked them to send me a catalog, but I have had no luck.
I know the name of the book that I want from them, and I even know the cost.

I need however to know where to send an order. The book, by the way, is on
the Atari Portfolio

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

466. uniterm needed

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 19:50:14 UTC
From: GOLDSTN@MAINE.BITNET
Message-ID: <91016.145014GOLDSTN@MAINE.BITNET>
Source record: 235722

is uniterm shareware or freeware? If so, would someone
be willing to u.s. mail a copy of it to me to run on my
1040st? I need something to do file transfers between
my 1040st and an ibm mainframe. Am willing to reimburse
for disk and mailing expense.

Mike Goldstein
University of Maine at Presque Isle
181 Main St
Presque Isle, Maine 04769

goldstn@maine.maine.edu

467. STalker 3.0??

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 19:56:43 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <38112@cup.portal.com>
Source record: 235723

emerson@stat.berkeley.edu says:

> Actually there are yet still more other features unmentioned AND
>STalker 3.x w/script language and other things will be out soon.

What other things? Perhaps 16 color ANSI emulation? Zmodem batch??
Thanks
Bryan_Jones_Woodworth@cup.portal.com

468. 256k simms

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 20:04:47 UTC
From: selick@bucsf.bu.edu
Message-ID: <72460@bu.edu.bu.edu>
Source record: 235724

I have 4 256k simms for sale: $20/each

e-mail: selick@bucsf.bu.edu
phone : 617-375-8733

469. SM124 monitor problem

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 20:12:24 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Jan16.201224.10267@ccu.umanitoba.ca>
Source record: 235725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got a problem with my SM124 monochrome monitor. A few months ago I started to loose the left-hand edge of the display -- i.e. characters in the first column of the display were squished into about half their normal width. The problem has gotten progressively worse, until the point where I can just barely read characters in the second column (the first column has pretty much disappeared entirely). Fortunately I use mostly GEM applications, so I can move the window to the right in order to keep things readable, but if the problem gets much worse I'm going to find myself back in the days of 40-column displays.

I'm sure the problem resides in the monitor, since connecting it to my wife's 520ST doesn't help. The monitor is about 3 years old, and has seen very heavy use. Does anyone know:
(i) what's causing the problem?
(ii) how to fix it, short of buying a new monitor?

Thanks alot for any advice, BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

470. MIDI starter

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 21:09:54 UTC
From: bdm@spacsun.rice.edu
Message-ID: <1991Jan16.210954.19744@rice.edu>
Source record: 235726

What is the best way to enter the world of MIDI? Namely, what program
should I start with, with the considerations being price, ease of use,
expandabilty? What synthesizer should I get, within the above guidelines?
I already have musicological knowledge, so I'm not scared of staves and clefs.
Don't bother to e-mail, since I'm sure there are a few more interested parties
out there. How available is the MIDI book that was earlier stated to be
out of print. I noticed that the GEM handbook was listed as such, but since
I just bought it, this may not be reflective.
Is there a lot of specific talk on other nets? I'd hate to tie this one
up on a tangential subject. Much appreciated.
-- bemo

471. new nroff announcement...

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 21:13:21 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan16.211321.25497@convex.com>
Source record: 235727

i will be releasing some enhancements to nroff v1.1p3 in the next week or so, then will start on v2.0. i know a number of people have told me they made enhancements, so i'd like to collect them before i start 2.0. please try to send diffs to v1.1p3, if possible. don't send the entire code. send to address at bottom of this mail.

what i have done recently, is to create a version (a subset) of less(1) which reads ANSI/vt100 escapes (e.g. ESC [1 m for bold) and changes fonts while it outputs the file. since i used line A to get the address of the monospaced fonts, and some of u do not like line A (TT owners, typically), i thought i'd ask for alternative which do not involve VDI, or "trivially" involve VDI. note that i am no stranger to AES/VDI, having developed a 60,000+ line application (of which 50,000 lines was AES/VDI code, and the rest the actual work).

nroff has been modified to generate these escapes (if "-A" switch on cmdline) for font changes (\fB, \fI, \fR, \fS). the manpager program lets u look at these files. i had intended for this to replace the PAGER in my man(1) program, but it can run standalone, too.

manpager basically does this:

1) get ptr to line A struct
2) find DEF_FONT ptr
3) find V_FNT_AD prt
4) replace these ptrs to point into the new font data (char offset tables remain the same - this is only for monospaced fonts - so far) at each escape seq
5) after line is printed, reset the old pointers

this is done in less than 50 lines of code, and is solid, and TOS independent (if the TOS supports line A, that is). i have 8x16 system fonts in manpager (builtin, not loadable, yet) for bold, underline, "small" (just 8x8 with added scan lines), and a special char set which adds u/l case greek, box drawing chars (single and double line), large square/curly braces, math symbols, etc.

is there a better way? don't suggest GDOS since i do not have it.

* * *

mail nroff patches to:

rosenkra@convex.com, or
rosenkra%c1yankee@convex.com, or
...!uunet!convex!c1yankee!rosenkra

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

472. Re: Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 21:14:50 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440144@hplsla.HP.COM>
Source record: 235728

```
| Atari ST Software For Sale:
|
| ...
| TeX
| GNU C Compiler
|
| I would like to sell everything for $75, but if you're interested in
| individual programs, make me an offer.
|
| Ken (kenyee@ksr.com or uunet!ksr!kenyee)
| ----------

Say, you're not supposed to be selling that GNU stuff!

%%%
```

473. Digitized sound demos

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 21:20:52 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Jan16.212052.12254@isc.rit.edu>
Source record: 235729

I need help.....
I have a collection of demos done by "-rol- & ollie" callen
"Digi-Sound-Demo"

They have done such hits as....

Foreign Affair, Oxygen, Matt's Mood

I am looking for Secret Separation by the Fixx, the title screen for
Matt's Mood says that they have done this one but I cannot find it.

Also looking for the "Union Demo" from TCB. I have their second demo but
I want to see the first one. (I hear it's better)

any info will help.

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

474. Run Falcon from harddisk

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 21:39:59 UTC
From: fred@sma2.uucp
Message-ID: <1991Jan16.213959.1596@sma2.uucp>
Source record: 235730

I just got Falcon for my son's ST, is it possible to run it
from the harddisk? It's not protected so maybe someone out there has a
loader. If you do have something can you uudecode and e-mail me a copy.

--

Defend your 2nd amendment rights.
Fred Brooks Portland Oregon
Life is too short to live in California

475. Atari ST/mirage

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 21:57:03 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40427@ucbvax.BERKELEY.EDU>
Source record: 235731
Cross-posted to: comp.music,comp.sys.atari.st

I would like some Info about the Mirage DSK and it's use w/sample editors. Do you use the same OS in the mirage as you usally do or must you use MAOS? Is sound Designer the only editor that supports the mirage? Where can you get MAOS?
I would be interested in trading info w/ any Mirage users (and especially ST and mirage users) out there.

<new owner of A used mirage DSK>

PS
What about turbo synth and programs like that? How well do they work for getting wavvetable type sounds?
PPS I lost all the replies to this message

Does anyone Have an ADAP soundrack I?? If so I like to talk to you.
Thanks, emerson@stat.berkeley.edu

476. Re: easy Tiger Cub question

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 22:05:17 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540003@hpcc01.HP.COM>
Source record: 235732

> It's been a while since I've used Tiger Cub (I now use KCS with TIGER),
> but as I recall, you change the track in the edit screen by clicking
> on the arrow brackets on either side of the track number. Perhaps this
> feature is not implemented on the demo version.

Thanks. Seems like I tried that, but I may have just been clicking
on the number...

> Yeah, it's a nice, powerful CHEAP program. I've made some pretty
> complex music with it. Have you tried editing controllers with the
> mouse? Gobs of fun...

You bet! Couldn't figure out how to get rid of it though.

I was really pleased to get this demo, and hope that more companies
do this sort of thing. It really relies on good ease of use, though,
because you can't ship too much documentation on disk with the
application.

> MPE probably isn't implemented on your demo, tho.

Wrong! It's there so that you can check out a crippled copy of
Quick Score or whatever it's called. I was impressed that MPE programs
can share data -- I just expected task switching.

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

477. Let's have ONE standard lharc!

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 22:31:28 UTC
From: koreth@panarthea.EBay.Sun.COM
Message-ID: <767@grapevine.EBay.Sun.COM>
Source record: 235664
Cross-posted to:
comp.sources.d,alt.sources,comp.misc,comp.sys.atari.st,comp.sys.ibm.pc.programmer,comp.sys.amiga.tech,alt.sources.d

(Sorry for the wide distribution. Followups are directed to comp.sources.d.)

There seem to be zillions of versions of the "lharc" archiver floating around, with no coherent version numbering scheme so it's next to impossible to tell which versions are more recent than others. I'd like to coordinate an effort to come up with one standard version of lharc, and keep track of patches in one place so that there'll be some order to the version numbers.

The version I'm using right now is "C-LHarc Version 1.00," from alt.sources. Someone has sent me a version 1.02, derived from 1.00, but with some patches for better operation on Amiga systems. Which other versions are out there in source form? The version I'm using seems the most stable of any I've seen, so I think it's a good starting point.

If the original authors of any of the lharc versions would prefer to keep control of the source, that's fine with me, but I'd like to know. Right now there are lots of people doing their own things with the program, and I'd like to see the mess sorted out for the sake of the users.

At some point, I have some changes to make to the software, too, but I'd rather change a unified, standard version of the program than create yet another off-the-wall version to confuse people.

The lharc program is really nice (though a bit slow) and I'd like to see it become a more widespread standard.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

478. Re: DM 1: Rock Monsters (really non-materials)

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 22:32:51 UTC
From: jbleaza%albion.utah.edu@cs.utah.edu
Message-ID: <1991Jan16.153252.18239@hellgate.utah.edu>
Source record: 235733
Cross-posted to: rec.games.misc,comp.sys.atari.st,comp.sys.amiga.games

In article <61573@brunix.UUCP>, mjv@brownvm.brown.edu (Marshall Vale) writes:
> Or if you have the firestaff and have gone back up to have some fun, you
> can
> use the FUSE option of the firestaff on the non-material creatures. It acts
> as a very powerful non-material spell. The only drawback is that it only
> works on creatures that are right in front of you. But it only takes a
> couple of zaps on the elementals to kill them and one zap on a ghost.
>
> marshall
>
> ***
> -> Internet: mjv@brownvm.brown.edu
> "He had found the perfect TV mix, on Marvin's Hour of Power.
> (The show that put the FUN back into fundamentalist)."
> -- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
> Agnes Nutter, Witch

My quetstion is this: How do you get back to the higher levels once
you have the firestaff? I can't go anywhere but levels 13 and 14.

479. ICD FAST under monitor case

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 23:00:30 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jan16.230030.11799@rodan.acs.syr.edu>
Source record: 235734

The summary says it all: can a 5 1/4" full height drive fit
in the icd fast under monitor case?
Thanks.
--Gerry
ggreenbe@rodan.acs.syr.edu

480. MCL

Newsgroup: comp.sys.atari.st
Date: 1991-01-16 23:25:02 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <F94VV5w163w@ersys.uucp>
Source record: 235735

Hello Netters,

I'm wondering if there are any other Michtron Sysops (I do the programming for a soon to be set up Michtron system) who would like to exchange Michtron Control Language Modules. We have a nice and slick set-up, but I'm interested in as much source as I can get.

So, send me mail, and I'll be sure to respond!

```
_________________________________________________
//\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
\__/_____________________________________________/ / | \ expressed
[=FoReM-Net:The=Follower===@=Node=171=The Outland==] herein are always
[=UUCP:ersys!arktik@nro.cs.athabasca.ca============] true, as I am
[=Ryan Daum=======================================] Divinity.
```

481. Re: Q: Rodney's UUCP Modules

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 00:02:40 UTC
From: geoffc.zebedee@tharr.uucp
Message-ID: <1307650@zebedee.uucp>
Source record: 235736

In article <59444@aurs01.UUCP> roberson@aurs01.uucp
(Charles "Chip" Roberson) writes:
(Sender was: news@aurs01.UUCP)
> Path: zebedee!tharr!axion!ukc!mcsun!uunet!aurs01!roberson
> From: roberson@aurs01.uucp (Charles "Chip" Roberson)
> Newsgroups: comp.sys.atari.st
> Subject: Q: Rodney's UUCP Modules
> Keywords: UUCP MERCURY RODNEY QUESTIONS CONFIG DOMAINS LOGIN MEMORY ...
> Message-ID: <59444@aurs01.UUCP>
> Date: 16 Jan 91 05:10:11 GMT
> Sender: news@aurs01.UUCP
> Organization: Alcatel Network Systems, Raleigh NC
> Lines: 33
>
> I have a few problems with Rodney's UUCP Modules (RUM, aka Mercury UUCP).
>
I can't answer all your questions, but I can say that the mercury UUCP
package does work. This is being posted on my ST which is now running mercury
- I had a LOT of problems in getting it to work correctly though !

> 2) The host I call has a delay before the login comes up so I really
> need to be able to do "\d\d\r\d\r ogin:" in my send-expect script.
> However, it doesn't look like Rodney's modules do send expect. Is this
> correct or is there a way to do it?

No idea, I had to set atx3 in my hosts file otherwise it would'nt login
correctly (the modem replies from atx4 were not recognised). I think you
can hit return when connected and it will be sent to the host (ie: it listens
to what you type while attempting connection).

>
> 3) While running poll.g (as per the short English docs) I get error
> messages about not being able to alloc 1024000 (approx) bytes of memory.
> It then tells me to try fold100.prg to fix the problem. Are these
> modules designed to be run in a 1meg system?

I have a 1Mb ST and I didnt get this problem. However, I was running with 150
extra folders (via ICD utils) and I had a lot of '40 folder' type problems
after running the package. I had to up it to 200, 250 and now 500 - so far
no problems.

> 4) My feed wants to be able to call me. Is there a way to make RUM
> go into a mode where it waits for incoming calls until I kill it?
No way that I know of.

> 5) Once I invoke login, it seems that I have to reboot to get out.
> Is this true? Is there some graceful and protected way to tell login
> to return me to it's outer context?
>
I only call it as 'login username', if you just run 'login' on its own it
seems to get stuck.

> thanks,
> -chip
> * Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
> * (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
> * (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
> #include <disclaimer.h>

Good luck with using the package, now that I have full read/write news &
mail it's great ! Think I need a faster modem though !

Geoffrey
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 261804 ->

482. Re: Hypercard for ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 00:22:55 UTC
From: seitz@netcom.UUCP
Message-ID: <21101@netcom.UUCP>
Source record: 235737

In article <1991Jan15.225654.7605@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu (Mark Santora) writes:
>In article <90357.154300HOPPET@DB0TUI11.BITNET>, HOPPET@tubvm.cs.tu-berlin.de (Thomas Hoppe) writes:
>> I am looking around for an implementation of a HYPERCARD-like system
>> for my ST. Does anyone out there know whether such a system exists
>> for ATARI ST? And if so, whether it is PD or shareware, resp. where
>> I can get it.
>>
>> Thanx in advance, Thomas Hoppe
>
> A while back I heard of a program called ZOOMRACKS II. But I also heard the
>company went out of buisness. If you are lucky you might be able to get a
>copy cheap through mail order. Hope this helps!
>
> -Mark Santora
> Dlk0MS9S@Umiami.edu

I would not call ZOOMRACKS II "HYPERCARD-like". It is a database system that uses some hypertext and stack concepts. However, it is nowhere near as flexible as HYPERCARD. It is really designes just for hypertext and database use. It's macro language is nowhere near as sophisticated as Hyperscript. It is text only, no graphics, no GEM.

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

483. Re: STadel SysOp Needs HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 01:11:54 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Jan17.011154.11747@vpnet.chi.il.us>
Source record: 235738

In article <1991Jan12.105730.44247@vaxb.acs.unt.edu> kenc@vaxb.acs.unt.edu writes:
>Can anyone give me advice on networking STadel board with TurboCIT or FredCIT
>ms-dos versions of citadel BBSes?

Stadel uses the C-86 style of networking, so if TurboCit or FredCit don't
do that flavour, it just won't work (unless you take the sources and hack in
the appropriate support.)

>Also, how many have gotten the UUCP modules to work?

I have, but that's not too surprising, 'cause I'm the author of Stadel...

>... but exactly how does the system know what and when to
>do it?

Well, that's where you get to play around with #events. You need to make
an event that does nothing more than shut down the BBS, then use something
like RUNIT to fork off uucall to call your news-site. (looking at the
docfiles for runit and uucall will prove helpful.) You also need to set
your feed up as a non-callable netnode from within Stadel, and all the
rooms you intend to share with your feed need to be explicitly netted
with that feed.

uucall is a master-only uucp, and it's only 1-window; you might, if
you're willing to play around, get better results with MAILTRUK (which
implements a 3-window, and is public domain) or dcp, using rnews to
glue the articles into the messagebase.

.david parsons

484. Memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 01:16:04 UTC
From: psurge@cs.utexas.edu
Message-ID: <16990@cs.utexas.edu>
Source record: 235739

I have an Aerco board with 2 megs installed (upgradeable to 4). Will let it go for $175, send email to address below:

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

485. Re: ICD FAST under monitor case

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 02:20:50 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91016.182050REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 235740

No, You can, however fit a single 5 1/4" half height or 2 3 1/2" hal height drives in the case. You may be further restricted if the drives are not imbedded SCSI, and you have to put a SCSI to whatever board in the case.

I will have to say that I have been quite pleased with mine. I used a QUANTUM PRO 80S. No problems for >6 months now.

Terry W. Reeves

Disclaimer---My opinions have nothing to do with SLAC, Stanford University, or any of their policies.

486. Questions, things for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 02:36:07 UTC
From: sstreep@next.com
Message-ID: <193@rosie.NeXT.COM>
Source record: 235741

I have a few questions and a few things for sale:

1) I'm looking for a good music setup, both keyboard and software. Can someone recommend a good software package? I need both sequencing and scoring, although score printing is not _too_ important. I didn't like EZScore as it was pretty limited - no tempo changes, input was tedious, etc. Price is not
too important, and I'd like something that can go on my hard disk without resorting to a floppy disk key. (I have a mega 2, 60 meg hard disk, mono monitor)

2) What's a good value in keyboards? I need at least 8 note polyphonic, multitimbral, good rich sounds, touch sensitivity, and ideally something I can program patches for. Price should be under $1000 (well under, if possible), and I really have no idea what's out there.

3) Any Blood Money players out there? This is one of the most playable and enjoyable games I have ever seen, but what I want to know is: are there any cheats for this game? I eventually finished it without cheating, but there must be _some_ way to cheat! I did find one undocumented thing: If you press one of the function keys (f7, I think) shortly after the game starts, the game switches from 50Hz flicker mode to a 60Hz smooth display, which is much easier on they eyes at 3am. Don't press f10 as that bombs the computer!

4) Things for sale: I have complete developers docs (about 8 or 10 thick binders) with full Gem, gemdos, bios, hardware docs etc. I haven't used them for a year (since I have a 68040 machine 8^)) $65 / Best Offer

I also have GFA Basic 3 (Interpreter, compiler, resource construction program)
Prospero C, Prospero Pascal,
Prospero Fortran, Prospero Toolkit (assembler and resource construction set)
Word Writer 2.0 (all with original docs etc)
Make reasonable offer on all or part by email.

Sorry for the diversity of topics here (look ma, something for everyone)
-sam (sam_s @ NeXT.com)

487. Re: ICD FAST under monitor case

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 02:49:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan17.024926.19453@ecst.csuchico.edu>
Source record: 235742

Only one 5-1/4" drive, whereas 2 3-1/2" drives can fit.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

488. Re: Spells (Was DM 1: Rock Monsters)

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 03:35:29 UTC
From: daguru@ucscb.UCSC.EDU
Message-ID: <11181@darkstar.ucsc.edu>
Source record: 235743
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

Sometimes the only way to hit a monster with a fireball is to wait until it stands next to a wall. When the fireball hits the wall, it hits whatever is in the square, also. (Of course, some monsters have fire resistance...)

I find it faster to eat two fireballs and restart the game rather than try a warm reboot.

-Nick

489. Re: I need a good controller!

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 04:30:08 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan17.043008.26564@actrix.gen.nz>
Source record: 235744

<1991Jan10.035158.234@actrix.gen.nz>
<91014.114610GERLOFF@DB0TUI11.BITNET>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: GERLOFF@tubvm.cs.tu-berlin.de

In article <91014.114610GERLOFF@DB0TUI11.BITNET>
GERLOFF@tubvm.cs.tu-berlin.de (Olaf Gerloff) writes:
> In article <1991Jan10.035158.234@actrix.gen.nz>,
> Roger.Sheppard@bbs.actrix.gen.nz says:
> >
> >The one that is talked about a lot is the OMTI 55xx, don't know the
> >full Part No. but they do 1:1 interleave with RLL,, From what I have
> >read the Adaptec can't, get some info from ICD, as they use this
> >Controller...
> >
>
> Hello,
> I think the OMTI is a controller for a PC (correct me if I'm wrong),
so
> you can't use it with the ICD adaptor. Why aren't you buying a SCSI
> harddisk from Seagate, Quantum, Maxtor or ... an connect it directly
to
> the ICD?
> I'm using a Atari Megafile 30 which has a modified version of the
> Adaptec 4070 and have no problems.
>
> Greetings, Olaf

Note: a friend of mine is using a OMTI controler suplied by ICD, for use
with a ST506 type drive, he had the drives allready, so why would he
need to get other drives .???

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

490. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 04:33:48 UTC
From: seitz@netcom.UUCP
Message-ID: <21135@netcom.UUCP>
Source record: 235745

In article <2793cf74.35f8@petunia.CalPoly.EDU> mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes:
>
>
>Ok I know this is a silly question, but here it goes.
> Is there a way to view or print (on my poor little Epson compatable)
>PostScript files on the ST?
>

I believe Ultrascript II can do this.
--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

491. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 04:44:24 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan17.044424.26729@actrix.gen.nz>
Source record: 235746

In article <12369@fsg.UUCP> reynolds@fsg.com (Brian Reynolds) writes:
>
> I found poolfix3.arc in volume9 and rainbow.arc in volume8 of
> the comp.binaries.atari.st archives. Thanks to everyone who replied
> or sent email.
>
> --
> Brian Reynolds | reynolds@fsg.com
> Fusion Systems Group | -or-
> 225 Broadway 35th floor | ...!uunet!fsg!reynolds
> New York, NY 10007 | Phone: (212)285-8001

Don't use PoolFix 3 as it does not suport the Xbra standard, this was corrected by Claus Brod, PoolFix 4, and now can be placed anywhere in the Auto folder, Note: PoolFix 3 has to be the first in the Auto Folder..also there were some other improvments with PoolFix 4, maybe Claus Brod can enlighten us on this...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

492. File uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 04:49:57 UTC
From: jlf@cs.wvu.wvnet.edu
Message-ID: <1201@h.cs.wvu.wvnet.edu>
Source record: 235747

I've finished version 1.0 of my GEM-based exception handler and have uploaded it to atari.archive. It runs on my machine with TOS 1.0 in ROM without any problems. It is in file EXCEPT10.ARC.

This is my first upload to atari.archive. Did I do good by putting the file in the /atari/new directory, or should I have put the file someplace else? I assume that someone will move the file to the newitems directory sometime or was I supposed to do that myself?

--
Jack Forester, Jr. * Disclaimer: My opinions are mine and mine *
jlf@a.cs.wvu.wvnet.edu * alone! I don't share my opinions *
West Virginia University * with anyone! :-) *
Dept. of Computer Science * *

493. Re: BackupST limitations?

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 04:56:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan17.045644.26945@actrix.gen.nz>
Source record: 235748

<59439@aurs01.UUCP>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: roberson@aurw31.UUCP

George Woodside has uploaded Turtle to Genie over Xmas, I did not see
what version it is as I can't use it, It requires at least 2 megs of ram
for me to work, that is for a 800k ram disk, have you tried Vault ???
or the Meg a Minute by Dave Small from Start Mag...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

494. Re: Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 08:04:12 UTC
From: stefan@hpbbi4.BBN.HP.COM
Message-ID: <510012@hpbbi4.BBN.HP.COM>
Source record: 235749

> / hpbbi4:comp.sys.atari.st / kenyee@ksr.com (Ken Yee) / 4:01 am Jan 16, 1991 /
> Atari ST Software For Sale:
>
> Easy Draw 2.3 and Supercharger
> Michtron Utilities
> Procopy 1.80
> Psion Chess
> C.O.L.R. Object Editor
> 1st Word
> Thunder!
> TeX
> GNU C Compiler

>I would like to sell everything for $75, but if you're interested in
>individual programs, make me an offer.

> Ken (kenyee@ksr.com or uunet!ksr!kenyee)
>----------
You sell this ???

My knownledge about 1st Word is that this version (not 1st Word plus)is free.
TeX and GNU C is public domain. I don't know about the others.
If I am right YOU should NOT SELL this programs!

Stefan

495. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 08:24:54 UTC
From: ttonino@bio.vu.nl
Message-ID: <1991Jan17.082454.7878@bio.vu.nl>
Source record: 235750

You could also try some of the PC solutions to print Postscript, if you have a PC emulator board.

Another way would be to use Ghostscript, although I do not know what implementations are floating around for the ST.

Anyway, I have heard Imagen just had a new release of Ultrascript PC, so you may want to look into that.

496. Re: Prob with TeX 3.1/Metafont 2.7 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 09:24:45 UTC
From: ridderbusch.kd@nixdorf.com
Message-ID: <RIDDERBUSCH.KD.91Jan17092445@usun01.sni.de>
Source record: 235552

```
>>>>> On 14 Jan 91 20:15:04 GMT, gulliet@rutile.enet.dec.com said:

/Jean_marc> Hi,

/Jean_marc> I have just upload TeX 3.1 from atari.archive.umich.edu.

/Jean_marc> When I try to run it, it complains that it doesn't find
/Jean_marc> the plain file (TeX and plain.fmt are together in the same
/Jean_marc> folder, D:\tex).

/Jean_marc> How can I define the environment variables, like TEXINPUTS,
/Jean_marc> within GULAM ? The very short documentation says:

/Jean_marc> setenv TEXINPUTS ./:/dev/D/tex/texinput (!)

/Jean_marc> Regards,
/Jean_marc> /Jean_marc.

There is a file at the atari archive at terminator in the TeX
directory called 'manpages.lzh'. This file contain manual pages
for TeX, Metafont and the other utility programs. The environment
variables are described there.

TeX knows about the four following environment variables (examples are
for gulam):

TEXFONTS
All font metric files (*.TFM) are searched in the directory
described by this variable.

ex: setenv TEXFONTS /dev/F/tex/texinput/tfm

TEXINPUTS
All TeX input and macro files are searched along the paths in
this variable.

ex: setenv TEXINPUTS .:/dev/F/tex/texinput/latyex/styles

TEXFORMATS
TeX loads the dumped format files (*.FMT) from this directory.

ex: setenv TEXFORMATS /dev/F/tex/formats

TEXPOOL
TeX loads the string pool file (TEX.POO) from this directory.

ex: setenv TEXPOOL /dev/F/tex

There are two noteworthy points about the examples.
```

1.) The use of the ':' as a path separator. This is due to the fact,
that the currently available binaries are the product of a quick
and dirty port to the ST from the Un*x sources. This also disables
the usual partition specifications like 'D:'

2.) The use of a '/dev/<partition>' notation. This is a feature of the
C library, which J.R.Bammi and E.R.Smith put together for GNU-C
on the ST. The code in this library maps the '/dev' notation to
TOS format before calling the actual system call.

I've currently produced new binaries, which now use the ';' as a path
separator and therefore allow the standard TOS notation for pathnames.
Also the new binaries don't discard *any* <CR> characters in the input
stream, but only the ones in a <CR><NL> pair. Also these binaries were
compiled with GCC 1.38 and maximum optimization.

I would be happy to submit these files to the atari archive at
terminator, if someone tells me the correct address for submissions by
mail.

I've also put archives together, which contains the C sources, which
were produced by the conversion process from WEB to C. These sources
may then be used the recompile TeX with differing internal buffer
sizes. (It is possible to compile TeX and Metafont on a ST with GNU-C,
but you need at least 2 megs for TeX and 2.5 megs for Metafont. The
compilation process takes about 1 hour).
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: D10 PU222
/ /./ Heinz Nixdorf Ring
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ NERV:ridderbusch.kd
/ / `==/\ / / / \ BTX:0525467066-0001

Email: ridderbusch.kd@nixdorf.com (America (North & South))
ridderbusch.kd@sni.de (Rest of world)

497. Re: DC-DeskTop 2.0 and Harlekin

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 09:33:42 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1991Jan17.093342.3711@ioe.lon.ac.uk>
Source record: 235553

In <CMM.0.88.663968263.larserio@kvart.ifi.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>Anyone out there who knows why Dc-DeskTop 2.0 and Harlekin won't work
>together? I just bought DC-Desk 2.0 but when Harlekin is installed the
>computer locks up while booting. If I remove Harlekin everything works OK.

I'm not sure about Harlekin, but I've found various auto folder programs and desk accessories seem to conflict with DC Desktop. I haven't quite tracked down the combinations yet but the symptom is essentially that the Desktop appears, but the mouse pointer doesn't move when you move the mouse, or sometimes it moves in a jerky fashion. Is this what you mean by "locks up"? Arbitrarily removing (or adding!) programs to the auto folder may fix the problem (as though some program had a page boundary problem or something?)

--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

498. a thought

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 12:16:12 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6998@crash.cts.com>
Source record: 235554

did you know that the amiga was funded by atri in the warner days to be the
next st.what a world it would be today.
this atari moment was brought to you by
chuckie the atari man in cali.
peace(even though we are in war as of today)
and love to all
join the atari revoulution.
atari computers power without the price sm.
sm atari corp 1991

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

499. DM 1: Level 5

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 14:25:35 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4227@syma.sussex.ac.uk>
Source record: 235555
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

I'm endevouring to explore level 5 on Dungeon Master 1 and have got stuck a couple of times.

1. There is a room filled with teleports which I have tried every possible permutation to get through and can't.

2. There is a room with many pits which appear and dissappear. I got myself into the chamber on the top right corner of the room but there appears to be another chamber on the top left. How do I get to it ?

3. There is a small room with a portculis door at the other end over to the right. The door is opened buy a green button round the corner and you stand on a pressure pad as well. To get to the button you go forward, right, forward, pull a lever, turn through 180 degs, through what used to be a teleport and press the button. The teleport is now back in position so you cant go through it and soon as you step off the pad the door shuts again. Help !!!!!

Thanks for the rock monster advice. I'm geting the hang of it now although I feel the use of fireballs is cheating since ive not been given a fireball scroll yet !

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

500. Re: MIDI starter

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 15:15:55 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59449@aurs01.UUCP>
Source record: 235556

In article <1991Jan16.210954.19744@rice.edu> bdm@spacsun.rice.edu (Brian D Moore) writes:
>
> What is the best way to enter the world of MIDI? Namely, what program
>should I start with, with the considerations being price, ease of use,
>expandabilty?

Very hard to answer unless I know what you want to do. Do you want to compose?
Score? Arrange? Analyze? Experiment with computer generated composition?
Learn theory? Do you want to program, or just play?

I like Dr.T's software, and Tiger Cub is a good, powerful starter
sequencer. You can usually find it at mail order houses for ~$100.
Check out the November 1990 STart for a review, and the current
January 1991 STart for a demo on disk.

>What synthesizer should I get, within the above guidelines?

In terms of flexibility, the way to go is to get a MIDI controller,
and then use seperate sound modules. Again, many options. First off,
there are keyboard, guitar, violin, drum and wind controllers. The list
of sound modules is endless. Do you want to experiment with
synthesis techniques, or work with pre-programmed (or sampled) sounds?

>I already have musicological knowledge, so I'm not scared of staves and clefs.

You won't see many of those in most MIDI programs!

>How available is the MIDI book that was earlier stated to be out of print.

I assume you mean the Abacus book. I didn't find it very useful. Most
of the MIDI codes are listed in synthesizer manuals (from Korg and Roland
at least), and you really don't need to know much about them unless you
plan to start programming for MIDI. There are lots of other, better
sources for MIDI tech info.

> Is there a lot of specific talk on other nets? I'd hate to tie this one
>up on a tangential subject. Much appreciated.

Try music.comp or alt.music.makers.

**********|||**********
Jonathan Whitcomb ||| UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 / | \
Raleigh, NC / | \ ******Save the ST!!!******

501. Re: Hypercard for ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 15:59:00 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1991Jan17.155900.15987@cbnewsj.att.com>
Source record: 235557

JMG Software's HyperLINK product appears to be the closest thing
to Hypercard for the ST. The following is excerpted from STart
magazine, Dec. 1990.

"This Hypertext-like product combines graphics, sound and data
manipulation. HyperLINK goes farther than frame or card-based
metaphors by allowing more direct interaction between different
HyperLINK applications; most of these applications can be generated
quickly and easily via HyperLINK's Builder function.

JMG Software
801 Mohawk Rd. W.
Hamilton, Ontario, Canada L9C 6C2
(416) 575-3200"

I have no affiliation with JMG Software, nor have I ever seen this
product, but I'd like to hear more about it.

Rana Dutt
rcd@mtqua.att.com

502. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 17:04:06 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Jan17.170406.24855@crc.skl.dnd.ca>
Source record: 235558

In article <7340060@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
>Thanks, Paul. I already have uniterm and I agree with you wholeheartedly
>that it's still the best terminal emulator around. However, the discussion
>here has drifted to STalker/STeno, and since I use my ST for program
>development on the HP48SX, I could really use a conbination datacomm/text
>editor program. That's why STalker/STeno sounded so neat.
>
>I need the ENQ/ACK handshaking because I also use my ST via modem to call into
>work, and remote access requires ENQ/ACK. (It's a real abomination.)
>
>So, again, re: STalker:
>
>
> 1) What handshaking does it support?
> RTS/CTS
> XON/XOFF
> ENQ/ACK

It currently supports None, XON/XOFF, RTS/CTS, or BOTH as per the ST's
serial routines. I don't know much about HP's ENQ/ACK; if you have
any info you can send me I will look at it and consider adding it in a
future version.

> 2) Why not Kermit? Will future versions support Kermit?

Why not? Because :-) I realize that there are some cases where Kermit
is the only choice (talking to IBM mainframes typically), but it was
basically a case of Kermit being the low man (frog?) on the totem
pole. XModem and its variants are in much more demand, and
consideration has always been given to the amount of memory occupied
by STalker (since it's primarily used as a GEM DA). If there is
sufficient demand, I may consider implementing Kermit using the
upcoming STalker 3's script language, or if I'm lucky, perhaps some
enterprising programmer will do it for me. The script language should
have everything needed for such a task. Right now I've got my hands
full working on ZModem, so don't expect to see Kermit from me any time
soon.

Eric

503. Installing A Printer

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 17:08:52 UTC
From: darryl@yunexus.YorkU.CA
Message-ID: <20599@yunexus.YorkU.CA>
Source record: 235559

Hello.

I have an Atari ST 520 and a Panasonic 1080 (80 Column printer)
I am trying to get this working for a friend.
My experience with Atari's is very little.

When I try to print the screen to the printer, the computer seems
to think that the printer is a 132-column printer and does not
start printing at the left margin. Also a program called StoryWriter
similarly starts printing at about the center of the page.

With programs that allow you to install a printer driver, no problems
arise. The manual for the computer mentions a desk accessory called
InstallPrinter which is not available to me.

If anyone has any suggestions (HELP) or ftp sites where I can
download some appropriate software, please e-mail me.

Frank Pikelner
York University
frank@cs.yorku.ca

504. Re: STalker 3.0??

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 17:11:03 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Jan17.171103.24956@crc.skl.dnd.ca>
Source record: 235560

In article <38112@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>> Actually there are yet still more other features unmentioned AND
>>STalker 3.x w/script language and other things will be out soon.
>
>What other things? Perhaps 16 color ANSI emulation? Zmodem batch??

Development on PC-ANSI for STalker 3 is already complete. This was essentially a tweak of the VT100 code, plus support for translation tables to/from the native ST character set and true IBM fonts. STalker 3 supports the use of monospaced GDOS fonts, and an IBM GDOS font has been created for optional use in PC-ANSI mode. Alternatively you could use something like Harlekin to change the system font to an IBM one in order to get all of the IBM characters in PC-ANSI mode.

The current version of STalker's VT100 and VT52 supports the colour setting sequences, although the support is restricted somewhat by the GEM VDI. The character colour can be changed (16 colours are supported, although a request for 'white' is mapped to black) but the cell colour cannot; VDI does not provide a way to do this.

ZModem (and YModem-G) are currently under development.

Eric

505. Simple data plotter

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 17:15:39 UTC
From: dejesus@bourbon.ee.tulane.edu
Message-ID: <5727@rex.cs.tulane.edu>
Source record: 235561

Does anyone know about any simple PD/Shareware utility (or source code) that will take in a data file of x-y coordinates and just plot them to the screen? The data file format does not matter since I will be making my own program that will generate it and write it to disk. It can be for any ST resolution. It does not need to draw curves or splines between the points, just to plot them one at a time. Thanks in advance...

--
___ / _____ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@bourbon.ee.tulane.edu _____
/ ak662@cleveland.freenet.edu ////////////////////////

506. Re: Mini Desktop

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 17:30:58 UTC
From: bill@mwca.UUCP
Message-ID: <1790@mwca.UUCP>
Source record: 235562

In article <21590@neptune.inf.ethz.ch> felner@iiic.ethz.ch (Tomas Felner) writes:
>Yesterday a strange thing happened to me. When I booted my 520ST, only
>a quarter of the whole screen was used. I got a mini desktop in the top left
>quarter of the screen with the samll font being used for the menus and other
>text, but the standard size desktop icons...

I've seen that sort of behavior with a multisync monitor. Something having
to do with the detection circuitry getting confused, and using the wrong
horizontal scan rate, so the resulting image only took up half the screen
(and was half as wide). This was strictly a function of the monitor, the
computer had no idea anything was going on.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

507. Re: Questions, things for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 17:44:58 UTC
From: bill@mwca.UUCP
Message-ID: <1791@mwca.UUCP>
Source record: 235563

In article <193@rosie.NeXT.COM> sstreep@next.com (Sam Streeper) writes:
>I have a few questions and a few things for sale:
>
>1) I'm looking for a good music setup, both keyboard and software. Can
>someone recommend a good software package? I need both sequencing and
>scoring, although score printing is not _too_ important...

For sequencing I'd recommend Alchimie Jr., a shareware sequencer currently available on GEnie's MIDI RT (and at atari.archive when I figure out how to get it there w/o FTP access). It doesn't do scoring, but it will export standard MIDI files, so maybe Copyist could print the files.

>2) What's a good value in keyboards? I need at least 8 note polyphonic,
>multitimbral, good rich sounds, touch sensitivity, and ideally something
>I can program patches for. Price should be under $1000 (well under, if
>possible), and I really have no idea what's out there.

For a single keyboard, I was impressed with the Roland E5 Intelligent Synthesizer ($899 locally, $1499 retail). It is full-sized 61-key velocity sensitive. I don't know about the patch capability. However, I've opted to go another route which is both cheaper and more flexible - I purchased a Yamaha PSS-790 ($249), which has _excellent_ sampled sounds, phenomenal rhythm section programs, _28-note_ polyphony, a built-in 8-track sequencer, full 16-channel MIDI, but lacks velocity sensitivity, full-size keys (they are mid-size), and the ability to do patches. I will add to this a Yamaha or Roland digital piano for ~$350, which will have full-size velocity-sensitive keys, and use it to control the superior sound and rhythms of the PSS-790. You could probably add a separate sound module with the ability to do patches and have an even more flexible system, still under $1000.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

508. Microprose's Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 17:48:25 UTC
From: bill@mwca.UUCP
Message-ID: <1792@mwca.UUCP>
Source record: 235564

```
According to a recent insert I received with an order from Joppa Computers,
Microprose has decided to port Railroad Tycoon to the ST!! Every review of
this game I've seen has been superlative, including Jerry Pournelle being
wild about it! Please, if you have any interest, let your local software
dealer know you're interested, or send GEnie mail or a letter to MICROPROSE
or a letter and let them know you'll buy it!
--
##############################################################################
# Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
# Microware Systems Corporation --- OS-9: Seven generations beyond __/_!! #
########Opinions expressed are my own, though you'd be wise to adopt them!#######
```

509. MEGA ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 18:30:26 UTC
From: delta@bucsf.bu.edu
Message-ID: <72556@bu.edu.bu.edu>
Source record: 235565
Cross-posted to: comp.sys.atari.st,misc.forsale

For sale:

Atari Mega2ST 4 MB Ram
Atari Megafile 30 MB Hard disk
Atari SM 124 B/W monitor
Atari SC 1224 Color monitor
Atari SF 314 Double side external drive
Monitor Master

$2100.00 /bo.

call (617) 731-5088 or
email delta@bucsf

510. TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 19:05:33 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14597@milton.u.washington.edu>
Source record: 235566

Are pinhead and FATSPEED incompatible/unnecessary? with 1.4?

thanks
-kevin

511. Spectre and TOS simultaneously

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 19:12:45 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14599@milton.u.washington.edu>
Source record: 235567

When you install SOFTLINK.prg (partitioning software),
your first installation of each partition requires
a BOOTING of the partition. This makes me wonder if
Spectre wouldn't work in one partition while
TOS is running in another partition.. if not,
why not... and is there a possibility for it...

Imagine a TT, some kind of partitioning software that
allows for Spectre, TOS and MS-DOS .. seems like
it could be done.. i suppose this has been brought up
here before..

-kevin

Because NOTATOR requires the DONGLE copy protection and
the GCR also occupying the port.. there would have to
be some code that would allow both cartridges to be
read without disabling one for the other.

512. Re: Text editor accessory

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 20:09:03 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <4232@syma.sussex.ac.uk>
Source record: 235568

maf4003@summa.tamu.edu (FITCH, MICHAEL ANTHONY) writes:

> Now to my question: Does anyone know of a good text editor that can be
> used as a desktop accessory? I have TOS 1.2 on a 520stfm w/ 1meg of ram. It
> does not have to be loaded with options - I will be using it to edit configura-
> tion files primarily. I have tried spirit-ed by it seems to lock-up frequently.

I use Moshe Braner's GNOME (Generally Not the Original MicroEmacs).
In the UK it's available at the National Public Domain Software
Archive at Lancaster: uk.ac.lancs.pdsoft (login as pdsoft with
password pdsoft). I don't know about elsewhere. It will run as an
accessory or a program. It can also be compiled for MS-DOS and Unix.
Moshe used to provide a floppy with the latest version on for a
small handling charge, I don't know if he still does. He is/was
e-mailable as braner@batcomputer.tn.cornell.edu

Leila
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678470
Email: leilabd@syma.sussex.ac.uk (JANET: leilabd@uk.ac.sussex.syma)

513. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 20:35:26 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Jan17.203526.15849@math.lsa.umich.edu>
Source record: 235569

In article <22662@well.sf.ca.us> dsmall@well.sf.ca.us (David Small) writes:
>I've plugged a 68010 into an ST and gotten it working (with the help of a Zax
>in-circuit emulator).
>
> TOS 1.0, 1.2, and 1.4 do not recognize the larger stack frame
>associated with the 68010,20,30,and 40. They also adopt space-saving
>techniques
>that make them 680x0 incompatible, such as stacking up an SR and a PC,
>then doing an RTE-- which will probably bomb on a 68010.
>
> To bring up the 68010, we used a jumperboard with TOS 1.6 ROMS in it,
>mapped at ^?$e0 0000 for 256K worth. The 68010 then worked nicely. (We did
>have
>to remove some ST-E specific stuff from the ROMs; it was trying to initialize
>hardware we did not have in that ST!)
>
> From there, we went to the 68030.
>
> It's quite a project to get the 68010 up on the ST, and that chip
>is pretty much obsolete anyway. The 030 is where the action is at.
>
> -- thanks, Dave / Gadgets

Well, the 68010 is pretty much obsolete, but it at least *can* be a little faster than a 68000. Too bad there are no 16MHz 68010s. (Why is this, I wonder? Why fast 68000s but not 010s? Oh well.) From what you've said, can we infer then that creating a socket for a 68010 in an STe should be a completely trouble-free operation? (You realize, of course, that I'd give this up in a second if I could get that 68030 board.... }-)
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

514. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 21:44:24 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250007@hpindda.cup.hp.com>
Source record: 235570

>mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes....
>
>Ok I know this is a silly question, but here it goes.
> Is there a way to view or print (on my poor little Epson compatable)
>PostScript files on the ST?
>
>Thanks for the laughter,

You might look into a program called UltraScript by IMAGEN. The original version of this program allowed the Atari SLM804 laser printer to print PostScript files. An ad in the April 1990 issue of STart lists a version that supports other printers, including "virtually any dot matrix" printer. I assume this means Epsons.

The list price is a little steep (~$200 US). I also imagine that it requires a butt-load of memory to run since all of the PostScript processing has to be done by the ST (a task usually left to the very expensive PostScript printer).

The address listed in the ad is as follows:

IMAGEN Corporation
PO Box 58101
Dept. USST
Santa Clara, CA 95052-8101
(800) 635-3997
(408) 986-9400

I do not own this program, so I have no idea of how good it is. I am not associated with IMAGEN in any way....etc....etc....

Hope this helps.

Your pal,
Mike Goo

515. Re: simms & jumpers

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 21:50:02 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Jan17.215002.17627@math.lsa.umich.edu>
Source record: 235571

In article <1991Jan16.073130.19607@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>What SIMM's did you bye, I tried to reply your E-Mail, but the System
>here in NZ. did a hick up. the ones that J.R. Allen recomends are 9 bit
>70 ns ones, as they can be used later for a PC. the Atari does not use 9
>bits but then they can be cheaper then 8 bit ones, the first STE to be
>shiped to NZ. had 9 bit SIMM's fitted...NOTE: there is no real need for
>anything faster than 150ns and 8 bit, but don't forget will you still be
>with this STE at the end of the year ????....

I bought 1Mx8 80ns, since they were pretty cheap. (I saw some 100ns for
sale, but no one even seems to sell 120ns or slower.) As for cost, in
the US the 9bit SIMMs tend to be 25% more expensive than the 8bit ones.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

516. Re: Questions, things for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 21:56:12 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40450@ucbvax.BERKELEY.EDU>
Source record: 235572

Notator is of course the most powerful notaion program in the Atari
world. It'll make you wonder how a 8mhz 68000 can do all that ;->
It's also probaly the most powerful sequencer bar none. The only
thing I would not recommend it for is if you want to do a lot of time
signature changes. I don't but it doesn't look as flexible as it
should (any comments out there?). Luckily there are quite a few
other choices, Dr. t's etc if you don't want the fairly steep
learning curve, although it is a very satisfiing program to work with
because it's so logical and flexible. It just has a LOT of features.

517. STalker & STeno

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 21:59:31 UTC
From: ywrpiero@ubvmsc.cc.buffalo.edu
Message-ID: <54920@eerie.acsu.Buffalo.EDU>
Source record: 235573

I have read with great interest the discussions here on STalker/STeno -
I have been seriously considering getting this package but have had one
reservation. Since I only have 1 meg of memory, I was concerned about
having STeno loaded while running STalker and still have enough memory
for other applications after quitting telecommunciations.

Therefore, my question is: Do you need STeno to act as a capture buffer
when running STalker or does STalker have its own, built in capture??

Many Thanks.

518. WordFlair

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 22:04:26 UTC
From: henry@argosy.UUCP
Message-ID: <849@argosy.UUCP>
Source record: 235574

I am considering buying a DTP package. I read about WordFlair,
and I would like the opinion of anyone who has used it.

BTW, I heard a rumor that the latest wersion was available
for $75.00 with the original disk of a word processor. Is this
true?

Thanks in advance.

Henry Polard Reality
henry@maspar.com (408) 736-3300 is an allusion.

519. Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 22:44:13 UTC
From: bdm@spacsun.rice.edu
Message-ID: <1991Jan17.224413.20354@rice.edu>
Source record: 235575

I read something on the net that raises a question: can I put an
ST disk in a PC and read it directly? I have been considering downloading
from the PC binary net for a friend of mine, but was curious how to pass
on the programs. If this is so, it would greatly facilitate things, as
I was daunted by the prospect of downloading, uudecoding, and porting through
PC-Ditto (software version). So, am I saved from this?
-- bemo

520. SOFTLINK/GCR/TOS.. almost!

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 22:52:06 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14622@milton.u.washington.edu>
Source record: 235576

Softlink doesn't need the NOTATOR dongle to run.. so
i booted with softlink in my auto folder....
this creates 3 partitions for me.. the first auto booting
into GEM (as i have it set).. then i booted the second partition
and ran SPECTRE... yes.. and booted into MAC mode...
as far as i know.. partition 1 still was running GEM...
I couldn't SWITCH back to partition 1 because the PLUS keyboard
assignments take over and eliminate SOFTLINK's R-SHIFT-keypad
used for changing partitions...

seems like David could work with this and give us a way
to switch between TOS and MAC...!

-kevin

i wrote to him about this.. hopefully he will respond shortly...

521. Re: HELP! My 1040's drive DIED and I need advice

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 23:26:09 UTC
From: bartho@obs.unige.ch
Message-ID: <1991Jan18.012609.870@obs.unige.ch>
Source record: 235577

In article <27938.27944332@kuhub.cc.ukans.edu>, kuento@kuhub.cc.ukans.edu writes:
> HELLLLP! here's the situation: I bought a used 1040ST, and when it
> arrived, it was soon on the fritz. It looked like head alignment
> problems (thanx to those netters who helped then) - I brought it to
> a local repair shop, but later found out the guy had never worked on
> an Atari. It took him 2 MONTHS to finally say to me "It's a bad floppy
> drive. You need a new one." ...

I had some problems with my 1040ST (in fact on two machines out of 25 ...)
and found that the culprit was the mass contact under the drive.
The electrical retuen link is done by a a brass stub that also hold the drive.
The contact is done by simple pressure, and with case deformation, it get
loose. On my machine, I soldered (!) the brass to the board after careful
cleaning. On the other, cleaning (with steel woole) was sufficient.
The symptoms (before repare) was that the disk would work some time, then
only occasionaly, then not at all, or just for a few second when you try
to twist the case. Since the repair (~18 month) NO PROBLEM ! Have you
checked for that ?

As I have take my drive in and out many times for the repair, I can ashure
you that replacing a drive by an other from the same type should be very easy
(I would probably get it from a GOOD ATARI Dealer (if this exists in your place)
Here in Switzerland, I saw them in my dealer shop, but probably around 140-160$.

Hope you can repair your Atari (We use ours 8hours/day as terminal and love
them !)very soon and without paying a cent to your UNDealer !

Regards, Paul.

522. ATARI 4 SALE

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 23:29:17 UTC
From: flagg@wpi.WPI.EDU
Message-ID: <1991Jan17.232917.30709@wpi.WPI.EDU>
Source record: 235578

```
Atari 520ST with 1 meg
Color Monitor
40 Meg Hard disk with A: floppy (DS) installed also
Panasonic KXP 1080i
2400 Baud modem
IMG Scanner
Navarone Sound Digitizer
Joystics and other neat stuff

$900 (practically free for crying out loud!)

Free software...

Dungeon Master
Mach II
and others in archive on hard disk...

Leave E-Mail or call (508) 752-8503

-flagg@wpi
```

523. MAC 128K ROMs to barter (or sell as a last resort)

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 23:36:03 UTC
From: kron@aiki.Central.Sun.COM
Message-ID: <6209@exodus.Eng.Sun.COM>
Source record: 235579
Cross-posted to: comp.sys.atari.st.tech,comp.sys.mac.wanted,comp.sys.mac.hardware,comp.sys.atari.st

I think I've managed to barter a few sets of 128K ROMS (haven't closed
the deal yet) so if anyone is interested I would be willing to
sell/trade. I'm looking for a color monitor (used is fine) for
the ST. As well as software development stuff for the MAC.

kk

--
Kenneth Kron (kron@eng.sun.com)

The opinions I gave were mine, the opinions you form are yours.

524. Specter GCR and 68000 accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 23:38:57 UTC
From: kron@aiki.Central.Sun.COM
Message-ID: <6210@exodus.Eng.Sun.COM>
Source record: 235580
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am thinking about using an accelerator primarily to speed up my
ST in MAC mode. Will it work? How much performance increase?
Which one?

kk
--
Kenneth Kron (kron@eng.sun.com)

The opinions I gave were mine, the opinions you form are yours.

525. Re: IO Redirection (before a pexec)

Newsgroup: comp.sys.atari.st
Date: 1991-01-17 23:48:15 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan17.234815.19695@convex.com>
Source record: 235581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jan14.173507.19761@csug.rdg.ac.uk> adp@csug.cs.reading.ac.uk (Andrew Pollard) writes:
>Hello,

yo...

> I am trying to write a shell program (due to the idiosyncracies of gulam),

join the club...i, too am doing this, which makes me wonder why we can't just start with gulam source (unless, of course, the author used ATT/BSD code :-).

>I have made several attempts to do input/output redirection with varying degrees
>of success. Please could someone out there tell me the 'proper' way to redirect
>IO before a pexec call (thinking in terms of a shell program). Do you have to
>preload the program, do the redirection, and then re-pexec, etc.

normally, u use Fdup/Fforce to force stdin/stdout/stderr handles to open file handles. the shell opens the files before the Pexec and closes them after. i don't have code handy, or even a man page, so in general, do:

1) parse cmdline, looking for redirection

2) if so, open the file names (or pipes)

3) Fforce std device handles (stdin, etc) to the open file handles (i would think about opening the files binary, rather than text, as well)

4) set up the command and do the Pexec

5) on return, close the files.

note that i recently posted a reasonable popen/pclose, though the MiNT versions would be better.

you can also do something like this:

```
sprintf (pcmd, "%c%s %s >file", (char) strlen (cmd), cmd, args);
Pexec (..., cmd, ...);
```

tho i have only been able to redir stdout this way (not stdin). this is probably not recommended, at least by me (and doubtless those code police out there who will no doubt jump on me), but it is quick (and dirty). this does not work for all programs. the Fforce should, however.

i have written a tiny shell, invoked by my cc(1) to start the various passes of alcyon, which normally cannot be redirected by gulam. i can mail it to u if u want.

along these lines, for those of u that are writing a shell, i would offer these suggestions, based on lack of features in gulam:

1) pipes are a must, i.e. "ls -l | grep xxx | wc -l"

2) args in quoted strings include spaces, i.e. grep "a string" file passes "a string" as a single arg to grep, with an imbedded space

3) make it portable

4) support MiNT (and add job control, if possible)

5) RELEASE SOUCE CODE!!!! then the rest of us can improve your work (and be more productive, since YOU also benefit from these improvements)

6) personally, i like history accessible via emacs/vi/cursor keys a l tcsh/ksh.

7) command prompt should be able to deal with imbedded escapes (i.e. ESC p/ESC q for reverse video). gulam gets confused

8) make it possible to redirect inside scripts

9) make it possible to do things like "sh file" (or, if memory serves, "echo 'command' | csh -s")

10) loadable common programs (cat, ls, grep, etc) which stay in memory (i'd rather have them in /bin, too)

11) support something like SLASHCHAR env variable, so cmd lines can use either "cmd /path/file" or "cmd \path\file". shell translates according to SLASHCHAR before exec'ing cmd. it would be nice to support alternate device names, e.g. "/dev/c" for "c:" in cmd lines and scripts.

12) soft links would be a definite plus, if u feel ambitious...

these are some of the things i would do to, if/when i write my shell. i would also do away with builtin emacs/file xfer, etc. there are plenty of good standalone codes for this. still, gulam has served us well for all these years. and it is very solid, at least in my experience...

pleasant programming....

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

526. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 00:01:04 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan18.000104.20392@convex.com>
Source record: 235582

In article <2807@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

[answered my question, thanx, allan...]

does UNIXMODE (or should i say UnIxMoDe :-) actually cause things in disk FATs to be case sensitive? if so, that is something to look into. otherwise, it probably keeps a conversion table around which is a definite, tho perhaps robust, kludge. as i recall unixmode supports links, so it is probably the table variety, which could get hairy with 1000's of files...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

527. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 00:50:41 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan18.005041.22961@convex.com>
Source record: 235583

In article <KENTD.91Jan14172419@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent.Dalton) writes:
>>is there any inherent reason why future TOS versions can't be case
>>sensitive, at least WRT file names (and directories)? i know that
>
>Seems to me that it would break a ton of existing code for a relatively
>small and (debatable) benefit. Not a win, IMHO.

who decides what/how much benefit something is? you? i hope not. it IS a win, and for me, at least, a relatively large benefit.

it would probably not break any existing code. if so, how? and it is a BIG win, IMHO. don't knock it 'til you've tried it. besides, it could be written to be configurable from a system call, telling BIOS or whatever to turn it off (from the desktop/desktop.inf even). in fact, taking any code to force upper case out of the ROM code will probably make it _smaller_. i see no reason the BIOS can't deal with 'a' as easily as with 'A'. it just expands the legal chars from 26 to 52 (plus other legal filename chars). and it would not break any code i write, nor probably any GNU code, or MiNT, or gulam or most TOS code i can think of.

>Also, Some people LIKE case insensitivity (ever heard of VMS? :^)

and some people LOVE case sensitivity.

oh, this IS rich... a unix bigot (me) and a VMS (all caps :-) bigot...

so, just set yer CapsLock (or CAPSLOCK, tho the key on my mega4 is at least labeled in mixed case :-) and let the rest of us work the way we want to, not the way ken olson wants us to :-).

if VMS is so great, why are all the (major) shells and TOS utilities unix-oriented then? if u think most people crave VMS, why not write a DCL shell and a SYS$ library for the ST? what about EDT or TPU? u could probably make some money if you do, assuming there is a market (there probably is).

i HOPE u are not saying: "i can't have it, so u can't have it either"...

and lets not start a VMS vs unix religion war here. one war a week (i.e. persian gulf) is about all i can handle. i just asked a simple question and got the answer (from apratt and others) i expected. there is no need to follow up on this note, unless u are offering suggestions on how this can be implemented or why it can't TECHNICALLY be done...

-bill
(my opinions, flames on this via email, if u insist)

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

528. Re: Major Problems Unpacking 'lzh' Files

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 01:03:24 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan18.010324.23342@convex.com>
Source record: 235584

well, it seems i am not the only nut out there who has problems with lharc files...

note that since most computer disk systems allocate block of space for files (i.e. to store 1 byte requires an entire block, which is 512 or 1024 bytes on "normal" STs, i forget which, and more like 8k on unix systems), including the st, than it is very likely that lharc is really not saving as much space on disk as u might think, on average. then, the only benefit of lharc at this point is that it may be somewhat faster at extracting files from archives. i'd rather have 1) faster archiving, 2) solid software, 3) compatiblility than this increase in de[lh]arcing speed...

i think the problems with lharc will eventually be solved. i just think we rushed into it as our defacto standard about a year too early...

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

529. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 01:20:11 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan18.012011.24341@convex.com>
Source record: 235585

In article <21135@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
>In article <2793cf74.35f8@petunia.CalPoly.EDU> mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes:
>>Ok I know this is a silly question, but here it goes.

questions are never silly...answers often are :-)

>> Is there a way to view or print (on my poor little Epson compatable)
>>PostScript files on the ST?
>>
>I believe Ultrascript II can do this.

does anybody have any experince with ghostscript, a (GNU?) postscript system?
i know there is an MSDOS version. the code is on prep.ai.mit.edu, last time
i looked.

i am sure it does not come with fonts, but all you need are a couple to at
least make it usable.

also, are there any good psto<whatever> filters? here <whatever> is assumed
to be more sophisticated than "ascii" (e.g. TeX, HPGL or whatever it is
called, etc).

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

530. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 02:14:45 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1991Jan18.021445.4010@murdoch.acc.Virginia.EDU>
Source record: 235586

In article <1991Jan18.005041.22961@convex.com> rosenkra@convex.com (William Rosencranz) writes:

>it would probably not break any existing code. if so, how?

I wouldn't be surprised if lots of programs force filenames to all upper or lower-case, because it's now legal and it makes them easier to compare. You'd never know until you try, and discover that half the applications that you didn't test don't work anymore.

Example: remember all the .TTP programs that didn't work right from the desktop because it uppercases the argument string? I found such a bug in a major ST application installation program that I beta-tested.

Yech. Let's encourage Atari to give us something useful, like say one big master-ROM-patch that would be updated frequently and contain all the patches that all versions of the ROMs need.

531. Re: STalker & STeno

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 02:28:21 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan18.022821.25362@ecst.csuchico.edu>
Source record: 235587

ywrpiero@ubvmsc.cc.buffalo.edu (Mark Pierro) writes:

- I have read with great interest the discussions here on STalker/STeno -
- I have been seriously considering getting this package but have had one
- reservation. Since I only have 1 meg of memory, I was concerned about
- having STeno loaded while running STalker and still have enough memory
- for other applications after quitting telecommunciations.

I have one meg on my STe. I run about 200K worth of hard drive cache
and NeoDesk installed, not to mention a few other little things.
With STalker and STeno, I have about 100K free. When I'm not doing
telelcommunications, I reboot and change my configuration with
Superboot. Once I get two megs, I'll probably stop rebooting. But
even now, I have enough room to load programs like DC Xtract 2.0 and
other utilities.

- Therefore, my question is: Do you need STeno to act as a capture
- buffer when running STalker or does STalker have its own, built in
- capture??

STeno is the capture buffer; STalker does not have its own. On the
other hand, STalker does have an "ASCII Receive" feature which lets
you save the incoming text directly to a text file. Once you open
it, it only closes the file after you tell it to or when there's no
more space on the disk.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

532. Re: Simple data plotter

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 02:34:52 UTC
From: rcb@netcom.UUCP
Message-ID: <21223@netcom.UUCP>
Source record: 235588

In article <5727@rex.cs.tulane.edu> dejesus@bourbon.ee.tulane.edu (Francisco X DeJesus) writes:
>
> Does anyone know about any simple PD/Shareware utility (or source code)
>that will take in a data file of x-y coordinates and just plot them to the
>screen?

GNU Plot sounds like what you're after. It will take data files, plot functions and do so on a variety of output devices (such as the ATari ST screen, a file of Postscript output or an Epson printer). It was recently posted to comp.binaries.atari.st and should also be available on atari.archive.

>
>--
> ___ / _____________________________ - Francisco X DeJesus
> |- / \/ \\
> ' / /\ dejesus@bourbon.ee.tulane.edu _____________________________
> / ak662@cleveland.freenet.edu ////////////////////////////

Roy Bixler
netcom!rcb@apple.com

533. memory test

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 05:09:17 UTC
From: selick@bucsf.bu.edu
Message-ID: <72603@bu.edu.bu.edu>
Source record: 235589

Is there a good program to test every bit of memory in an ste with 4 meg?

<selick@bucsf.bu.edu>

534. FEQ Needed (AGAIN!)

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 05:33:39 UTC
From: mrodrigu@polyslo.CalPoly.EDU
Message-ID: <279688b3.5d3b@petunia.CalPoly.EDU>
Source record: 235590

Could someone send me the Freq Asked Question file? My disk just died with the copy that I had!

Thanks ,
mrodrigu@polyslo.CalPoly.EDU

535. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 05:50:02 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340061@hpfcso.HP.COM>
Source record: 235591

In comp.sys.atari.st, rosenqui@crc.skl.dnd.ca (Eric Rosenquist) replies:

>In article <7340060@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
>>.... However, the discussion
>>here has drifted to STalker/STeno, and since I use my ST for program
>>development on the HP48SX, I could really use a combination datacomm/text
>>editor program. That's why STalker/STeno sounded so neat.
>>
>>So, again, re: STalker:
>>
>> 1) What handshaking does it support?
>
>It currently supports None, XON/XOFF, RTS/CTS, or BOTH as per the ST's
>serial routines. I don't know much about HP's ENQ/ACK; if you have
>any info you can send me I will look at it and consider adding it in a
>future version.

I don't have any technical info on ENQ/ACK; perhaps a fellow HP-ite reading this can help out. ENQ/ACK is an abomination left over from the days of the HP3000 (a very good mainframe business computer). The 3000 I/O systems required ENQ/ACK handshaking with their remote terminals. (Why they couldn't use just RTS/CTS or XON/XOFF, I'll never know. Maybe because that's the way HP ran their computer bizniz back then...) Anyway, ENQ/ACK acquired a life of its own, and now, even though it's not needed in our new computers, people keep building it in as an option. Someone on this site decided to exercise that option, and so here I am.

Don't worry. Uniterm doesn't have it either. Nor does Flash. I've seen one PD termulator with ENQ/ACK, but it didn't work very well.

>> 2) Why not Kermit? Will future versions support Kermit?
>
>Why not? Because :-)

:-) :-)

>I realize that there are some cases where Kermit
>is the only choice (talking to IBM mainframes typically), but it was
>basically a case of Kermit being the low man (frog?) on the totem
>pole. XModem and its variants are in much more demand, and
>consideration has always been given to the amount of memory occupied
>by STalker (since it's primarily used as a GEM DA). If there is
>sufficient demand, I may consider implementing Kermit using the
>upcoming STalker 3's script language, or if I'm lucky, perhaps some
>enterprising programmer will do it for me. The script language should
>have everything needed for such a task. Right now I've got my hands

>full working on ZModem, so don't expect to see Kermit from me any time
>soon.

I see. I don't know how much demand there is for it. Kermit is awfully slow, compared to other protocols. HOWEVER, on the question of code: there is a book by Frank da Cruz, called "Kermit: A File Transfer Protocol." I leafed through it once, and it had a lot of code (Pascal? shell script? not C) in it -- it looked like enough code to build an entire Kermit.

Thanks for responding. The combination of termulator/editor, especially as desk accessories, sounds intriguing enough to me.

>Eric
>----------

Regards
Ray Depew
rrd@hpfitst1.hp.com

536. Re: Re: DM 1: Rock Monsters (really non-materials)

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 05:55:41 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340062@hpfcso.HP.COM>
Source record: 235592

>My quetstion is this: How do you get back to the higher levels once
>you have the firestaff? I can't go anywhere but levels 13 and 14.

If you carry the firestaff out of the room in Level 14 once you've recharged it, you will hear a little "click". That's the echo of hundreds of doors upstairs slamming shut. Try to figure out a way to get the firestaff out of the room without carrying it.

-- Ray
(hope my response doesn't throw you off track...)

;-)

537. More STadel Questions...David Parsons, where are you?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 06:20:31 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Jan18.062631.44270@vaxb.acs.unt.edu>
Source record: 235593

David Parsons: (my mail router from school didn't know your domain, so I'm posting this to the net. Hate to waste the bandwidth, but...)

David,
I've got a uucp feed available, and I'd like to use uucall. Following the directions, I've made my uucp.ini file and my uucp.sys file, and just to make sure, copied that all into my spool directory, which is also defined as my network folder.
Also following your examples, I am running citadel from within the script file, and that works flawlessly. The problem comes when I actually CALL uucall. I repeatedly get the 'usage:....' message.
I have frontier AND uucp both defined in my uucp.sys, (as the same thing), but when I run uucall with this:
uucall -suucp -x
it gives me the usage notes. Hmmmmm....Okay, first I looked in the docs, and there's no mention of what command-line arguements are what. I tried just the -x and just the -suucp. The only thing that provided any response other than the usage note was 'uucall -x' That tells me that no system was selected, so it's cleaning up. *sigh* Am I being incredibly stupid here or what?
If you don't mind, I'd like to get the source from you. That would (perhaps), let me dig things out myself and not bug you. I looked on terminator, and on wuarchive, and there's no source to stadel.
If it matters, I have access to uue/uud, compress, zoo...whatever.

+---------------------------------+--+
Ken Corey	
kenc@vaxb.acs.unt.edu	"Look, I just can't work up the energy
SysOp:Intersect BBS	to be concerned about apathy."
214/317-5722	
+--Disclaimer: These opinions are mine. Hell, I can barely GIVE 'em away!---+

538. Novice questions about ST's and MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 10:52:03 UTC
From: SRPDSDJ@trev.dsir.govt.nz
Message-ID: <7950@trev.dsir.govt.nz>
Source record: 235594

I have a series of questions about MIDI and Ataris in general.

Where I live the salespeople are basically unctuous, arrogant, facile fools
and will not aor perhaps could not answer my questions :-(.

What I want to know specifically is the following.
1) is a 520st powerful enough to run MIDI software. If not recommendations.
2) can a non-atari hard disk be installed on an atari. How and which ones.
3) " " " monitor " " " " " " " "

I am connected to the net but only via an IBM PC clone (386sx 80Mb HDD hence
the reason for asking about the hard drive above, I hate running machines
from floppies they are so slow in comparison, :-))

4) Can this IBM clone uudecode, unarc, zoo extract etc, files from
comp.binaries.atari.st and then save them in a format that the atari
would then be able to read (I have a 3.5" floppy drive). If not are there
any work arounds.
5) I have only recently begun reading this newsgroup, if there is a
freqently asked questions file can anyone forward this or point me in the
right direction.

All replies by email would be greatly appreciated?

Stephen Jones, | Internet : IN%"srpdsdj@pmv.dsir.govt.nz"
Palmerston North, | PSI : PSI%pmv.dsir.govt.nz::srpdsdj
New Zealand. | "Kneel to the Boss"
---

539. Re: Prob with TeX 3.1/Metafont 2.7 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 11:29:26 UTC
From: jvt@its.bt.co.uk
Message-ID: <*J4^P`#@uzi-9mm.fulcrum.bt.co.uk>
Source record: 235595

In article <1991Jan16.031701.3487@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>
>Actually, it doesn't matter _what_ shell you are using, you should use
>the form with the forward slashes and colon as separator. That is because
>it is not the shell, but TeX which will interpret the contents of the
>variable, and the new TeX binaries want the paths in UNIXMODE format,
>and with colons as separators. Therefore
>
> setenv TEXINPUTS ".:/dev/D/tex"
>
>would be correct under any shell (which uses setenv).
>
>Hope this isn't too confusing...

Thats *wonderful* news :-(So how do you cope with your source on one partition and your system on another without cd'ing to the system partition?

John

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

540. Re: Simple data plotter

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 12:00:12 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <2699@maestro.htsa.aha.nl>
Source record: 235596

In article <21223@netcom.UUCP> rcb@netcom.UUCP (Roy Bixler) writes:
>In article <5727@rex.cs.tulane.edu> dejesus@bourbon.ee.tulane.edu (Francisco X DeJesus) writes:
>>
>> Does anyone know about any simple PD/Shareware utility (or source code)
>>that will take in a data file of x-y coordinates and just plot them to the
>>screen?
>
>GNU Plot sounds like what you're after. It will take data files, plot
>functions and do so on a variety of output devices (such as the ATari
>ST screen, a file of Postscript output or an Epson printer). It was
>recently posted to comp.binaries.atari.st and should also be available
>on atari.archive.
>

GNUplot is a nice package indeed! BUT .... it refuses to plot negative points when you give a data file. Worse, it takes a (X,Y) and plots it like (|X|,|Y|)..... I've send mail about it, but never received any reply.

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

It takes a live appetite to make a meal a feast -- Keith Laumer
(The Bodybuilders -- Galaxy 1966).

541. Adding a 68881 to an STFM...

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 12:50:41 UTC
From: wilsona@cs.glasgow.ac.uk
Message-ID: <7470@vanuata.cs.glasgow.ac.uk>
Source record: 235597

```
Newsgroups: comp.sys.atari.st
Subject: Attaching a 68881 to an STFM...
Summary:
Expires:
Sender:
Reply-To: wilsona@cs.glasgow.ac.uk (Alan Wilson)
Followup-To:
Distribution:
Organization: Comp Sci, Glasgow Univ, Scotland
Keywords:

I have recently acquired a 68881 FPU, and would like to hear from anyone who
has attempted, or knows anything about, attaching it to my 1Mb STFM. I
did initially think it just plugged in, but I now realise that only Megas
have the appropriate socket. As I have a few programs that will generate
code for it if installed, I really would like to attempt to get it working.
(For one fractal graphics application, without the 68881 takes 30 mins per
screen, with 68881 4 mins...!). If anyone knows how it can be done, or
knows of a board I can purchase, please, please reply. I should be able to
receive mail from any source, or reply through the net.

###############################################################################
# /\ / Alan # USEnet : wilsona!glasgow!mcsun!... #
# /__\ /\ / Wilson # ARPAnet: wilsona@cs.glasgow.ac.uk #
#/ \/ \/ 1990. # USA : wilsona%cs.glasgow.ac.uk@nsfnet-relay.ac.uk #
###############################################################################
```

542. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 13:08:33 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jan18.130833.23965@cs.dal.ca>
Source record: 235598

In article <1991Jan17.224413.20354@rice.edu> bdm@spacsun.rice.edu (Brian D Moore) writes:
>
> I read something on the net that raises a question: can I put an
>ST disk in a PC and read it directly? I have been considering downloading
>from the PC binary net for a friend of mine, but was curious how to pass
>on the programs. If this is so, it would greatly facilitate things, as
>I was daunted by the prospect of downloading, uudecoding, and porting through
>PC-Ditto (software version). So, am I saved from this?

The ST can handle PC disks, so format disks on the PC and copy files
from the ST to them.

There are other options -- special formatting programs exist, and TOS
1.4 generates PC formatted disks automatically -- but this always works
(so long as you have a double-sided ST drive of course!).
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

543. Re: BackupST limitations?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 13:22:43 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <22749@ttidca.TTI.COM>
Source record: 235599

In article <1991Jan17.045644.26945@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
><59439@aurs01.UUCP>
...
>George Woodside has uploaded Turtle to Genie over Xmas, I did not see
>what version it is as I can't use it, It requires at least 2 megs of ram
>for me to work, that is for a 800k ram disk, have you tried Vault ???
>or the Meg a Minute by Dave Small from Start Mag...

You must have a rather complex set up. Turtle is designed to run in
1 meg systems, since that's all I have. I also back up entirely on 800K
disks.

You can help relieve a cramped system by placing the RAMdisk in your
auto folder, rather than allow Turtle to install it. It does use less
memory that way. The RAMdisk is a normal and fully functional one
which I use al the time as a fast scratch drive. It does not, however,
do any autoloading of files at boot time.

If you do use the RAMdisk in your auto folder, you'll need to set the
proper configuration when you want to back up. Hold down either shift
key when the boot process approaches the RAMdisk. If a shift key is down
when the program starts up, it will present a configuration menu.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca.tti.com *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

544. Re: BackupST limitations?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 14:17:32 UTC
From: roberson@aurs01.UUCP
Message-ID: <59457@aurs01.UUCP>
Source record: 235600

In article <1991Jan17.045644.26945@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>George Woodside has uploaded Turtle to Genie over Xmas, I did not see
>what version it is as I can't use it, It requires at least 2 megs of ram
>for me to work, that is for a 800k ram disk, have you tried Vault ???
>or the Meg a Minute by Dave Small from Start Mag...

I run Turtle in a 1meg ST with the Twistered RAM disk.

I have not tried Vault but have used Meg-a-Minute. MaM was okay, but
I'm not too excited about having Image copies. Turtle is nice in that
any file is accessible via TOS copy.

-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

545. Re: Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 15:01:36 UTC
From: kilian@seas.gwu.edu
Message-ID: <2568@sparko.gwu.edu>
Source record: 235651

In article <5440144@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>| Atari ST Software For Sale:
>|
>| ...
>| TeX
>| GNU C Compiler
>|
>| I would like to sell everything for $75, but if you're interested in
>| individual programs, make me an offer.
>|
>| Ken (kenyee@ksr.com or uunet!ksr!kenyee)
>| ----------
>
>Say, you're not supposed to be selling that GNU stuff!

The Preamble to the GNU License explicitly states that you're ALLOWED to
sell GNU software. If Ken finds somebody who's dumb enough to pay for
GCC, fine. Serve him right.
TeX, on the other hand, is not GNU software. There are many commercial
versions of TeX (who buys one when he can get a PD version ? Probably
people who are scared of viruses).

Jens Kilian

--
\/// Internet: kilian@seas.gwu.edu |Snail: 4715 MacArthur Blvd. \\\/
/// UUCP: ...uunet!seas.gwu.edu!kilian| Washington, DC 20007 \\\
\\\ [These addresses will change (to kilian@cc.gatech.edu) soon] ///
/\\\ "Wos deht ich-en so gern haage, awwer er spihrt doch nix ..." ///\

546. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 15:38:19 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Jan18.153819.7531@ncsuvx.ncsu.edu>
Source record: 235652

So, where DOES one find 2.0f??

Thanks

547. Where/how to order Turbo C ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 15:50:32 UTC
From: hohr@cernvax.cern.ch
Message-ID: <3882@cernvax.cern.ch>
Source record: 235653

...if possible with an English doc.

Thanks in advance

Roger. hohr@cernvax.cern.ch

548. TOS Veriosn ???

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 16:40:35 UTC
From: bdm@sirius.rice.edu
Message-ID: <1991Jan18.164035.10583@rice.edu>
Source record: 235654

Quick question...how do I know which version I have? I thought it
would be on the ABOUT TOS window, but no. Given the methods of Atari, I assume
the age of the computer is rarely helpful in determining this, but
I bought it in 1988. Perhaps the default date tells, which is 4/22/87.

549. Re: Questions, things for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 16:50:45 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan18.165045.5679@santra.uucp>
Source record: 235655

In article <40450@ucbvax.BERKELEY.EDU> emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:
>Notator is of course the most powerful notaion program in the Atari
>world. It'll make you wonder how a 8mhz 68000 can do all that ;->
>It's also probaly the most powerful sequencer bar none. The only
>thing I would not recommend it for is if you want to do a lot of time
>signature changes. I don't but it doesn't look as flexible as it
>should (any comments out there?). Luckily there are quite a few
>other choices, Dr. t's etc if you don't want the fairly steep
>learning curve, although it is a very satisfiing program to work with
>because it's so logical and flexible. It just has a LOT of features.

Have you guys ever heard of Cubase 2.0 by Steinberg Software? It also
has notation capabilities up to the level of professional use.
It is also cheaper than Notator, at least here.
As a sequencer Cubase is the ultimate choise for a pro-level musician.
It is very easy to use and uses the special features that ST offers to
give the best flexibility to forget the program and concentrate to creating
music. I have used both Notator and Cubase and guess which one got kicked out?

I am not connected to Steinberg in any way, just a very happy end-user.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

550. Re: STalker & STeno

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 17:25:23 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Jan18.172523.4528@crc.skl.dnd.ca>
Source record: 235656

In article <54920@eerie.acsu.Buffalo.EDU> ywrpiero@ubvmsc.cc.buffalo.edu writes:
>
>I have read with great interest the discussions here on STalker/STeno -
>I have been seriously considering getting this package but have had one
>reservation. Since I only have 1 meg of memory, I was concerned about
>having STeno loaded while running STalker and still have enough memory
>for other applications after quitting telecommunciations.

1 meg is plenty, depending on what other apps you plan to run with STalker/STeno loaded. Calamus users and others who want as large a workspace as possible often reboot without any ACCs at all, it's up to you. You can always run either as a .PRG just by renaming the file. Using STeno as a .PRG is a good compromise since it lets your capture area be as big as the available memory. As an .ACC, STeno has to allocate all of its space at boot time, so a 100K edit buffer eats 100K of RAM.

STeno's minimum config is somewhere around 90K total consumption. That gives you a 32K edit buffer, allowing files up to around 28 or 29K to be edited (i.e., there's some storage overhead).

STalker 2.0's minimum config used right around 100K or RAM grand total (that's with an 80x24 virtual screen and a 4K transfer buffer). The current version 2.06 is somewhere around 125K minimum due to all the new features that were added around 2.04. Note that unlike Shadow, a small file transfer buffer does not limit your file transfers in any way. It simply means that it will get flushed to / read from disk more often than with a larger one.

>Therefore, my question is: Do you need STeno to act as a capture buffer
>when running STalker or does STalker have its own, built in capture??

No, you don't need STeno at all. They're independent programs that happen to take advantage of each other's presence. Without STeno loaded, STalker's capture command is simply not available. I myself use capture sparingly and rely instead on STalker's scroll-back buffer. If you've used xterm you probably have an idea of what this is like. As lines of text scroll off the top of the STalker terminal window they aren't lost; you can configure up to 2000 lines in the buffer and can then scroll back and forth over the received text. You can even use the mouse to grab a chunk of it and then save it to disk, print it, or fire it off to STeno for editing.

You might consider the scroll-back buffer as a limited size, read-only capture buffer. You can also capture to disk (called ASCII-Receive) if you like.

...hope this helps,

Eric

551. MIDI percussion track

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 17:46:02 UTC
From: bill@mwca.UUCP
Message-ID: <1796@mwca.UUCP>
Source record: 235657

Having recently purchased a Yamaha PSS-790 synthesizer, I've found that most song files with percussion tracks sound terrible (naturally, because the keyboard mapping of drums to keys on the Yamaha is different than a Roland or Casio). So, is there any relatively easy way to modify the song file to sound decent? Or is there basically no way to know whether a C# on the percussion track is supposed to map to a bass drum on the original synth and a G# is a high-hat...the resulting cacophony of drums, bells, whistles, and voices is interesting, but surely not what the original musician intended!

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

552. Wanted: Video digitizer

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 18:16:03 UTC
From: nims@casbah.acns.nwu.edu
Message-ID: <2750@casbah.acns.nwu.edu>
Source record: 235658

I'm looking to purchase a used video digitizer. ComputerEyes, or
Navarone/Hippo. Anyone interested?

==========
Christopher D. Nims Chris_Nims@nwu.edu
Distributes Systems Services
Academic Computing and Networking Services: Northwestern University

553. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 18:26:51 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan18.182651.21025@convex.com>
Source record: 235659

In article <1991Jan18.021445.4010@murdoch.acc.Virginia.EDU>
gl8f@astsun7.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <1991Jan18.005041.22961@convex.com> rosenkra@convex.com (William Rosencranz)
writes:
>
>>it would probably not break any existing code. if so, how?
>
>I wouldn't be surprised if lots of programs force filenames to all
>upper or lower-case, because it's now legal and it makes them easier

yes, but i also mentioned a (new) backward compatibility GEMDOS call (e.g.
int Fcase(int on)) which could be called by the deskop (like toggling
the blitter) to toggle do it/not do it. if on != 0, the the code to
upcase in TOS would be bypassed. if on == 0, then it would be executed.
i.e. business as usual. and (well-written) new programs could test the
TOS version before making this call, just as they do with the new calls
added to the Rainbow TOS. simple (i think...). surely THAT would not cause
any existing code to break, at least for this reason. if u happen across
a program that does not work, u always have the option of turning off
case sensitivity. i believe there were probably codes which broke with
the blitter turned on, but u have the option to turn it off in a similar
fashion. we are not talking about a major change to TOS here, just a
relatively small amount of additional code. but i agree that such a change
should not be made if it breaks (important) existing code or just to
please me :-).

>Let's encourage Atari to give us something useful, like say one
>big master-ROM-patch that would be updated frequently and contain all
>the patches that all versions of the ROMs need.

yes, this is a good idea. it would make it very easy to customize a
system, too.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

554. Re: ATARI SC1224 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 18:36:06 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7041@crash.cts.com>
Source record: 235660

```
In-Reply-To: message from bcasper@eos.ncsu.edu

were are you located?
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

555. Re: Let's have ONE standard lharc!

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 18:36:07 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7042@crash.cts.com>
Source record: 235661

In-Reply-To: message from koreth@panarthea.EBay.Sun.COM

are you the lharc man huh?well i like the compression of lharc but the
interface is hard.i come from the apple world and i have to say the interface
is bad.maybe you should make it like dcopy for the atari which arc's
files.that interface is easy.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

556. Re: \ world\ interfaces

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 18:36:09 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7043@crash.cts.com>
Source record: 235662

In-Reply-To: message from Roger.Sheppard@bbs.actrix.gen.nz

atari never makes sense .they may make it but i wonder sometimes.i love my
machine but the company sucks.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

557. join the revolution

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 18:36:09 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7044@crash.cts.com>
Source record: 235663

```
for a small fee you can join the revolution to make atari computer number one
for more info comment
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

558. EXCEPT10.ARC

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 19:26:37 UTC
From: jlf@cs.wvu.wvnet.edu
Message-ID: <1207@h.cs.wvu.wvnet.edu>
Source record: 235665

Oops!! I forgot to say whay my program does in my last post :-(
Except is a program that replaces the cherry bombs that appear when an
exception occurs with a nice dialog box. What's nice, is that you can tell
it which exceptions to hand (at least I think ththat's nice ;-).

--
Jack Forester, Jr. * Disclaimer: My opinions are mine and mine *
jlf@a.cs.wvu.wvnet.edu * alone! I don't share my opinions *
West Virginia University * with anyone! :-) *
Dept. of Computer Science * *

559. to johns@maccs...

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 20:02:11 UTC
From: tellabs_canada@canrem.uucp
Message-ID: <1991Jan18.1113.4689@canrem.uucp>
Source record: 235666

Appologies for posting to the net:

John, my thanks to you for your words regarding makefiles - I looked into them further and started to unsderstand how they worked. I will look to finding some answers for your inquiry and will post from a more reliable address as soon as I arrange it.

Regards,
Mark
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

560. DCformat question

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 20:25:27 UTC
From: etan@sunEc.tellabs.com
Message-ID: <5083@tellab5.tellabs.com>
Source record: 235667

I got a copy of DC format so that I could write files on a disk with a PC and read them on my 1040ST, but it's not working. I can write the files on the disk and read the back with my MS-DOS machine, but when I try to look at them on the Atari, they're not there.

Am I trying to do the impossible, or am I just doing something wrong?

Nate Stelton, etan@tellabs.com

561. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 21:29:46 UTC
From: ken@opusc.csd.scarolina.edu
Message-ID: <1991Jan18.212946.24607@opusc.csd.scarolina.edu>
Source record: 235668

In article <14597@milton.u.washington.edu> ramsiri@blake.u.washington.edu asks:
=> Are pinhead and FATSPEED incompatible/unnecessary? with 1.4?

The Pinhead v1.4 docs claim that it loads faster than TOS 1.4, and
can be used with it. I haven't tried it myself.
--
Ken Sallenger / ken@bigbird.csd.scarolina.edu / +1 803 777-6551
Computer Services Division / 1244 Blossom ST / Columbia, SC 29208

562. Re: TOS Version (was Veriosn)

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 21:49:50 UTC
From: apratt@atari.UUCP
Message-ID: <2809@atari.UUCP>
Source record: 235669

bdm@sirius.rice.edu (Brian D Moore) writes:
> Quick question...how do I know which version I have? [...]
> Perhaps the default date tells, which is 4/22/87.

That date is the date of the Mega TOS release (TOS 1.2), so that's probably what you have.

The definite way to tell is to read the OS header. A pointer to the OS header is at $4f2, and the TOS version number is found in the second word of the OS header. For example, $0102 there means TOS 1.2.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

563. Re: FEQ Needed (AGAIN!)

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 21:53:05 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340063@hpfcso.HP.COM>
Source record: 235670

>Could someone send me the Freq Asked Question file? My disk just died with the
>copy that I had!

That's about the 17th time I've seen this request!
Is the FAQ list recursive :-?

564. darekm@microsoft.uucp

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 22:02:16 UTC
From: ken_rockson@canrem.uucp
Message-ID: <199118.1113.4691@canrem.uucp>
Source record: 235671

Hello, im curious. Is this source code to Xformer 2.55 public domain.
Im wondering if you can upload a copy of the source code to Canada
Remote systems if possible. Hmmmm, well also would it be possible if I
continue working on Xformer 2.55. I will be transfering it to Gfa Basic
and it will use less memory and have faster speed. And have many
graphic capabilities. If this is possible please let me know ASAP.
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

565. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 22:09:48 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <sbZr8gS00awLA1HkVJ@andrew.cmu.edu>
Source record: 235672

Yes. Well, almost. For best results, format the disk on the IBM in 720K format. The Atari and the IBM have slightly different ways of storing the directory (among other things.)

Also, do *NOT* (I have) try to use "alternative format" (i.e. Twister, etc.) Atari ST disks on the IBM, they do weird things.

|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major
quote: "Everything is broken." ---Bob Dylan
stupid disclaimer: My opinions are.

566. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 22:12:04 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1991Jan18.221204.4936@ux1.cso.uiuc.edu>
Source record: 235673

You can interchange 3.5" DD disks between STs and PCs *IF* the disk was formatted on a PC. If the disk was formatted on an ST, the PC can't read it, but the ST can work just fine with PC-formatted disks.

567. Re: Atari ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-18 22:16:52 UTC
From: kenyee@ksr.com
Message-ID: <1838@ksr.com>
Source record: 235674

> The Preamble to the GNU License explicitly states that you're ALLOWED to
> sell GNU software. If Ken finds somebody who's dumb enough to pay for
> GCC, fine. Serve him right.
> TeX, on the other hand, is not GNU software. There are many commercial
> versions of TeX (who buys one when he can get a PD version ? Probably
> people who are scared of viruses).
>
> Jens Kilian

o.k., people. I've been replying to individual flames as they've been sent to me (Jens, you could have posted a response to me personally suggesting a clarification), but I guess this kind of message means I should correct the ad.

The Gnu C and Tex diskettes were purchased from a shareware company called Current Notes. They sold the diskettes for $3/disk (Gnu was 2 disks and Tex was 3). They pre-test their disks to make sure they are installable and usable.. And yes, I am just selling the media (with the original labels from Current Notes) and software which does run on a 1040ST. Is this clear enough??

Ken (with flame-suit...gee, I forgot to zip up :-)
(kenyee@ksr.com)

568. Real Lynx Hardware Specs

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 00:52:43 UTC
From: djh@neuromancer.metaphor.com
Message-ID: <2006@metaphor.Metaphor.COM>
Source record: 235675
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.amiga.games,rec.games.programmer

```
THE REAL LYNX TECH SPECS (inquiring minds want to know!)
--------------------------------------------------------

(gathered from Jan/Feb issue of Atari Explorer)

1) 16MHz system master clock; 65C02 CPU clocked 2 4MHz
2) 64K RAM clocked at 4MHZ, optionally 8MHz for same-page accesses
3) 4 shift-register sound channels, support for 7-bit digitized sound
4) ComLynx bidirectional serial I/O from 300 to 62.5 KBaud
5) 256K of ROM per game cartridge organized as a disk-like filing system
6) 1/2K of bootstrap ROM
7) RGB resolution of 160x102x4 bits, 16 12-bit color registers
Resolution of 480x102x1 is possible, but experimental
8) 2 custom chips; "Mikey" contains 65C02, DMA, bootstrap ROM;
"Suzy" contains multiply/divide unit and blitter, which
supports translation, scaling & collision detection for
objects up to 64Kx64K pixels.
9) Each video screen takes 8K.
10) Development system is a parallel-interface Lynx emulation module with
hardware debugging features & traceback. Devkit currently runs on Amigas
(3MB ram and hard disk) only.
11) The developer's kit: libraries, docs 'n hardware is $5K. Cheaper versions
without hardware debugging are in the works.
12) The Lynx was developed in 2 years at Epyx. Jay Miner did the custom
chips, R.J. Mical headed software development. Steve Landrum worked on
the Developer's Suite in addition to writing the "Blue Lightning"
cartridge. Jay and R.J. are notable for the Amiga custom chip set and
windowing software, respectively.
+-------------------------------------------------------------------------+
| Dallas J. Hodgson | "This here's the wattle, |
| Metaphor Computer Systems | It's the emblem of our land. |
| Mountain View, Ca. | You can put it in a bottle, |
| USENET : djh@metaphor.com | You can hold it in your hand." |
+=========================================================================+
| "The views I express are my own, and not necessarily those of my employer" |
+-------------------------------------------------------------------------+
```

569. Re: Tape Mechanism

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 02:14:29 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan19.021429.2157@mailer.cc.fsu.edu>
Source record: 235676

In article <1991Jan16.184447.14109@d.cs.okstate.edu>, cummins@d.cs.okstate.edu (John Cummins) writes:
>I'm wanting to add a tape backup system to my ICD Host Adapter based
>SCSI hard disk system. Does anyone know what kind (brand name/ model no.)
>of SCSI tape drive ICD sells in their FaST Backup setup? I'm interested in one

I understand that ICD does not release their software to drive this device
either, so you may be stuck with buying theirs. If you do manage to get
a driver for tape backup, please post about it!!

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

570. Re: Adding a 68881 to an STFM...

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 02:21:45 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40478@ucbvax.BERKELEY.EDU>
Source record: 235677

Do Megas have a 68881 socket? I didn't know that!

If they do that is really quite nice.

571. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 02:23:50 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan19.022350.5766@ecst.csuchico.edu>
Source record: 235678

gordon@osiris.cso.uiuc.edu (John Gordon) writes:

- You can interchange 3.5" DD disks between STs and PCs *IF*
- the disk was formatted on a PC. If the disk was formatted on an ST,
- the PC can't read it, but the ST can work just fine with
- PC-formatted disks.

Lemme add that you CAN format the disks on an ST, but there are
restrictions. The disks must be formatted 80 tracks/9 sectors and
they must have an MS-DOS-compatible boot sector. TOS 1.4 and greater
will do this automatically; for TOS 1.0 and 1.2, you must use
something like DC Format and its MS-DOS boot sector option to create
the compatible boot sector.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

572. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 02:42:10 UTC
From: rcb@netcom.UUCP
Message-ID: <21338@netcom.UUCP>
Source record: 235679

In article <7340061@hpfcso.HP.COM> you write:
>I see. I don't know how much demand there is for it. Kermit is awfully
>slow, compared to other protocols.

Kermit is just as fast as any other protocol if you have a newer
version which accepts large (at least 1-2K) packets. This is
especially true if the Kermit also implements sliding windows.
Uniterm has the former, but not the latter.

>
>Regards
>Ray Depew
>rrd@hpfitst1.hp.com

Roy Bixler
netcom!rcb@apple.com

573. Re: TOS Veriosn ???

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 02:49:59 UTC
From: rcb@netcom.UUCP
Message-ID: <21340@netcom.UUCP>
Source record: 235680

In article <1991Jan18.164035.10583@rice.edu> bdm@sirius.rice.edu (Brian D Moore) writes:
>
> Quick question...how do I know which version I have? I thought it
>would be on the ABOUT TOS window, but no. Given the methods of Atari, I assume
>the age of the computer is rarely helpful in determining this, but
>I bought it in 1988. Perhaps the default date tells, which is 4/22/87.

Would that be TOS version 1.2? Anyway, there is a program called
'tos_vers' under the 'utilities' directory on atari.archive which will
tell which version of TOS you have. Good point though - if Atari
would tell you the version in the 'About ...' dialog, life would be
simpler!

Roy Bixler
netcom!rcb@apple.com

574. Re: memory test

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 10:15:57 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan19.101557.26067@actrix.gen.nz>
Source record: 235681

In article <72603@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick)
writes:
> Is there a good program to test every bit of memory in an ste with 4
meg?
>
> <selick@bucsf.bu.edu>

Well I do have a Good Memory test program, It was Writen by Willie Brown
no to sure if that is the Correct spelling, but this is the Programmer
that writes the Supra Hard Disks Utils, try to see if yoy can get it,
does not use gem...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

575. Re: DCformat question

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 10:44:25 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan19.104425.27499@actrix.gen.nz>
Source record: 235682

In article <5083@tellab5.tellabs.com> etan@sunEc.tellabs.com (Nate Stelton) writes:
> I got a copy of DC format so that I could write files on a disk with a PC and
> read them on my 1040ST, but it's not working. I can write the files on the
> disk and read the back with my MS-DOS machine, but when I try to look at them
> on the Atari, they're not there.
>
> Am I trying to do the impossible, or am I just doing something wrong?
>
> Nate Stelton, etan@tellabs.com

The ST can't read HD 1.4 meg formated disks in its standard form, only 720k disks....

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

576. atari st

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 11:16:04 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7057@crash.cts.com>
Source record: 235683

anybody interested in a future newsletter on there bbs leave email with address.we are attempting to start something here in cali something beautiful.!
atari computers power without the price sm 1991 atari corp.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

577. Re: Prob with TeX 3.1/Metafont 2.7 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 13:23:07 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Jan19.132307.669@doe.utoronto.ca>
Source record: 235684

In article <*J4^P`#@uzi-9mm.fulcrum.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:

>Thats *wonderful* news :-(So how do you cope with your source on one
>partition and your system on another without cd'ing to the system partition?

I'm sorry for not making it clearer. In this system, /dev/<letter> is
the way of specifying a disk drive. For example, termcap (should) take
any value for the environment variable TERMCAP beginning with a slash
as a pathname, and any other value as an actual termcap entry. If you
keep your termcap database in e:\etc, try

setenv TERMCAP /dev/E/etc/termcap

I hope that this makes it clearer to everyone.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

578. Reviews of word processors wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 15:05:24 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <3838@orbit.cts.com>
Source record: 235685

I am wishing to upgrade from WWST 2.03 to something that will format margins on individual paragraphs, autofootnote placement, preferrably wysiwyg, with perhaps something like outline GDOS output.

I am considering Script, Signum II, Wordflair, Calamus Text Editor, Write On, That's Write!, Tempus Word, OR ANY OTHER that will do what I need. So; if you have worked with any of these, and would like to send me e-mail reviews/ opinions, or post them, or send me a review that you have on disk, that would be much appreciated! Also, if any of the companies, or distributers of the above, or competeing programs see this, email me to tell me how I can get info on the capabilities and output (I have a 24 pin Epson LQ 510 printer) or even a demo of the program, I would much appreciate that as well.
Thank you all!

****
Zeitgeist Busters!
UUCP: {crash tcnet}!orbit!pnet51!schaper
INET: schaper@pnet51.orb.mn.org
Aslan is on the move!
****

579. Re: Hypercard for ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 15:54:39 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <27986BBF.17551@maccs.dcss.mcmaster.ca>
Source record: 235686

In article <1991Jan17.155900.15987@cbnewsj.att.com> rcd@cbnewsj.att.com (rana.c.dutt) writes:
>
>JMG Software's HyperLINK product ...
[...]
> JMG Software
> 801 Mohawk Rd. W.
> Hamilton, Ontario, Canada L9C 6C2
> (416) 575-3200
[...]
This phone number is correct, however the address is _NO_LONGER_CORRECT_
JMG Software has moved to newer & larger facilities. This is their
current, correct address:

JMG Software, 892 Upper James St. Hamilton,
Ontario, Canada L9C 3A5
phone: (416) 575-3200, If busy: (416) 575-3201

I am in no way affiliated with JMG Software.
--

Art Mulder, McMaster University art@maccs.DCSS.mcmaster.ca
Hamilton, Ont, Canada ...!uunet!utai!utgpu!maccs!art

580. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 17:03:33 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Jan19170333@zappa.FtCollins.NCR.com>
Source record: 235687

RE: looking for a way to print postscript files on ST.

There is a commercial product called ultra-script (from Imagen) which
allows you print postscript files on the ST. I believe there are two
versions one for SLM804's and one for Dot Matrix printers, etc.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 *Jordan: Between Iraq and a hard place?*/
/* (303)223-5100 X-319 * All standard disclaimers apply */
/***/

581. archiving/backups

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 17:16:02 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14749@milton.u.washington.edu>
Source record: 235688

I am trying to decided which archiving program will do the
best job as well as handle a large argument list:

I have a set of files (400+, abuot 4.5MB) that I am constantly accessing
and updating... generally, each time i edit a file, i save
it to two places.. this takes some time.. i would prefer to run
a gulam script at the end of my session that would COPY
one set of files into an archived set of the same files..
refresh them etc.. Problem is not knowing which program
can handle a directory with a set of about 9 subdirectories and
several hundred files...

Is this impossible to do with ZOO ro LHARC or ARC? I don't
think my version of zoo can handle more than a few arguments.
Are there versions that can handle this?

Thanks,
-kevin
ramsiri@blake.acs.washington.edu

582. STOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 17:54:38 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <6983@ncrcae.Columbia.NCR.COM>
Source record: 235689

I'm interested in speaking with anyone out there who has the STOS
Game Creator package from Mandarin Software. Please send e-mail
to: ricks@ncrcae.Columbia.NCR.COM

Rick

583. Wanted: Ultima III

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 20:58:11 UTC
From: thinker@ucscb.UCSC.EDU
Message-ID: <11301@darkstar.ucsc.edu>
Source record: 235690
Cross-posted to: comp.sys.atari.st,rec.games.misc

If anybody out there has Ultima III for the ST, I would be interested in purchasing it. I've solved it for the Atari 800, but I want it for my ST archives. I have requested a conversion for the ST from Origin Systems, but unfortunately, although I have all the original documentation, I lost the actual disk some time ago. Without that, they won't give me a conversion, and I'm not too eager to go out and spend $25+ on a completely new package of a game I've already solved. Please mail me if you're interested.
By the way, does anybody know if and when Ultima V will come out for the ST?

-Vince M.

584. Re: Uniterm 2.0f where to get?

Newsgroup: comp.sys.atari.st
Date: 1991-01-19 22:21:36 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <19953@hydra.gatech.EDU>
Source record: 235691

In <7340061@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:

>I see. I don't know how much demand there is for it. Kermit is awfully
>slow, compared to other protocols. HOWEVER, on the question of code: there
>is a book by Frank da Cruz, called "Kermit: A File Transfer Protocol." I
>leafed through it once, and it had a lot of code (Pascal? shell script? not C)
>in it -- it looked like enough code to build an entire Kermit.

For those who may be interested in building their own Kermit, the code in
Frank da Cruz's book is mostly written in LEX. The book is available from
DEC Press. Also, the source for C-Kermit is available at many anonymous
FTP sites.

>Regards
>Ray Depew
>rrd@hpfitst1.hp.com
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

585. TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-20 05:36:42 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14770@milton.u.washington.edu>
Source record: 235692

Forgive me if these questions have been "overly" covered:

1) What "kind" of ST RAM, TT RAM and VME RAM will the TT/030
take? simms, i hope.. but an article i read today in
Atari EXPLORER Jan/Feb gave me the impression the TT fast
RAM was DRAM?

2) Is the buyer of a TT stuck with having to purchase a 720k drive?
Will a 1.44 be offered?

Which leads me to my third question:

3) I would be interested in buying the TT if I could buy it
without a monitor, a HD, and without the 720k floppy...
also, without RAM.

My dealer says they will have to sell the way ATARI ships them..
(if they ever do).. is this "ATARI" policy or "dealer" policy..?
I can't seem to get a straight answer.

Thanks

-kevin

586. Re: Novice questions about ST's and MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-01-20 13:03:50 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1991Jan20.130350.6487@actrix.gen.nz>
Source record: 235693

In article <7950@trev.dsir.govt.nz> SRPDSDJ@trev.dsir.govt.nz writes:
> I have a series of questions about MIDI and Ataris in general.
>
> Where I live the salespeople are basically unctuous, arrogant, facile fools
> and will not aor perhaps could not answer my questions :-(.
>
> What I want to know specifically is the following.
> 1) is a 520st powerful enough to run MIDI software. If not recommendations.
Yes and no. As with nearly all applications, the more memory you have
the better. Also some programs will not run on 1/2 meg.
> 2) can a non-atari hard disk be installed on an atari. How and which ones.
Yes. I have a Supra myself.
> 3) " " " monitor " " " " " " " "
Yes. To run high-res though you would probably need an Atari one or a multi
sync.
>
> I am connected to the net but only via an IBM PC clone (386sx 80Mb HDD hence
> the reason for asking about the hard drive above, I hate running machines
> from floppies they are so slow in comparison, :-))
>
> 4) Can this IBM clone uudecode, unarc, zoo extract etc, files from
> comp.binaries.atari.st and then save them in a format that the atari
> would then be able to read (I have a 3.5" floppy drive). If not are there
> any work arounds.
Yes, if you format the floppy 720K.
> 5) I have only recently begun reading this newsgroup, if there is a
> freqently asked questions file can anyone forward this or point me in the
> right direction.
Far as I know there is none, at least I've never seen one.
>
> All replies by email would be greatly appreciated?
>
> --
> Stephen Jones, | Internet : IN%"srpdsdj@pmv.dsir.govt.nz"
> Palmerston North, | PSI : PSI%pmv.dsir.govt.nz::srpdsdj
> New Zealand. | "Kneel to the Boss"
> --

--
Alex Valdez

587. Re: Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-20 18:54:31 UTC
From: seitz@netcom.UUCP
Message-ID: <21459@netcom.UUCP>
Source record: 235694

In article <510012@hpbbi4.BBN.HP.COM> stefan@hpbbi4.BBN.HP.COM (#Stefan Bachert) writes:
>My knownledge about 1st Word is that this version (not 1st Word plus)is free.
>TeX and GNU C is public domain. I don't know about the others.
>If I am right YOU should NOT SELL this programs!

If I am right, public domain means you can do whatever you want with these programs, including sell them for whatever price you want. Also I believe the GNU software is copyrighted, not public domain. Whether or not it can be sold depends on what the license agreement says.

In short:

public domain == can be sold
freely distributable != public domain
GNU == freely distributable != public domain

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

588. 3D

Newsgroup: comp.sys.atari.st
Date: 1991-01-20 19:19:37 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jan20.191937.4211@lsuc.on.ca>
Source record: 235695

As far as we've seen so far, no one has been able to maintain a sustained interest in 3D technology in fields of entertainment. Every time I see a new attempt at this technology, I expect it to be a "flash-in-the-pan" novelty. Yet it would not surprise me to see a more permanent sustained interest in the near future. In the Toronto area, at Ontario Place, I understand there is going to be some new 3D Imax film being shown in conjunction with radio controlled stereo glasses similar to the ones that Sega sells. But that is not in itself significantly more than what has been attempted before, except for the provision of high cost, high technology glasses for each individual in the theatre, without substantial modification to the theatre itself. Keep in mind that it would have been possible to use the actual Sega style glasses without radio control simply by wiring a plug for each seat. But that approach lacks portability, and it would be expectable that the company or companies involved in this new venture are looking at the possibility of taking their show "on the road."

It should be noted that in theatre showings, I would not expect the image to be much better than a use of polarized stereo glasses which are far cheaper to produce, though, either is significantly better than the magenta/cyan glasses which are the least expensive technology for home use.

A couple of years ago I had the chance to use the Stereotek glasses on an Atari ST, and not surprisingly, they were first rate. With no significant ghosting on the screen I viewed molecular models which floated in the air in perfect clarity. Furthermore, we have CAD-3D version 2 which supports these glasses, though I haven't had a chance to try this combination. But for the Atari ST, nothing else seems to have followed, and indeed, I don't know if the Stereotek glasses are still being sold. In the long run, this shouldn't matter since the technology should not be hard to reproduce now, or at some future date, but anyone with reasonable resources.

Recently I purchased a Sega Master System 3D adaptor and a game (Zaxxon 3D) which was on sale, and probably an end-of-line clearance. The adaptor used the old Sega "credit card" port leaving the large cartridge port free for software. But the glasses themselves are not tied to that adaptor. The latest version of the Sega Master System (SMS II) no longer has this card port, so it would be expected that production of this particular 3D adaptor has probably been discontinued. On the

otherhand, the "base adaptor" for the Genesis does have the card port, so old adaptors can be used on the Genesis, and Sega could easily create a new adaptor for the Genesis and even for the Master System II, if they wanted to do so.

With my previous experience with this technology, the question I had was why Sega had been so relatively unsuccessful in selling their version. Was it just price? Well, having played Zaxxon 3D, I think this was the case. The game itself was generally fine. The 3D imaging was not as good as on the Atari ST, but not so bad as to be unpleasant to use. First, the Sony TV I used seemed to leave just a bit of ghosting that I don't recall seeing on the Atari ST monitor, and second, the lower 256 * 192 resolution compared to the Atari (which I assume was probably running at 640 * 200). Looking at the Sega catalogue though, there were only a couple of other programs written for the 3D system. The other one that shows promise is Space Harrier 3D. I don't expect the Missle Command 3D system will benefit from the 3D rendition.

But the problem is clear. It is comprised of the usual "Catch-22" which is commonly a part of many marketting failures. 1. You can't see the benefit of the system until you buy it (because most stores won't set it up for you to test) so you don't develop a desire strong enough to overcome the price of involvment, and 2. Since you don't buy it, support doesn't take off sufficiently to create a stronger desire to have it.

I think this could have been overcome. The solution is actually fairly simple, and I'm surprised that Sega, and Atari ST programmers both seemed to miss it. It has a precedent too. That is, "stereo music." Now, the trick is that stereo in part took off because you didn't have to have a stereo player or radio to listen to stereo music. If Sega wanted to create a market for their 3D system, they merely had to add a few 3D options to the games they brought out in 2D. This didn't have to be a part of the main game play. Adventures in particular were the best target. In them, the graphics are already primarily ornamentation (in reality, unnecessary to the game itself), and mainly not animated. It would not have been hard to add some 3D elements which could be selectable by the player. It could cost a bit in ROM storage, but that could be minimized. Certainly some "magazine writers" would have griped about only having partial support of 3D in some products, but in the long run, it would have built up confidence in the 3D technology and increased the user base of 3D owners, and thus making it worthwhile to create more fully 3D products.

Anyway, I think that if anyone is interested in taking another shot at 3D support, there's probably a way to do it profitably.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

589. Re: Getting music data off of CDs

Newsgroup: comp.sys.atari.st
Date: 1991-01-20 20:10:52 UTC
From: seitz@netcom.UUCP
Message-ID: <21462@netcom.UUCP>
Source record: 235696
Cross-posted to: alt.cd-rom,comp.sys.atari.st,comp.sys.atari.st.tech

In article <D138F66B195F000A81@yubgef51> ____ Zarko Berberski ____
<EBERBERS@YUBGEF51.bitnet> writes:
>
>{_ Maxon Computer GmbH have printed in 1989 a book :
>
> SCIEBENKLEISTER II
>
> The book is about all mass storage devices for Atari ST
>including WORM-s and : CDAR504 - Atari CD-drive.

Is there an English translation of this book?

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

590. Re: STalker & STeno

Newsgroup: comp.sys.atari.st
Date: 1991-01-20 20:44:49 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <38275@cup.portal.com>
Source record: 235697

>> I have read with great interest the discussions here on STalker/STeno
>> I have been seriously considering getting this package but have had one
>> reservation. Since I only have 1 meg of memory, I was concerned about
>> having STeno loaded while running STalker and still have enough memory
>> for other applications after quitting telecommunciations.
>>
>> Therefore, my question is: Do you need STeno to act as a capture buffer
>> when running STalker or does STalker have its own, built in capture??

Nope, the look back buffer in STalker can function in the same way.
You use ALT-Mouse drag to select an area of text and then are given a
choice of saving to a file or printing or pasting to STeno (in case
capture is OFF in STalker).

591. EXCEPT 2.0 - The accessory version

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 00:03:52 UTC
From: jlf@cs.wvu.wvnet.edu
Message-ID: <1211@h.cs.wvu.wvnet.edu>
Source record: 235698

I've just uploaded version 2.0 of Except to atari.archive. It works essentially the same as version 1.0 except it is now an accessory and it has some new features:

- You can lock Except's vectors in place thus preventing some other program from stealing them away.

- You can 'turn off' Except's handling of exceptions. Version 1.0 forced you to change the configuration file and reboot.

Once again, Except replaces the cherry bombs that are displayed when exceptions occur with nice friendly dialog box. It is also configurable meaning you can have the program respond to some exceptions but not others.

--
Jack Forester, Jr. * Disclaimer: My opinions are mine and mine *
jlf@a.cs.wvu.wvnet.edu * alone! I don't share my opinions *
West Virginia University * with anyone! :-) *
Dept. of Computer Science * *

592. Re: Novice questions about ST's and MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 01:24:40 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan21.012440.16768@santra.uucp>
Source record: 235699

In article <7950@trev.dsir.govt.nz> SRPDSDJ@trev.dsir.govt.nz writes:
>
>What I want to know specifically is the following.
>1) is a 520st powerful enough to run MIDI software. If not recommendations.
>2) can a non-atari hard disk be installed on an atari. How and which ones.
>3) " " " monitor " " " " " " " "

Most good MIDI software requires at leas 1 Meg RAM to RUN properly, but
you can use simple sequencers with 512 k RAM. I'm a pro-level user, and
I sometimes run out of RAM with 4 Megs...
Get a RAM-extension for your 520...

I have connected two Seagate 85Mb drives to my ST using ICD SCSI-interface.
The drive itself can be *almost* everything, but you must have a proper inter-
face to connect it. There are good drives for ST, for example Supra Drive and
ICD F.A.S.T.
If you are a novice in electronics, buy a ready, plug-and-play type drive,
but if you know what you are doing, get yourself a DMA-SCSI interface, SCSI-
controller (if the drive does not have one, like Seagate N-serie) and a
harddisk, and make your own system.

Non-Atari monitor is no problem. Most color-monitors you can connect to
Atari if you get a SCART-cable for it (the connector in ST is a weird one).
Multisync is also possible, but you must have a special switchbox or cable
to do that, and almost every model needs one a type of it's own.
I am using a Nec Multisync 3D, I really like it. All three resolutions with
same monitor. And the picture is excellent. I got a switchbox for it from
Germany (multisync+ST is a quite common combination there...)
Almost every monitor is usable with ST, as far as you can get a cable.
It is quite easy to make one if you got pin-assignments for the connectors.

>4) Can this IBM clone uudecode, unarc, zoo extract etc, files from
> comp.binaries.atari.st and then save them in a format that the atari
> would then be able to read (I have a 3.5" floppy drive). If not are there
> any work arounds.

You can directly read PC-formatted 3.5"DD-floppies with your ST, and
you PC should be able to read floppies formatted by ST. If you have TOS
version 1.4 or higher, both are possible. If not, only first one is possible.
About extracting in PC, haven't tried, but I think it should work.

>5) I have only recently begun reading this newsgroup, if there is a
> freqently asked questions file can anyone forward this or point me in the
> right direction.
>
>All replies by email would be greatly appreciated?

Reply in News reaches more people, if you don't mind.

>--
>Stephen Jones, | Internet : IN%"srpdsdj@pmv.dsir.govt.nz"
>Palmerston North, | PSI : PSI%pmv.dsir.govt.nz::srpdsdj
>New Zealand. | "Kneel to the Boss"
>--

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

593. xformer source

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 02:27:23 UTC
From: ken_rockson@canrem.uucp
Message-ID: <1991Jan20.1113.4715@canrem.uucp>
Source record: 235700

Well, this msg is towards Darek Mihoka. Im wondering did you release
the source code to Xformer 2.55? If so what boards have you uploaded it
to. Can you please upload it to Canada Remote systems if possible.
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

594. Re: Simple data plotter

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 05:13:45 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan21.051345.1061@mailer.cc.fsu.edu>
Source record: 235501

In article <5727@rex.cs.tulane.edu>, dejesus@bourbon.ee.tulane.edu (Francisco X DeJesus) writes:
> Does anyone know about any simple PD/Shareware utility (or source code)
>that will take in a data file of x-y coordinates and just plot them to the
>screen? The data file format does not matter since I will be making my own
>program that will generate it and write it to disk. It can be for any ST
>resolution. It does not need to draw curves or splines between the points,
>just to plot them one at a time. Thanks in advance...

I use the program Sci-Plot, which is from the Nov 1988 issue of STart mag.
It is quite nice. You could probably buy it as a back issue, or perhaps
from someone on the net (I often see STart w/disks for sale here).

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

595. Re: DCformat question

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 05:31:53 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan21.053153.1330@mailer.cc.fsu.edu>
Source record: 235502

In article <5083@tellab5.tellabs.com>, etan@sunEc.tellabs.com (Nate Stelton) writes:
>I got a copy of DC format so that I could write files on a disk with a PC and
>read them on my 1040ST, but it's not working. I can write the files on the
>disk and read the back with my MS-DOS machine, but when I try to look at them
>on the Atari, they're not there.
>
>Am I trying to do the impossible, or am I just doing something wrong?
>
>Nate Stelton, etan@tellabs.com

Get a copy of Vkiller 3.whatever and check your disks. I'll bet you a buck
that you have a virus, probably the Signum virus. It does nothing, but will
make a disk unreadable by a PC. I personally use ps2form to format disks
to work on both machines. I do it every day, and have never had a problem.
The virus thing drove me nuts, I would format a disk on the PC, put files
on it, take it home and just look at it (no writes), and it would no longer
work in the PC's. I tried about 15 formatters before it occured to me that
a virus might be the culprit!

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

596. codekeys

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 07:14:42 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <38299@cup.portal.com>
Source record: 235503

I do believe that macro can be done with CodeKeys.. as long as the computer does not physically reboot...

You can time or NOT time macros.. CodeKeys works very good. If you time it, you can simply let codekeys "watch" what you do, and it will later execute the commands in exact order.. It will even wait 5 minutes if you wait 5 mins. If you decide later you want the delay to be less, you can go in and edit it..

This is a very powerful program.. I have no complaints.

Bryan_Jones_Woodworth@cup.portal.com

597. Re: Let's have ONE standard lharc!

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 08:46:02 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2951@laura.UUCP>
Source record: 235505
Cross-posted to: comp.sources.d,comp.sys.atari.st

In article <767@grapevine.EBay.Sun.COM>, koreth@panarthea.EBay.Sun.COM
(Steven Grimm) writes:
|> There seem to be zillions of versions of the "lharc" archiver floating
|> around,
|> with no coherent version numbering scheme so it's next to impossible to
|> tell
|> which versions are more recent than others. I'd like to coordinate an
|> effort
|> to come up with one standard version of lharc, and keep track of patches
|> in
|> one place so that there'll be some order to the version numbers.

Oh yes, I do advocate Steven Grimm's attempt! We would get one reliable
LHarc running on a variety of machines.
Of course I shall support this LHarc by my Arcgsh, the graphical shell for
archiver programs for Atari ST.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
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D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

598. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 08:46:38 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5260@brahma.cs.hw.ac.uk>
Source record: 235504

In article <1991Jan18.021445.4010@murdoch.acc.Virginia.EDU>
gl8f@astsun7.astro.Virginia.EDU (Greg Lindahl) writes:
>... Let's encourage Atari to give us something useful, like say one
>big master-ROM-patch that would be updated frequently and contain all
>the patches that all versions of the ROMs need.

Absolutely! I have said this all along. Patches could be issued as a bunch
of modules that say in their header what ROM version they are for and what
it patches. At boot time the master patch program just looks in the files in
the PATCH folder, or in a big file with them all in it, and does it's thing.
Patches would be posted _regularly_ and we'd all be riding on soft fluffy
clouds forever! Unfortunately we are talking about Atari here and clouds with
fuji logos are rarely this soft. :-(

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

599. Re: Prob with TeX 3.1/Metafont 2.7 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 10:58:57 UTC
From: piet@cs.ruu.nl
Message-ID: <4702@ruuinf.cs.ruu.nl>
Source record: 235506

>>>>> In message <RIDDERBUSCH.KD.91Jan17092445@usun01.sni.de>, ridderbusch.kd@nixdorf.com (Frank Ridderbusch, D10 PU222) (FR) writes:

FR> I've currently produced new binaries, which now use the ';' as a path
FR> separator and therefore allow the standard TOS notation for pathnames.
FR> Also the new binaries don't discard *any* <CR> characters in the input
FR> stream, but only the ones in a <CR><NL> pair. Also these binaries were
FR> compiled with GCC 1.38 and maximum optimization.

FR> I would be happy to submit these files to the atari archive at
FR> terminator, if someone tells me the correct address for submissions by
FR> mail.

FR> I've also put archives together, which contains the C sources, which
FR> were produced by the conversion process from WEB to C. These sources
FR> may then be used the recompile TeX with differing internal buffer
FR> sizes. (It is possible to compile TeX and Metafont on a ST with GNU-C,
FR> but you need at least 2 megs for TeX and 2.5 megs for Metafont. The
FR> compilation process takes about 1 hour).
FR> --
FR> MfG/Regards

I have not yet tried these, as I understood that initex would not run on a 1MB machine. Now I haven't looked into it but I think it should be possible to adapt the parameters such that initex would also run on a 1MB machine. Namely by making MEMMAX smaller on initex. Initex dumps only the memory up to MEMTOP. The MEMTOP in initex and virtex should be the same, but MEMMAX may be different. Would you mind trying to get initex smaller?

Thanks a lot.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

600. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 11:52:02 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan21.115202.18096@informatik.uni-erlangen.de>
Source record: 235507

Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>Don't use PoolFix 3 as it does not suport the Xbra standard, this was
>corrected by Claus Brod, PoolFix 4, and now can be placed anywhere in
>the Auto folder, Note: PoolFix 3 has to be the first in the Auto
>Folder..also there were some other improvments with PoolFix 4, maybe
>Claus Brod can enlighten us on this...

Please don't talk of 'poolfix 4'. Its correct name is 'PFIX_CB.PRG'
due to an arrangement with Allan Pratt, the original author.

To be fair, Poolfix3 followed the XBRA standard, yet only half-heartedly.
I improved on that, and the result is that you can put it anywhere in
your AUTO folder you like.

There were no other crucial improvements except some code crunching.
I didn't delve too deep into the code in order to make sure that I did
not introduce errors due to overhasted optimization.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

601. text editor accessory

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 13:30:26 UTC
From: maf4003@sigma.tamu.edu
Message-ID: <11386@helios.TAMU.EDU>
Source record: 235508

(my apologies if this message has appeared before - I've had probs w/ usenet)

I would like to thank all of the people who responded to my inquiries
about the text editor accessory. I have not had time to do any ftp-ing but the
info that you have given will help me wade through the cryptic filenames.
Don, I hope that you do not think that I was ragging SpiritED because
that was not my intention. It looks as if your program I exactly what I need
from what little I was able to see. More than likely, the problem was caused
by too many accessories and auto progs (I was loading everything I have...not
too smart). Anyway, I'll do some experimenting with different configurations
and let you know how it goes as soon as possible.
Once again, thanks to all of you for your help. You and this group add
immeasurably to the value of the ST.

Thanks...
Michael Fitch

602. moria problems

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 13:45:35 UTC
From: maf4003@sigma.tamu.edu
Message-ID: <11387@helios.TAMU.EDU>
Source record: 235509

Thanks to all of you for responding to my post. The clock did the trick but I downloaded Moria 5.2.2 anyway. It seems to work, too.

Glad I'm not taking classes...
Michael Fitch

603. Dbase on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 14:11:19 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Jan21.141119.13264@newcastle.ac.uk>
Source record: 235510

I was just wondering. Is there anything like 'Dbase' on the ST or a
similar database programming language.
If so is it PD or not, (Place all standard questions here)

Yours

Dave Johnson

+-----------------------------------+--+
David M. Johnson	Janet : D.M.Johnson@uk.ac.newcastle
c/o Electrical and Electronic Eng.	ARPA : D.M.Johnson@newcastle.ac.uk
Merz Court	UUCP : ...ukc!newcastle!D.M.Johnson
Newcastle University	
Newcastle upon Tyne	
NE1 7RU	
+-----------------------------------+--+

| 'There are only three just wars in American history: The American Civil War,|
| World War II and the Star Wars Trilogy, |
| Peace Dudes' |
+-----------------------------------+--+

604. Re: Text editor accessory

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 14:35:47 UTC
From: rfpfeifl@watcgl.waterloo.edu
Message-ID: <1991Jan21.143547.12662@watcgl.waterloo.edu>
Source record: 235511

In article <4232@syma.sussex.ac.uk> leilabd@syma.sussex.ac.uk (Davis) writes:
>I use Moshe Braner's GNOME (Generally Not the Original MicroEmacs).

I was wondering if there's a working copy of "jove" somewhere for the ST.

Any hints...?

Ron

605. CodeKeys ????

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 15:01:41 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <2760@gould.doc.ic.ac.uk>
Source record: 235548

Hi netter,

I have just read an article about a program called CodeKeys.And must say it sounds very powerful.Does it allow you to record GEM events or just keys ??? And also who distributes it ??? And how much is it ???

I would very much appreciate any information about what the program does or where I can get it.

Thanks in advance,

Alan

606. Re: DM 1: Level 5

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 16:45:18 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340064@hpfcso.HP.COM>
Source record: 235512

In response to johnu@syma.sussex.ac.uk (John E Upham) :

> I'm endevouring to explore level 5 on Dungeon Master 1 and have got
> stuck a couple of times.
>
> 1. There is a room filled with teleports which I have tried every
> possible permutation to get through and can't.

There is a way to get through. My notes are all at home, and I can't give you the exact N-S-E-W sequence, but this is how my son & I mapped out the room:

Save the game, because your people will die of hunger before you get the room completely mapped out, unless you're lucky.

Put the compass in somebody's hand, so you can always see it.

The teleports are arranged in a checkerboard pattern all over the room.

Standing at square 1, face north. Drop something, and note on the map what it was that you dropped. This will be the "landmark" that identifies square 1. Move any direction. (I'd suggest that you always move "north", until you find yourself running around in circles, or until you run out of unexplored areas of the room.) Call the next place you land, square 2. Drop something else there. BEFORE YOU MOVE AGAIN, turn around in a complete circle, and see if you can identify any landmarks or features in the room.

Repeat this procedure until you have the whole room mapped out. In the end, you will find that a sequence like N-S-E-W-N-S-S (or something) deposits you in another chamber at the SW corner of the room.

Note that a number of the teleports are "short cuts" back to square 1. This can be frustrating when you're trying to map the room, but a blessing when you've got flying snakes on your tail.

> 2. There is a room with many pits which appear and dissappear. I got
> myself into the chamber on the top right corner of the room but there
> appears to be another chamber on the top left. How do I get to it ?

Same way. I always put Leyla in my team. If I get stuck like you did, I just climb down her rope, walk through the teleporter and try again.

> 3. There is a small room with a portculis door at the other end over to
> the right. The door is opened buy a green button round the corner and
> you stand on a pressure pad as well. To get to the button you go
> forward, right, forward, pull a lever, turn through 180 degs, through
> what used to be a teleport and press the button. The teleport is now
> back in position so you cant go through it and soon as you step off

> the pad the door shuts again. Help !!!!!

You're not doing anything wring. You just need a little more help with your
timing (I think). Try running backwards instead of turning and running.
I don't remember how we solved this puzzle. I'll ask my son tonight.

> Thanks for the rock monster advice. I'm geting the hang of it now
> although I feel the use of fireballs is cheating since ive not been
> given a fireball scroll yet !

My son and his best friend discovered a bunch of spells just by chanting
syllables at random. If you pretend that that's what you did, then you
can sooth your conscience a little.

> John Upham, (Chemical Physics Ph.D)
> University of Sussex, Brighton, UK.

Oh, that's what PChem PhD's do for a living! :-)

Enjoy the game.

Regards
Ray Depew
DM 1990
IC's by Bill and Dave
rrd@hpfitst1.hp.com
----

607. Re: someone explain, PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 17:08:29 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Jan21.170829.18871@crc.skl.dnd.ca>
Source record: 235513

In article <14803@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>I tried this four times... because i couldn't believe it.
>
>I was having problems with 3 bombs when calling STalker from
>within STeno: STalker boots from C:\, while STeno i loaded
>from MULTIDESK run as a program (not acc). Mind you, i have
>had them working together before.. but since i ran TUNEUP
>earlier in the day to optimize my C:\ drive (i never have
>used the optimize option before, always copied, zeroed, copied)
>.. things have gotten strange:
>
>I wanted to start fresh. So i grabbed the original STalker/STeno
>disk I bought last week. Deleted Stalker files from C:\
>etc.. and created a new folder on C:\ -> STALKER... copied
>entire contents of disk A:\ into C:\STALKER ... then i
>pulled STALKER.acc and STALKER.rsc out onto C:\ root.
>Ran the program. When i went to set things up.. i discovered
>that all my defaults from my previous settings were there..
>including my port, terminal, autodialer etc.. I was confused..
>
>So.. i deleted everything related to STalker.. the entire folder
>etc.. from C:\. Recreated a C:\STALKER. Copied original disk
>contents once again to C:\STALKER. Pulled the acc and rsc onto
>the root directory. Rebooted etc. Again, the defaults i had
>been using all week were there. huh? SO, i decided to run
>STalker.acc from the floppy by loading it via multidesk.
>This time, STalker had the default settings that I saw when
>I first ran the program day 1. My defaults were no where to
>be seen. So, knowing that the floppy was never written to
>I deleted all related STalker folders and files from C:\
>and AGAIN.. recreated a new folder STALKER.. loaded the
>floppy into it.. pulled the acc and rsc files onto the root..
>etc... booted .. and my personal setting were there. Mind you,
>these are cold boots. Now..
>
>1) Am i losing it?
>2) Does TOS 1.4 have some weird bug where if you delete
> a folder/file(s), write NOTHING else, then recreate a "new"
> folder or file(s) of the same name, not copy the new items?
>3) What did TUNEUP do to my drive?
>
>I am about to copy C:\'s contents.. zero C:\ and then copy back
>to see if I am not bonkers.

>
>-kevin

STalker's settings get saved in a file called STALKER.INF in the root directory of your boot drive (more technically, STalker looks for this file in the 'current' GEMDOS directory when it is booted, which for an ACC is A:\ or C:\). It must still be there, otherwise STalker would have reverted to the 'factory' defaults. Perhaps something during or after the Tuneup made the file hidden?

Eric

608. Re: TOS Version (was Veriosn)

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 18:01:06 UTC
From: micro@imada.dk
Message-ID: <1991Jan21.180106.11546@imada.dk>
Source record: 235514

apratt@atari.UUCP (Allan Pratt) writes:
>The definite way to tell is to read the OS header. A pointer to the OS
>header is at $4f2, and the TOS version number is found in the second
>word of the OS header. For example, $0102 there means TOS 1.2.

What is your numbering algoritm? How do we compare TOS versions?
The number $102 implies a number seq. 1.0, 1.2, 1.4, 1.6, ..., 1.10, 1.12 -
doesn't it?
But the actual numbering is ..., 1.6, 1.62, ($106, $162), what is to be
expected next?

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

- Klaus (micro@imada.dk)

609. Thanks, and things sold

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 19:07:15 UTC
From: sstreep@next.com
Message-ID: <199@rosie.NeXT.COM>
Source record: 235515

Well in regards to my Request for info on sequencers, I got several recommendations for Notator, plus some good words on Cubase and Alchemie. Thanks to all who replied via email.

In regards to my things for sale, it looks like the Prospero stuff is all sold. I got 7 (!) responses for the complete set; I sent mail to all responders, but a few of my replies bounced. Its good to see a healthy demand for this stuff, as Prospero has been actively supporting this stuff for years.

-sam (sam_s@NeXT.com)

610. ST on TV!

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 19:21:23 UTC
From: dinapoli@rodan.acs.syr.edu
Message-ID: <1991Jan21.192123.23484@rodan.acs.syr.edu>
Source record: 235516

While watching CNN's coverage of the Gulf War Saturday Night, I was suprised to see a commercial for a dex FAX machine (Fujitsu). The idea was that some musician had to get a manuscript (I think) to somebody else. They both had these fax machines. The musician was shown next to a computer which was an ST. The monitor was clearly an SM124 and it looks like the machine was either a 520/1040/STe but it was difficult to tell. Did anyone else see this?

Ron D.

611. ST's and MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 19:40:20 UTC
From: bill@mwca.UUCP
Message-ID: <1797@mwca.UUCP>
Source record: 235517

Anyone else notice on Saturday Night Live 1/19/91 Sting's keyboardist was
using a STacy?

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

612. Re: Questions, things for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 19:54:38 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340065@hpfcso.HP.COM>
Source record: 235518

> >Notator is of course the most powerful notaion program in the Atari
> >world. It'll make you wonder how a 8mhz 68000 can do all that ;->
> >It's also probaly the most powerful sequencer bar none. The only
> >thing I would not recommend it for is if you want to do a lot of time
> >signature changes. I don't but it doesn't look as flexible as it
> >should (any comments out there?).

I have had no problem with them. There are various gotchas alluded to in the manula, but in my opinion, they are obvious, and the manual gives them far too much attention, making it look like they are difficult to deal with when in fact it is trivial. The problems have do do with offsets in the arrange list, and if you're doing notation, you probably aren't using arrange mode anyhow.

> Have you guys ever heard of Cubase 2.0 by Steinberg Software? It also
> has notation capabilities up to the level of professional use.
> It is also cheaper than Notator, at least here.

I think it is slightly cheaper here too, but not so you'd notice.

When I was asking about notation software before, someone (probably you) mentioned Cubase, as did a guy at Manny's, but he didn't know much about it. Can you tell us more about it? Comparison with Notator would be especially appreciated. I've never seen a review of Cubase, just the ads, which don't seem to be overly hyped (hence don't make it look so impressive :-)

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

613. Re: questions about GFA basic and REPLAY 4

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 20:06:26 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3415.279b0372@miavx1.acs.muohio.edu>
Source record: 235519

In article <3374.27938072@miavx1.acs.muohio.edu>, tmwhitehead@miavx1.acs.muohio.edu writes:
> I have REPLAY 4 (awesome sound digitizer)
> I also have GFA Basic 3.(something)
> I have a 1040 ST with a color monitor.
>
> My second question is this:
> The game I'm writing is, essentially, one large loop. Currently, I have a
> variable that I increment each time through the loop and use as a counter to
> determine the timing of certain events. however, since the program falls
> through different segments of code depending on the players actions and the
> timer value, the speed changes. I've been able to control it somewhat by
> putting in small pauses in the right places, but if I could get access to an
> internal timer, I could use that to time my rpogram. I need pretty small
> increments (probably at LEAST 1/100 of a second...)

GFA Basic 3.0 has a command called every, with the syntax:

EVERY ticks GOSUB proc

ticks are in 1/200 of a second, so:

EVERY 200 GOSUB move_char

Every 200 ticks (1 sec) the procedure move_char is executed.

EVERY STOP stops the command and EVERY CONT continues.

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~~

614. Re: Atari 520ST system forsale. Update ...

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 20:29:42 UTC
From: robertl@locus.com
Message-ID: <1991Jan21.202942.637922@locus.com>
Source record: 235520
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

Just an update on the sale:

Atari 520ST with 1MB of ram and on-board RF modulator,
includes mouse, free Word Perfect and a 1200 baud modem. SOLD

Spectre GCR with 128k Roms : Macintosh emulator SOLD

Atari Monochrome monitor SOLD

Atari SF314 SOLD

Items still forsale:

Indus GTS100 720K floppy disk drives $75

Atari Megafile 30 : 30 MB hard drive $350
Lowered price!

If you sent or called in an offer on the GTS100 please
resend it because I accidently deleted them. Sorry!

All items are in excellent condition and include
original boxes, cables, documentation and disks.
Prices do not include shipping.
All prices are negotiable, best offer gets them.

Thanks,
Robert Lee
robertl@locus.com
(213) 337-5977

615. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 20:46:05 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440146@hplsla.HP.COM>
Source record: 235521

csbrod@informatik.uni-erlangen.de (Claus Brod (turo)) writes:

> Please don't talk of 'poolfix 4'. Its correct name is 'PFIX_CB.PRG'
> due to an arrangement with Allan Pratt, the original author.
>
> To be fair, Poolfix3 followed the XBRA standard, yet only half-heartedly.
> I improved on that, and the result is that you can put it anywhere in
> your AUTO folder you like.

In a recent issue of Current Notes (I think it was November 1990), there
was a comment that PFIX_CB.PRG is self-defeating, since it allows other
autoprograms to run (and therefore allocate memory) before the memory
pool bug fix is patched in. This sounds plausible to me but I am not familiar
with the details of the bug and the what the poolfix program(s) do. I'd like to
hear comments from Claus Brod and Allan Pratt about this.

%%%

616. Re: Dbase on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 20:48:50 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jan21.204850.29887@cs.dal.ca>
Source record: 235522

In article <1991Jan21.141119.13264@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>
>I was just wondering. Is there anything like 'Dbase' on the ST or a
>similar database programming language.
>If so is it PD or not, (Place all standard questions here)

This question crops up often. There is a program called dBMAN which is dBASE compatible. It is commercial and put out by a firm (Versasoft) which produces it for all kinds of platforms. I have it and find it satisfactory. Current release is V.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

617. Re: Installing a Printer SUMMARY

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 22:02:12 UTC
From: darryl@nexus.YorkU.CA
Message-ID: <20870@yunexus.YorkU.CA>
Source record: 235523

This is a summary of a solution to installing a printer on an
Atari ST. See below for e-mail response and initial problem.

Many thanks to a quick and concise response.

In article <20599@yunexus.YorkU.CA> you write:
|> Hello.
|>
|> I have an Atari ST 520 and a Panasonic 1080 (80 Column printer)
|> I am trying to get this working for a friend.
|> My experience with Atari's is very little.
|>
|> When I try to print the screen to the printer, the computer seems
|> to think that the printer is a 132-column printer and does not
|> start printing at the left margin. Also a program called StoryWriter
|> similarly starts printing at about the center of the page.
|>
|> With programs that allow you to install a printer driver, no problems
|> arise. The manual for the computer mentions a desk accessory called
|> InstallPrinter which is not available to me.
|>
|> If anyone has any suggestions (HELP) or ftp sites where I can
|> download some appropriate software, please e-mail me.
|>
|> Frank Pikelner
|> York University
|> frank@cs.yorku.ca

The problem is that the atari is assuming you have a printer (at atari
printer) that spits out something like 1280 dots per horizontal scan.
The Panasonic 1080 spits out something like 960. (Hence you are seeing
only 960/1280'th of a screen with a screen dump). There are a couple of
ways to correct this, the easiest of which is to use one of the desk
accessories that comes with the system (I forget which, could be
Install Printer that you mention not having -- I could email you
a copy if you can't find one elsewhere). At any rate, you use this
accessory to change the number of horizontal dots to 960, and then
save the desktop to all of the disks that are used to boot the system.
The printer info. is kept in the desktop.inf file and read in at boot time.
--
==
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | peter_jackson@mstg.ubc.ca
University of British Columbia | peter_jackson@ubcmtsg.bitnet

618. Re: ST on TV!

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 22:25:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3420.279b23f4@miavx1.acs.muohio.edu>
Source record: 235524

In article <1991Jan21.192123.23484@rodan.acs.syr.edu>, dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
> While watching CNN's coverage of the Gulf War Saturday Night, I was suprised
> to see a commercial for a dex FAX machine (Fujitsu). The idea was that
> some musician had to get a manuscript (I think) to somebody else. They both
> had these fax machines. The musician was shown next to a computer which was
> an ST. The monitor was clearly an SM124 and it looks like the machine was
> either a 520/1040/STe but it was difficult to tell. Did anyone else see this?

I thought it looked like one of the Mega computers to me. But it was really
cool to see it though!!

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

619. Re: This net is worth a MILLION BUCKS : Thanks to all the powers that be!

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 23:13:55 UTC
From: jmasters@fxrs.intel.com
Message-ID: <300@fxrs.intel.com>
Source record: 235525
Cross-posted to: misc.misc,misc.wanted,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,rec.music.synth,rec.music.makers,soc.culture.indian,soc.culture.pakistan

In article <1991Jan14.062547.17243@cunixf.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
|This is just a personal opinion and expression of thanks...to everyone associ-
|ated with the net. The people who make it possible, the people who manage it,
|and all out there who respond to others' questions.
|
|I have no hesitation in saying that this net is worth a million bucks to me.
|Thanks to EVERYONE who responds to questions, offers suggestions, and even
|gives opinions.
|
|Big Brother stands no chance if this "brotherhood" of the net stays active!
|
|Imran Anwar

Imran,

I don't know how to break this to you bud....but Big Brother runs this net.

O -
o
\---/

Your email address has been registered and cross references to your name will be made to all appropriate state and federal agencies.

You will be tracked down, caught and executed for displaying any kind of emotion above and beyond those exhibited by your model of net-noid.

Your countdown has been initiated.

Escape is impossible.

Mercy is out of the question.

Please comply without any incident and you will be unplugged quickly and mercifully.

If you attempt to escape, you will be forced to suffer from withdrawal pains and 3 weeks of messages with only 4 bits active.

Then you will be discharged like those weak American Ni-Cad girley batteries, and tossed aside carelessly into one of our overcrowded dumps, out of reach of any merciful recycling center.

Because scrap were you scraped from, and unto scrap you will return.

Time to termination: 14 hours, 23 minutes, 16 seconds (give or take a few minutes due to govt. bureaucracy and those long lights just down the street from your home. Nevertheless, a black car filled with sunglass clad agents will reach your home.

Now, for the rest of you. Any more outbursts of thanks, joy, happiness or any derivative thereof will be dealt with in a likewise manner. Lawyers can't help you, we've paid them all off. And if we can't pay them off, we execute them too. :-)

--
"You know those oxygen masks on planes? |
I don't think there's really any oxygen. |
I think they're just to muffle the screams." | Justin Masters
Rita Rudner | jmasters@fws136.intel.com

620. Problem was NOT with TUNEUP

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 23:44:26 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14854@milton.u.washington.edu>
Source record: 235526

The other day, i posted an article about using TUNEUP and then
finding problems with STlaker/STeno configuration files.

Well.. i wasn't looking in the right place for STalker.inf.
While the manual says that the .inf file will be saved
to the root directory of the boot disk, it was in fact being
save to C:\NEO\NEODESK\STalker.inf. So, while i was placing
STalker.inf on the C:\ drive, and thinking my configurations were
being saved to C:\STALKER.inf, it never ocurred to me to look
several folders deep into NEODESK.

So, there was NO problem with TUNEUP! As a matter of fact, i am
confident I will be able to use TUNEUP without risk to my data.
It was nice to see TUNEUP tune my C:\
in about 45 seconds.

-kevin

ramsiri@blake.acs.washington.edu

621. Re: Specter GCR and 68000 accelerators

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 23:44:27 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22793@well.sf.ca.us>
Source record: 235527

(the thread asks of 68000 accelerators are compatible with Spectre GCR).

Yes, all of them are. The 68030 accelerators and TT are compatible with it starting with Spectre version 3.0, shipping approximately now, only; previous versions didn't handle the TT's quirks (which we didn't know about till we got one).

To cheer you up, we recently benchmarked a lab version of Spectre 3.1 (don't ask about release date, we just got out 3.0!). It was running on a 32 Mhz 68030 processor, 8 megs of available RAM. The benchmarker was Speedometer, which seems like an okay benchmarker to me.

The results were that we definitely came out ahead of the Mac IIci, which is Apple's #2 speed Mac machine. Now, only the IIfx is faster than the SST & GCR combo.

Hmmmmm. Wonder what happens if we plug in a 50 Mhz 68030 and oscillator into the SST accelerator. (*chuckle*).

Of course, Apple *always* has its Cray to win any speed contests. But I can tell you who is going to cost more in the wallet-tug factor.

-- thanks, Dave / Gadgets

p.s. Tested accelerators: CMI, Turbo-16 from FastTech, ADSpeed, HyperCache.

622. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st
Date: 1991-01-21 23:54:57 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22795@well.sf.ca.us>
Source record: 235528

Howard's question concerns installing the 68010 CPU into an Atari.

First, the 68010 is the same sized chip as the 68000. Thus it plugs
in. That's the only easy part.

You'll need to build an adaptor board with 256K-size ROM sockets (2)
on it, mapped with an address decoder to $e0 0000. (I've gotten in the habit
of splitting up big hex numbers that way). You'll then need to get TOS 1.6 or
1.62 (I have not worked with 1.62), find every hardware access to the STE
stuff, and NOP it out. You'll have to burn that into EPROMS and somehow
connect the adaptor board to the Atari; we did it through the Mega slot.

TOS 1.6 just won't fit in the old TOS ROM sockets. Two reasons: It's
64K too big, and it is relocated from the original $fc 0000 TOS address to the
new $e0 0000 TOS address, so the first hard coded jump would crash.

THEN, you need to make sure that $e0 001a (if I remember right) is
presented to the bus on RESET so the CPU knows where to power up to. I think
you can do that by connecting a pin of the old TOS ROM socket that would
select
at RESET to the address decoder, but you're getting out of where I feel
comfortable.

After all this, you'll experience an extremely mild speed increase,
and have a little bit of all that's needed for VM and MMU mapping available;
the 68010 required external chips to do it, which you'd have to wire on.

My personal feeling is the project is worthwhile only if it would be
fun to do for the learning experience and challenge. It took us some time to
pull it off.

Also, Quick-Index doesn't run on the 68010. Tisk, tisk, tisk.

-- thanks, Dave / Gadgets

623. Re: Spectre 128 Manual

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 00:01:51 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22796@well.sf.ca.us>
Source record: 235529

(thread asks for a copy of the Spectre 128 manual).

Bill, I have a box of those sitting around here. Give us a buzz and we'll wing you an original on the way. Also, you want to get on our registration list (which you can do by calling) by transferring the registration; that way you can get up to Spectre 3.0, which has many, many new features you really want. (trust me). Cost of the manual will be free.

-- thanks, Dave / Gadgets

624. Re: Spectre and TOS simultaneously

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 00:09:56 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22797@well.sf.ca.us>
Source record: 235530

(the thread discusses SOFTLINK, Spectre, and basically running Spectre and TOS
at the same time).

I'm not that familiar with SOFTLINK or what it does.

The Spectre and TOS have entirely different memory maps, and many things
would have to be pretty cleverly handled to get them to switch between
modes (say, on a keypress). For instance, the video shifter is pointed to
another place, all the interrupts are reprogrammed, the interrupt vector base
for the MFP is moved, and so forth.

We've speculated on whether or not REVOLVER would be able to do this.
In a conversation with its authors, we think it is possible.

I personally think such a program would have to have one memory
partition active, starting at 0 (interrupt vector area), for the size of the
partition, and the others idle, since none of the low-level critical globals
of either the Mac or GEM/TOS would be available. It could do a block-copy
bankswitch and start running.

There would be all sorts of interesting things to resolve doing this,
but I think it's technically possiblr.

With the 68030's onboard MMU, life gets real easy real fast doing this.
With MMU, each partition would think it has its own machine, starting at 0;
the MMU worries about translating what the program thinks into reality.
Hence we could have multiple TOS's and even multu^[ple Spectre's running in
place,
provided there's enough memory to hold them. Oddly enough, we added
the capability of a 12 megabyte ST to our SST board, and this was one
reason why -- the ability to instantly flip from TOS to SuperCharger to
Mac mode is pretty impressive to people.

Anyway, it's possible, it's FAR easier and more reliabile with a 68030
or other MMU, and we just might add it into a future Spectre for fun.

-- thanks, Dave / Gadgets

625. german CLIPBOARD ST/TT

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 00:16:14 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14858@milton.u.washington.edu>
Source record: 235531

I have had this German CLIPBOARD acc for a long time..
all the menus are in German.. but it is obvious that
the acc handles a lot of file formats.

Questions:

1. Is there an English version.
2. I assume the program is in use in Europe, which programs can
have "clip" options that can take advantage of the acc?
3. Shouldn't the CLIPBOARD be a feature of the TT desktop?
so as to encourage its use? When i run mac software with GCR,
seems like I use this feature quite a bit.

-kevin
ramsiri@blake.acs.washington.edu

626. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 00:20:01 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22798@well.sf.ca.us>
Source record: 235532

The thread asks TT questions.

The TT can have up to 4 megabytes of "ST RAM". This is RAM that has
video contention; e.g., the processor can't get to it whenever it would like
to,
because the video chips are tied up displaying the picture. It's a lot like
ST RAM and runs programs in it, and so forth.

The TT can also have fastRAM, or "TT RAM". It's on a daughterboard
which I recently learned is an option you need to ask for; it's not standard.
Anyway, that has either 4 megs or 16 megs of RAM on it, depending on which
size SIMM you choose, 1 meg or 4 meg. All this RAM (ST/TT) is SIMM mounted and
dynamic RAM; I am not aware of any static RAM in the system.

For completeness' sake, there is a chip with around 60 bytes of
battery-backed up RAM in there somewhere; I know almost nothing about it.

TT RAM is burst mode (if you buy the right sorta SIMMS), 32-bit,
very quick RAM that is not slowed down by video. (My benchmarks show a 2-3X
improvement -- video takes a BIG chunk out of the TT's ST-RAM bandwidth).
Programs loaded into TTRAM, by setting the program-flag to do so, really
scream
along much faster; the flag lets you selectively load programs into the RAM
they
will work in, as some programs will break in TT-RAM. (TT-RAM cannot display
video or
do ACSI disk I/O directly to it, although buffering through ST-RAM is easy
enough.)

The TT is apparently shipping with 720K drives. According to another
network, Atari tested out prototypes of a new chip that was supposed to run\
at the higher density, but it was flaky, so they went to 720K. Also
according to elsewhere, there is a jumper if they ever get it working to
supply the new chip the higher clock rate. I would be very surprised if the
DreamPark board to do highest density drives wouldn't work in TT, though.

I read that TT currently has only FCC Class A that we all know from
Stacy, so you may have trouble getting one *at all* unless you are
a non-residential application. I am not going to suggest you tell the dealer
that you work downtown in an industrial area and are going to put your TT
next to your arc welder, all in a fully metal-shielded Faraday cage room.

My guess would be you will have a tough time getting a "custom" TT.
The configurations I saw with dealer pricing all had hard disks, for
instance.

Good luck, and I hope the information helps. Feel free to ask if
I can tell you anything more that'll help.

-- thanks, Dave Small / Gadgets

627. Re: CodeKeys ????

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 00:21:56 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <14859@milton.u.washington.edu>
Source record: 235533

In article <2760@gould.doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
>
>
> I have just read an article about a program called CodeKeys.And must
>say it sounds very powerful.Does it allow you to record GEM events or just
>keys ??? And also who distributes it ??? And how much is it ???
>
> I would very much appreciate any information about what the program
>does or where I can get it.
> Alan

I am waiting for mine to show up in the mail anyday. I understand
CODEKEYS can record any event. 128 events per macro.. 32 macros..
that may be linked. Global and local. I ordered it from Joppa
... written by the wizards at CODEHEAD.

ramsiri@blake.acs.washington.edu
kevin

.....

628. Stallones mom and Atari!!! (was Re: ST on TV!)

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 00:23:37 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <4776@vela.acs.oakland.edu>
Source record: 235534

Seems that sly's mom is starring in a new flick. One of the seens that they showed on T.V. previews today, shows her (as a psychic or something) inside of a computer store with a big Atari logo in the window...

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

629. 68030 SST Specs? What to do?

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 00:41:44 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22799@well.sf.ca.us>
Source record: 235535

I logged into the Well here and had the, errr, "experience" of finding 84 mailed messages to me, quite a few of them asking questions about the Gadgets 68030 SST board. (Details of that board have appeared on the GEnie and Compuserve networks, and are starting to get into paper press as well).

This leaves me with a dilemma. I'm not that good at email; about 50% of my replies bounce, which is really frustrating. (Maybe I need an exorcist?) But the questions are all pretty much answered by the 68030 spec sheet, which explains what it is and why it's what way.

However, I'm told it's tacky to post such things to the net as it's considered commercial advertising. In this case it's sheer self defense, but still, I don't want to hack people off.

One way to handle it would be posted a condensed, quick spec sheet (a suggestion from a netperson more experienced than I), with some place that *interested* people can get more information, preferably FTP. Seeing as how I don't know *anything* about FTP (my UNIX box doesn't even have the software), that's a little hard for me.

So, how's about this.

The Gadgets 68030 board replaced the 68000 in the ST. It comes with a TOS compatible with the 68030, which means 1.6 or above. It has onboard 8 sockets for 1-megabyte SIMMs, which may be mapped to any address you want with the 68030's onboard MMU. They default to being mapped at the same place as the TT's fastRAM, which will help compatibility with TT-only programs.

The board is announced with 16 and 33 Mhz versions, and with SIMMs, but we encourage you to get your own RAM because it will cost you less.

The board currently only fits in a Mega or an ST "with no lid", because that's where we started; 520 and 1040 specific versions are definitely in the works.

Benchmarks indicate the board easily outruns the Mac IIci in Spectre mode, Apple's #2 machine in speed. We see no incompatibilities in Spectre mode.
In ST mode, we see around 20-30% incompatibility, but see a way of fixing a large
majority of those that I'm working on now.

The basic 68030 is available under $800, but there's a variety of options I don't want to get into on the net. (I am trying to keep this short).

In general, we feel the burst-mode fastRAM ends up being *faster* than "cache RAM" systems, such as the 68030 board from the HyperCache people in Germany. I am not hardware literate enough at that level to understand the cycle timing, but the designers has worked it out and feels sure.

The SST will allow you to have a 12 megabyte ST with a very fast CPU; your present memory is fully usable.

More info can be had from:

Gadgets by Small / 40 W. Littleton Blvd, #210-211, Littleton,CO 80120.
Phone: (303) 791-6098, M-W-Friday, FAX (303) 791-0253 24 hrs anytime.

We've already shown the board (last fall at WAACE) and it's not vapor. We expect to start mass shipping in 1st quarter, and that's a "real" 1st quarter, not an "Atari" 1st quarter.

I hope this note, which is among my briefer ones on the net (I guess I got in this habit when I was paid by the word by magazines, *grin*), will be an acceptable compromise between a very long (15K?) announcement and me pulling my hair out trying to answer the netmail enquiries. Spectre GCR owners have already received a newsletter announcing the 68030 SST, MegaTalk, and Spectre 3.0, and so the news of the SST is out anyway.

Thanks for being tolerant,

Dave / Gadgets by Small

630. Re: archiving/backups

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 00:58:14 UTC
From: techno@lime.in-berlin.de
Message-ID: <NYFN2XC@lime.in-berlin.de>
Source record: 235536

ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:

>I am trying to decided which archiving program will do the
>best job as well as handle a large argument list:

>I have a set of files (400+, abuot 4.5MB) that I am constantly accessing
>and updating... generally, each time i edit a file, i save
>it to two places.. this takes some time.. i would prefer to run
>a gulam script at the end of my session that would COPY
>one set of files into an archived set of the same files..
>refresh them etc.. Problem is not knowing which program
>can handle a directory with a set of about 9 subdirectories and
>several hundred files...

Use ARC 6.02 ! ARC has a facility to handle scripts that tell it which files
to use. Theses scripts can be as long as you like. BTW, I do my backups
this way and never have had any problems.

Any troubles, mail me.

Hope this helps,

Techno

k>ramsiri@blake.acs.washington.edu
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

631. GNU UUCP on MiNT?

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 01:34:17 UTC
From: roberson@aurs01.uucp
Message-ID: <59464@aurs01.UUCP>
Source record: 235537

Has anybody ported GNU UUCP to MiNT?

Thanks,
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

632. Landscape mode for DVI2DJ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 02:30:55 UTC
From: roberson@aurs01.uucp
Message-ID: <59465@aurs01.UUCP>
Source record: 235538

I've had the same version of dvi2dj for over a year now and I was wondering
if there is a newer dvi driver for printing on a HP DeskJet? In particular,
I'm looking for one that will print using landscape mode.

Does such a thing exist?

Thanks,
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

633. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 02:47:25 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan22.024725.18954@actrix.gen.nz>
Source record: 235539

<1991Jan21.115202.18096@informatik.uni-erlangen.de>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: csbrod@informatik.uni-erlangen.de

In article <1991Jan21.115202.18096@informatik.uni-erlangen.de>
csbrod@informatik.uni-erlangen.de (Claus Brod (turo)) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
> >
> >Don't use PoolFix 3 as it does not suport the Xbra standard, this was
> >corrected by Claus Brod, PoolFix 4, and now can be placed anywhere in
> >the Auto folder, Note: PoolFix 3 has to be the first in the Auto
> >Folder..also there were some other improvments with PoolFix 4, maybe
> >Claus Brod can enlighten us on this...
>
> Please don't talk of 'poolfix 4'. Its correct name is 'PFIX_CB.PRG'
> due to an arrangement with Allan Pratt, the original author.
>
> To be fair, Poolfix3 followed the XBRA standard, yet only
half-heartedly.
> I improved on that, and the result is that you can put it anywhere in
> your AUTO folder you like.
>
> There were no other crucial improvements except some code crunching.
> I didn't delve too deep into the code in order to make sure that I did
> not introduce errors due to overhasted optimization.
>
> ---
> Claus Brod, Am Felsenkeller 2, Things. Take. Time.
> D-8772 Marktheidenfeld, West Germany (Piet Hein)
> csbrod@medusa.informatik.uni-erlangen.de
> ---

Funny you should say that as Atari people on Genie refer to it as
PoolFix 4, and in the GenieLamp Mag...that is why I called it that..
I did know that there were some problems when it first came out, but as
Atari people were calling it PoolFix 4, I thought that it had been put
to rest, I am sorry if it has cause a problem...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

634. Re: Prob with TeX 3.1/Metafont 2.7 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 02:51:50 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Jan22.025150.902@cs.olemiss.edu>
Source record: 235540

I downloaded all the .lzh files from the terminator archive.

I de-lzhed em all, putting together what seemed like a reasonable
directory tree for the files, given the README file included with
TeX and Metafont.

Various attempts at running TeX with the Mark William's Shell <msh>,
PCOMMAND, etc. reduced my elation at having TeX on my 1040 to maddness
at myself for bothering to download.

It seems the only way I can run TeX is to turn off my hard-drive and
run it from my floppy. I even reduced my FOLDRXXX to about 10 extra
folders and took out all my accessories and it still would only run
from the desktop. Of course I can't set the environment from the
desktop, so that is a non-solution.

By the way, my setup is as follows:
TOS 1.0, 1040 1MB, SH204 running HDX3.01, and various AUTO
folder programs enabled or disabled at any given time.

Is it just me or do I have an <obsolete |:) > 1040ST?

How about an earlier version of TeX, with a listing of the files
one needs to grab in order to get a working setup?

PLEASE! HELP! I've had a hardcover TeXbook for 3 years and want
to use it!
!!
Please note! All mail directed to me should be sent to my new address:
cctony@4dsci1.ocis.olemiss.edu Thank-you very much.
This includes USENET Mail, please check the "To:" field for replys

635. Re: ST's and MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 04:55:12 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1991Jan22.045512.5824@udcps3.cps.udayton.edu>
Source record: 235541

In article <1797@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Anyone else notice on Saturday Night Live 1/19/91 Sting's keyboardist was
>using a STacy?

As a matter of fact, I did! I was getting ready to say the same thing myself.
I just about fell out of bed!

Jim

--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /______/ Internet: vanleejf@udcps3.cps.udayton.edu

636. Re: xformer source

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 06:16:25 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Jan22.061625.15751@nmt.edu>
Source record: 235542

I saw in a newsletter from Branch Always Software that there is now a version of Xformer for MS-DOS machines. Is it PD or SW, and where can one get it?

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

637. Uniterm V2.0f - Where?

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 07:03:09 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991Jan22.070309.1991@csn.org>
Source record: 235543

I missed the discussion of Uniterm 2.0f. Can anyone tell me where to find this beast?

Thanks in advance,
Todd

--
Todd C. Miller | Go to the garden and see
millert@tramp.Colorado.EDU | The overgrowth of humanity.
al804@cleveland.Freenet.Edu | What funny plants pick up their roots
University of Colorado @ Boulder | And destroy others with their fruits.

638. Re: TOS Veriosn ???

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 09:11:23 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2954@laura.UUCP>
Source record: 235545

In article <1991Jan18.164035.10583@rice.edu>, bdm@sirius.rice.edu (Brian D Moore) writes:
|> Quick question...how do I know which version I have?

Quick answer... run the program "tosvers" from volume 9 of the comp.binaries.atari.st archive at panarthea (and also at atari.archive.umich.edu).

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

639. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 09:25:50 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1096@idcapd.idca.tds.philips.nl>
Source record: 235544

In article <40250007@hpindda.cup.hp.com> goo@hpindda.cup.hp.com (Michael Goo) writes:
>
>>mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes....
>>
>>Ok I know this is a silly question, but here it goes.
>> Is there a way to view or print (on my poor little Epson compatable)
>>PostScript files on the ST?
>>
>>Thanks for the laughter,
>
>You might look into a program called UltraScript by IMAGEN. The original
>version of this program allowed the Atari SLM804 laser printer to print
>PostScript files. An ad in the April 1990 issue of STart lists a version
>that supports other printers, including "virtually any dot matrix" printer.
>I assume this means Epsons.

[stuff deleted]

I have a friend, who uses Ultrascript, and has a very high opinion of it.
He is professionally involved in graphical design and uses Ultrscipt at
home. The PS files are produced by Xpress and Pagemaker (using Spectre on
the Atari) and printed using Ultrscript. It requires at least 2 Mb of
ST memory. The printer he uses is a HP Deskjet, which gives near laser
quality. I know for sure that NEC 24 needle matrix printers are supported,
and probably also Epsons.

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
____

640. new atari newsletter!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 12:19:40 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7138@crash.cts.com>
Source record: 235546

Huh newsletter coming out 1st week of feb look for it on the below mentioned bbs's.if any one has any suggestion commnents ,reviews i will take em i need reviewers commnetators.if can donate time to this please do.i am.this will support the atari community 8 and 16 and 32 bit wise.if anyone knows how i can asend this magaszine out around the country like znert let meknow.

thaks
chuck schul
editor
Huh newletter
(c) dazed systems
1991
any comments on my newsletter send it to me internet
or call the following for your issue to dwnload
707 437 4734 ossessey bbs
707 446 4158 solano station bbs

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

641. Information Request

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 13:19:18 UTC
From: mathew@mantis.co.uk
Message-ID: <V7F7V14w163w@mantis.co.uk>
Source record: 235547
Cross-posted to: comp.lang.scheme,comp.sys.atari.st

Hello.

I'm a fan of Lisp, and I've heard a rumour that Scheme is even better.
I'd be interested in recommendations for books about the language.

Secondly, is there a good Scheme implementation for the Atari ST? Will
it run in 1MB of RAM?

Replies by mail or news. Thanks.

mathew.
--
Internet: mathew@mantis.co.uk / mathew%mantis.co.uk@ukc.ac.uk
UUCP: mathew@mantis.UUCP / ...!mcsun!ukc!ibmpcug!mantis!mathew
If you know anything significant about ISDN, please mail me...

642. Re: DM 1: Rock Monsters (really non-materials)

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 14:37:11 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <899@organpipe.UUCP>
Source record: 235549
Cross-posted to: rec.games.misc,comp.sys.atari.st,comp.sys.amiga.games

In article <1991Jan16.153252.18239@hellgate.utah.edu>
jbleaza%peruvian.utah.edu@cs.utah.edu writes:
>My quetstion is this: How do you get back to the higher levels once
>you have the firestaff? I can't go anywhere but levels 13 and 14.

As soon as you connect the power gem to the firestaff, turn around and throw the firestaff. Walk over and pick it up. You should be able to leave the bottom levels then. The reason this works can be found out with the volume up (which I usually do) and while carrying the REAL firestaff.

-- DEATH -- one man DM solving machine (amazing how many chests you can carry!)

PS The White Lord will not recognize this firestaff as being the firestaff...
I guess FTL didn't think that you could get out with it!

643. SIMM upgrades for STe

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 15:25:57 UTC
From: csuab@warwick.ac.uk
Message-ID: <1991Jan22.152557.22796@warwick.ac.uk>
Source record: 235550

Hi,

I've got a 2 meg STe at the moment, and I'm thinking about upgrading it to 4 meg. I'm also toying with the idea of buying a TT in about a years time. I have heard that a TT has two types of RAM - ST RAM and TT RAM. My guess is that the TT RAM is faster than the ST RAM. The question is - can I buy the faster RAM (if that is the difference) and put it in my STe, so that when (if) I get the TT, I can the new SIMMS out of the STe and put them straight into the TT. If anyone can help with this, I would be most gratefull. Also, if anyone out there has a TT, could they mail me some comments on the machine - mainly, how compatible is it with ST software?

Thanks alot

Steve

644. 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 15:45:27 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jan22.154527.4853@cbnewsk.att.com>
Source record: 235401

```
For Sale:
1040ST, 1Meg RAM, internal disk drive, excellent condition,
original box - $375.

Ron Wolenty
att!inuxy!wolenty
317-845-6172
```

645. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 16:01:20 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1991Jan22.160120.16423@cbnewsl.att.com>
Source record: 235402

In article <1991Jan18.212946.24607@opusc.csd.scarolina.edu>, ken@opusc.csd.scarolina.edu (Ken Sallenger) writes:
> In article <14597@milton.u.washington.edu> ramsiri@blake.u.washington.edu asks:
> => Are pinhead and FATSPEED incompatible/unnecessary? with 1.4?
>
1.
FATSPEED was a neat upgrade for TOS 1.2 to get around the SLOW down on HD as they filled up. (Yes and other improvements as well).

TOS 1.4 has fixed this, and added a good working cache.

2.
pinhead allows you to take advantage of a new feature in TOS 1.4; namely whether to ZERO the Bss or not.

Like MS/DOS TOS normally clears ALL unused memory that is initially assigned to a process. On multi-meg processors this is somewhat slow. (Again TOS 1.4 uses better code and does clear faster.). There is a new bit in the process header that indicates that TOS need not clear bss, as the process will do its own initialization.

3.
Also a note on poolfix3 and poolfix4.
poolfix3 is the OFICIAL, ATARI program, freely distributed to the net.
It allows increasing the caches in TOS 1.4.

We (on the net) tried to suppress the name poolfix4, but I see it raised again.
This was a reverse engineered version from Germany that set out to add their protocol for TSR programs; but was also substantially improved (Authors words) which means that it is not supported or blessed by Atari.

I have not seen any comment as to failures with "poolfix4" so it may well be safe.

To Summarize:
Dont use FATSPEED with TOS1.4
Pinhead will speed loading programs if they do not require initialized BSS.
Use Poolfix3 or whatever to improve the performance of the internal caches in TOS 1.4.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

646. no-slot clock

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 16:07:40 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991Jan22.160740.17862@csn.org>
Source record: 235403

A while back there was some discussion about using an IBM-type no-slot clock on an ST. Does anyone know where one can find a driver and/or instructions to do this?

Thanks,
Todd

--
Todd C. Miller | Go to the garden and see
millert@tramp.Colorado.EDU | The overgrowth of humanity.
al804@cleveland.Freenet.Edu | What funny plants pick up their roots
University of Colorado @ Boulder | And destroy others with their fruits.

647. Re: Tape Mechanism

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 16:09:46 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1991Jan22.160946.16793@cbnewsl.att.com>
Source record: 235404

In article <1991Jan19.021429.2157@mailer.cc.fsu.edu>, boyd@mailer.cc.fsu.edu (Mickey Boyd) writes:
> In article <1991Jan16.184447.14109@d.cs.okstate.edu>, cummins@d.cs.okstate.edu (John Cummins) writes:
> >I'm wanting to add a tape backup system to my ICD Host Adapter based
> >SCSI hard disk system. Does anyone know what kind (brand name/ model no.)
> >of SCSI tape drive ICD sells in their FaST Backup setup? I'm interested in one
>
> I understand that ICD does not release their software to drive this device
> either, so you may be stuck with buying theirs. If you do manage to get
> a driver for tape backup, please post about it!!
>
There are other sources.
1. Berkely Micro Systems sells CT backup and software.
2. My own BACKUP program works well for me on the Adaptec 3530 SCSI controller.
3. Theres another fellow posting recently on his own driver.

So go ahead, put a system together. The mechanics of driving a CT is not
all that difficult. And there is software.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

648. Atari for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 16:11:50 UTC
From: fer9483@tesla.njit.edu
Message-ID: <1106@tesla.njit.edu>
Source record: 235405

I have the following for sale:

Atari 1040st with TOS 1.4 in ROM
Atari monochrome monitor
Atari color monitor
Panasonic Kx-p1090 printer

The printer is missing a tractor clip to hold the tractor feeder in place (only on one side). The printer still works fine without it, but a new one can be bought for like $3.00. Everything else is in perfect working condition.

I also have the following software:

Tacklebox St (Personal Pascal routines to AES/VDI/TOS/GEM)
WordUp! 3.0

I need to get rid of this fast, so I will sell cheap. Call me and make an offer. My number is 908-276-9667. If I am not there leave me a message and I will get back to you.

-Frank Rachel

649. GNU diff and diff3

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 16:29:24 UTC
From: piet@cs.ruu.nl
Message-ID: <4708@ruuinf.cs.ruu.nl>
Source record: 235406

I have ported the new versions (1.15) of GNU diff and diff3 to TOS. I consider this to be a beta version and I am willing to distribute it to people who want to use it seriously and are willing to report on problems encountered. I don't want to distribute it NOW to persons that just collect software.

After a few weeks of testing I will make it available to the general public. If you are interested in beta testing, drop me a note. Take care that I get a valid return address. I will provide the binaries and the standard README file in a ZOO archive. There is as yet no decent manual.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

650. DM 1: Help on level 6

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 16:51:41 UTC
From: gh@geovision.uucp
Message-ID: <1346@geovision.UUCP>
Source record: 235407
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

I need help on level 6(?) of DM (the first floor where you encounter those big floating round monsters with the big eyeball). I'm trying to get a key that is in a room behind a gate. I need the key to open the second of two doors at the other end of the hallway. I can't figure out how to keep the gate open so that I can get the key. The room has three pressure pads on the floor, a pit, a green button on the wall, and a lever which turns a block of blue (teleportation) haze on and off. The room looks like this:

```
__ [] - Pressure pad
__ | k| <> - Pit
|[]B__|==| == - Gate
|<> ## L ## - Blue haze
|[] [] | B - location of green button
| +-----+ L - location of lever
|--| k - location of key that I need.
| |
```

No matter what combination of movements, lever settings, etc. I try, I can't seem to stop the gate from closing when I walk on the bottom-center pressure pad (and I can't see anyway of getting around walking on it). I need the key for the second of two doors at the other end of the hallway (I already had a key for the first door).

Thanks for any help.

George

651. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 17:01:11 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Jan22.170111.12465@cs.mcgill.ca>
Source record: 235408

In article <1991Jan18.005041.22961@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>In article <KENTD.91Jan14172419@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent.Dalton) writes:
>>>is there any inherent reason why future TOS versions can't be case
>>>sensitive, at least WRT file names (and directories)? i know that
>>
>>Seems to me that it would break a ton of existing code for a relatively
>>small and (debatable) benefit. Not a win, IMHO.
>
>who decides what/how much benefit something is? you? i hope not. it IS a
>win, and for me, at least, a relatively large benefit.

really? ok... why do you think so?

>it would probably not break any existing code. if so, how?

For one thing, most file selector boxes, and command shells, translate lower case characters into uppercase before processing input lines (sometimes they even echo back uppercase, but sometimes they don't, so you find this out the hard way).
Neodesk and PCOMMAND and LGSELECT are three examples I can think of offhand. Another problem is that the people who write programs which have a call like

fp=fopen("datafile.in","r");

assume that there is a file on the disk matching this name - but when we suddenlly add case sensitivity to TOS, what happens to the files which are on disk already? will they be considered all caps (so most programs can read them after this conversion to uppercase) or all lower case (so the c programs with lines like above will work)?

It is a FACT that if such a convention were added, TONS of programs would need little changes to work again. I happen to use a few programs which are no longer being maintained by the author, and I don't have the sourcecode. What do I do now that I can't run them anymore?

> and it is a BIG win, IMHO. don't knock it 'til you've tried it.

yeah you said that already. so lets hear why you think so! All you've said is "it's great - everyone who likes unix should love it!". Well, I love unix myself, I don't see the connection. Lets hear some support for your opinions. Why is it so great to have those extra 26 characters? Well, you can have IN THE SAME VERY DIRECTORY files like

jove.RC
jovE.rC
JoVe.Rc
JOVE.RC
jove.rc

big deal.

And this is just a half-assed step towards a unix-like filesystem - if you want a real unix filesystem, you gotta throw out all this TOS and MSDOS bullshit and start FROM SCRATCH - we don't need all these tiny little steps which make everything incompatible but look a little more like unix - give me a break!

--
S. Alan Ezust McGill University SoCS depeche@cs.mcgill.ca
"Lick the carpet, dust the dog, mow the windows, shine the socks....
you got to keep things CLEAN." - E. KaSpel

652. Re: WordFlair

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 17:24:27 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Jan22.122427.7638@umiami.ir.miami.edu>
Source record: 235409

In article <849@argosy.UUCP>, henry@argosy.UUCP (Henry Polard) writes:
> I am considering buying a DTP package. I read about WordFlair,
> and I would like the opinion of anyone who has used it.
>
> BTW, I heard a rumor that the latest wersion was available
> for $75.00 with the original disk of a word processor. Is this
> true?
>
> Thanks in advance.
>
> Henry Polard Reality
> henry@maspar.com (408) 736-3300 is an allusion.

WordFlair is not a DTP program. It is a word processor in the vein of Word Up! Now as a user of Word Up!, if all you want to do is type a few papers and possibly put in a picture or two, then Word Up is fine. I don't know much about WordFlair except that they just released WordFliar II. It is much more similar to Word Up, I heard. But if you really want to DTP then there is only one answer, Calamus. I use Calamus and it is everything you need, and more. My friends that have Aldus Page maker on their Mac's come to my room to use Calamus instead of Aldus. So if STP is your thing, then go with Calamus. BTW, it does not require, but it is a good idea to have a Hard Drive. Once you start getting fonts and stuff, your space goes real fast, especially if you use UltraScript.

Hope this Helps. If you have any questions about Word Up or Calamus leave me a message.

Mark Santora
DLK0MS9S@Umiami.edu

653. Overscan Info?

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 18:24:41 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991Jan22.182441.24171@csn.org>
Source record: 235410

Does anyone know where I can get info on the latest versino of the overscan mod (the commercial one) such as is there an English version yet and improvements over the shareware one?

Thanx,
Todd

--
Todd C. Miller | Go to the garden and see
millert@tramp.Colorado.EDU | The overgrowth of humanity.
al804@cleveland.Freenet.Edu | What funny plants pick up their roots
University of Colorado @ Boulder | And destroy others with their fruits.

654. Atari 1040ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 18:48:00 UTC
From: root@apollo.HP.COM
Message-ID: <4f5ca41d.20b6d@apollo.HP.COM>
Source record: 235411
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

Distribution: usa
From: gaz@apollo.HP.COM (Gary Zaidenweber)
Path: apollo!gaz

ATARI 1040ST HARDWARE and SOFTWARE PACKAGE FOR SALE

piece-price
1040 ST with Joystick and internal $350
battery-backed-up clock
SC1224 Color Monitor $175
IB Drives external 5.25" 360K floppy drive $125
all cables, documentation and packaging included
----
total piece-price: $650
<><><>
Entire system package price: $575

If you buy the entire system, I'll toss in, at no extra charge,
commercial programs including Wordprocessing, Drawing, Games
and "Printout" software -- I'll be happy to send details on
request. In addition, I also have about 40-50 3.5" 720K Floppies,
and something like 20 5.25" 360K floppies. Some are empty, some
filled with freeware and shareware. I'll include these too if
you buy the whole system.

I also have an Okidata Microline 92 printer with the Plug-and-Play
(IBM/EPSON-compatibility) ROM package and the High-speed Serial
Port Option -- either or both can be installed or not at your
choice. I'd like $100.00 for it, but that's negotiable too.

Please don't be too shy to email your offers for all or part
to me at 'gaz@apollo.hp.com'. Everything is negotiable.

Gary Zaidenweber +1-508-256-6600x4360 | You're only young
Apollo Systems Division, Hewlett Packard Company | once, but if you
UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
ARPA: gaz@apollo.HP.COM FAX: +1-508-250-4943 | once is enough!

655. Re: STalker & STeno

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 18:48:23 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan22.184823.23112@ecst.csuchico.edu>
Source record: 235412

Dave_Ninjajr_Flory@cup.portal.com writes:

- Nope, the look back buffer in STalker can function in the same way.
- You use ALT-Mouse drag to select an area of text and then are given a
- choice of saving to a file or printing or pasting to STeno (in case
- capture is OFF in STalker).

You can also use RightMouseButton-LeftMouseButton to select the area.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

656. Atari ST hardware/software sale (last call)

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 19:02:25 UTC
From: rohde@spaghetti.cis.ohio-state.edu
Message-ID: <87518@tut.cis.ohio-state.edu>
Source record: 235413

```
For anyone who missed it the first time, I'm posting what is still for sale
a second and last time.

Atari 1040 ST $650
2.5 Mbytes of RAM
TOS 1.4
Double Sided drive

Atari SC1224 Color Monitor $250
Works fine

Atari SM124 Monochrome Monitor $125
Works fine too

Laser C $75
Version 2.1
Works with TOS 1.4
Includes LaserDB (thus the $75)

HiSoft C $45
Interpreter that can link with
object code. Nice toy or
debugging tool. Not too useful
without other C compilers.

Send mail to: rohde@cis.ohio-state.edu

Thanks for your time.

Joe
--
:-- rohde@cis.ohio-state.edu ---- rohde@muon.eng.ohio-state.edu --:
: "Happiness is being famous for your financial ability to indulge :
: in every type of excess. The part I think I'd like best is crushing:
: people who get in my way." -- Calvin (& Hobbes) :
```

657. Seeking CX85 numeric keypad

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 19:29:03 UTC
From: kelly@jupiter.nmt.edu
Message-ID: <1991Jan22.192903.27911@nmt.edu>
Source record: 235414
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Remember those old Atari CX85 numeric keypads? Some electronics
company had those selling for about $7 a pad some time ago ...
but I suddenly need one now! Does anyone know what happened to
all the CX85 keypads? Does anyone have a used keypad for sale?

Please mail replies and I'll summarize. Honest.

--
kelly (sean) `Did you get your precious photos?'
kelly@nmt.edu `Someone was there.'
Std disclaimers apply `Men? ... Police men?'
--

658. Re: Adding a 68881 to an STFM...

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 19:57:45 UTC
From: alkman@aast.hexagon.se
Message-ID: <4266587@aast.hexagon.se>
Source record: 235415

In article <40478@ucbvax.BERKELEY.EDU> emerson@gandalf.Berkeley.EDU
(Emerson Mei) writes:
(Sender was: usenet@ucbvax.BERKELEY.EDU)
>
> Do Megas have a 68881 socket? I didn't know that!
>
> If they do that is really quite nice.
>
No, i don`t have a socket in my Mega. Byt i think i have heard something
about a card i can put in the megabus connector.

(There can i find a 68881 and what cost it?)
--
Stefan Alkman alkman@aast.hexagon.se

659. Solution to hidden files

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 20:19:02 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan22.201902.23904@ecst.csuchico.edu>
Source record: 235416

Because of the recent discussion in c.s.a.s.tech about hidden files with NeoDesk, I have posted to atari.archive.umich.edu two programs which should handle the problem.

ATTRIBUT.LZH - Lets you change the file attributes on any file. Has a GEM interface.

UNHIDER.LZH - Unhides a collection of files on any drive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

660. Re: ST on TV!

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 20:41:17 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Jan22.154117.22905@qut.edu.au>
Source record: 235417

In article <1991Jan21.192123.23484@rodan.acs.syr.edu>, dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
> While watching CNN's coverage of the Gulf War Saturday Night, I was suprised
> to see a commercial for a dex FAX machine (Fujitsu). The idea was that
> some musician had to get a manuscript (I think) to somebody else. They both
> had these fax machines.

Presonally I think it would have made sense just to send the score
data file by modem. The ST in the managers office would be cheaper than
the fax !!!!

No marks for common sense. Who need fax when you have email !

The musician was shown next to a computer which was
> an ST. The monitor was clearly an SM124 and it looks like the machine was
> either a 520/1040/STe but it was difficult to tell. Did anyone else see this?
>
> Ron D.

BOB
R.Lunnon@qut.edu.au

661. Re: Stallones mom and Atari!!! (was Re: ST on TV!)

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 21:19:16 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250008@hpindda.cup.hp.com>
Source record: 235418

Last week's Saturday Night Live (1/19/91) featured Sting. His keyboard player was using a STacy.

662. Problems with EXCEPT20.ARC

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 21:41:24 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan22.214124.24375@ecst.csuchico.edu>
Source record: 235419

I have been unsuccessful downloading EXCEPT20.ARC from atari.archive. Has anyone been successful? The ARC file seems to be corrupt.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

663. Another ST on TV! (The sequel)

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 22:11:51 UTC
From: mjv@brownvm.brown.edu
Message-ID: <62230@brunix.UUCP>
Source record: 235420

If anyone was watching Saturday Night Live last Sat. (the 19th), you might have noticed that Sting was using a Stacy during his musical performances. So that's the secret, make up a band with your friends and then you can claim to be able to buy a Stacy for industrial purposes :-)

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

664. Re: MIDI starter

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 22:12:42 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540004@hpcc01.HP.COM>
Source record: 235421

> Is there a lot of specific talk on other nets?

Don't overlook rec.music.synth. If your site keeps notes/news traffic
for any amount of time, you should be able to get some useful keyboard
info. The "beginner wants advice choosing keyboard <= $X" question
gets posted about once per week.

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

665. Autoswitch-Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 23:05:33 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan22.230533.14267@santra.uucp>
Source record: 235422

I am looking for the Autoswitch-Overscan resolution expander.
If anyone knows where to get one (in Europe, Germany preferred)
please tell me. A fax-number would be appreciated!

To those who don't know what this is: A small board that goes inside
your ST and gives you larger resolution in every mode. With SM 124
something like over 700x460... Costs about 120,- DM...
Best when used with multisync. Does not work with every application.
(there is a smart piece of software with it to switch it on and off accor-
ding to the application used)

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

666. Re: Simple data plotter

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 23:10:04 UTC
From: chu@acsu.buffalo.edu
Message-ID: <55485@eerie.acsu.Buffalo.EDU>
Source record: 235423

In article <21223@netcom.UUCP> rcb@netcom.UUCP (Roy Bixler) writes:
>GNU Plot sounds like what you're after.

[stuff deleted]

> It was
>recently posted to comp.binaries.atari.st and should also be available
>on atari.archive.

Can someone tell me where it is on comp.binaries.atari.st?

I've checked the entire binaries index to Panarthea and I've checked volumes 10 to 12 in the Binaries directory on atari.archive (which should be redundant coverage). I've found a few programs that do plotting in the binaries archive(s), however, I need the ability to generate a Postscript output file which GNU Plot sounds like it has.

On the other hand, are there programs out there that'll do a screen dump (monochrome format) to disk? (Then all I'd need to do is ask on comp.lang.postscript how to print that on a postscript printer!)

john
chu@autarch.acsu.buffalo.edu

667. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 23:32:08 UTC
From: apratt@atari.UUCP
Message-ID: <2811@atari.UUCP>
Source record: 235424

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Patches would be posted _regularly_ [...]

Huh? Patches come out when we find something that needs patching, not "regularly." The chaos of patches reflects the chaos of finding things that need patching.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

668. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-22 23:35:53 UTC
From: apratt@atari.UUCP
Message-ID: <2812@atari.UUCP>
Source record: 235425

andyc@hplsla.HP.COM (Andy Cassino) writes:
>In a recent issue of Current Notes (I think it was November 1990), there
>was a comment that PFIX_CB.PRG is self-defeating, since it allows other
>autoprograms to run (and therefore allocate memory) before the memory
>pool bug fix is patched in. [...]

The bug in the pool code only comes up when GEMDOS needs to "compact"
the pool, and that isn't likely to happen as a result of stuff you
do in the AUTO folder.

The fix should come with a doc file describing the bug and the fix, for
people who ask questions like that. In short, the bug is in the compaction
code, and the fix is arrange the pool from outside so as to ensure that the
code with the bug never executes.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

669. Prob. w. Spice

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 00:06:15 UTC
From: micro@imada.dk
Message-ID: <1991Jan23.000615.17312@imada.dk>
Source record: 235426

Hi;

I have just "bought" a PD version of Spice, it's dated 1985 or 1986!!
(If I remember correctly it's version 2G5 and written in Fortran).

The problem is that the thing don't run from the harddisc. When Spice is run from the harddisc (after PRL.PRG) it stops with 2 bombs, and if I don't run PRL.PRG Spice instructs me to do so... Therefore I think that the problem has something to do with the PRL program, which appears to hold a resident library (It flashes a message "PRL 1.4 loaded" - or something like that on the screen).

If I boot without harddisc and start the program from disc everything works OK...

Can somebody help me, or give a pointer to a newer version?
(I use a ICD controller/software, TOS1.4, and have 2 Mb).

I will be forever gratefull for any help...

- Klaus

670. tar for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 01:54:21 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan23.015421.29474@mailer.cc.fsu.edu>
Source record: 235427

Is there a tar utility (which I could use under Gulam) other than the STTAR.ARC available from terminator? I wish to archive some directories regularly, and I am most comfortable using tar & compress a la UN*X. I cannot get ctar to tar up a large directory (and it takes a LONG time for it to even try!!). Thanks in advance!

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

671. First Word + driver p5200

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 02:16:40 UTC
From: hutch@peg.UUCP
Message-ID: <937100010@peg>
Source record: 235428

I have a bit of a problem.

I use First Word Plus, and it is fine for the sort of WP'ing I do, the problem is that I can't find a printer driver for my printer.

The disk I got the program on when I bought my ST had only the basic files on it and nothing to build or configure a printer file.

I have an NEC Pinwriter, P5200 24 pin dot matrix printer. Does anyone out there have a driver for this? For First Word Plus or Publishing Partner too?

I'd be forever grateful if you would E-mail me a copy to

Internet:hutch@peg.pegasus.oz.au

Thanks in anticipation

Chris

672. Word Up 3.0 Patches

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 03:32:21 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3455.279cbd75@miavx1.acs.muohio.edu>
Source record: 235429

A friend of mine has recently acquired Word-Up 3.0, but it crashes all the time, so I think it needs the patches that were talked about awhile ago. Can anyone tell me where I can get them? (I checked GEnie, but I couldn't find them.)

Thanks,

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

673. Z-Keys for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 03:48:16 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <4877@umbc3.UMBC.EDU>
Source record: 235430

I have a brand new "Z-Keys" package for the ST. This product will allow you to use a standard IBM PC/AT keyboard on the ST while still allowing you to use the original keyboard. It does not run through the MIDI ports like some other adapters, but plugs right into the keyboard socket on the inside of the computer and has a cable that extends outside so that you can plug in the external keyboard.

I am asking $75 including shipping (COD is extra).

Chuck Rickard
(chuck@umbc5.umbc.edu)

674. Atari ST hardware/software sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 04:31:16 UTC
From: rohde@spaghetti.cis.ohio-state.edu
Message-ID: <87536@tut.cis.ohio-state.edu>
Source record: 235431

If anyone is keeping count, I promised that my previous 'for sale' posting
was my last. Sorry, I found a mess of my old software. Let's get
on with it, and if something is priced too high, let me know. These
items have got to go, we are overstocked :-)
(The new stuff first)

Software: All manuals included

Leisure Suit Larry goes looking for $10
love in several wrong places (II I believe)

GFA Basic and Compiler $15
2.02 (let me know if this is what went PD)

Thunder Spelling Checker $10

Bards Tale $10

Sundog - Frozen Legacy $10

Habacom - Modem Program $free with anything
if you want it.
NeoDesk $10
Original - maybe you can upgrade cheap?

LDW Basic $10
Version ??? (old though)

Software - No Manuals
Karate Kid II $5
Super Huey $free, 1st grab with
other stuff.
Epyx Wrestling $5
(Well worth it, I'd ask 15 if I had the manual)
Balance of Power $5
Death Sword $5
(I'd say B.O.P. is the only one that hurts without a manual)

Books:
Compute's 1st book of Atari $free with anything
Compute's ST Programmers Guide $5
Abacus - Gem reference $8
Abacus - Internals $8
Abacus - Tricks and Tips $free with anything
Abacus - Graphics & Sound $8
Abacus - 3D Graphics $8

Please, you pay shipping on anything here since it's going cheap. Also,
I discourage sales totaling less that $30, but hey, whatever.

Any of you die hard's left? Here's the old list again, remember, prices
are not firm, but I thought they were fair (I've been wrong before though :-).

Atari 1040 ST $650
2.5 Mbytes of RAM, TOS 1.4, Double Sided drive

Atari SC1224 Color Monitor $250
Atari SM124 Monochrome Monitor $125
Both work fine

HiSoft C $45
Interpriter that can link with
object code. Nice toy or
debugging tool. Not too useful
without other C compilers.

Send mail to: rohde@cis.ohio-state.edu

Thanks for your time once again.

Joe
--
:-- rohde@cis.ohio-state.edu ---- rohde@muon.eng.ohio-state.edu --:
: "Happiness is being famous for your financial ability to indulge :
: in every type of excess. The part I think I'd like best is crushing:
: people who get in my way." -- Calvin (& Hobbes) :

675. STadel -- once more from the top

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 05:43:21 UTC
From: kgg@zinn.MV.COM
Message-ID: <1137@zinn.MV.COM>
Source record: 235447

I once obtained a copy of STadel, about 2 years ago.
Couldn't get it to work in the time I had, would like to try again.

I want it mostly for UUCP access to replace UUPC/ST (see address below)
because a bug therein prevents me from successfully sending mail --
I can only receive. Also, no support for news. But I already have
my feed up and working. Also, I gather it has hooks or automating
access to BIX. I no longer have a BIX account, but have or will have
accounts on other public commercial systems; does STadel support
access to other systems or that ilk? Which ones? CIS? GEnie? Delphi?

Anyway...
Where and how can I obtain the current version of STadel?
How much disk space does 'the kit' (the set of files as distributed) take,
and how much space is used by the running system?

Also, I've heard of a couple of newer variants, incl <fnord>adel???
Where and how can I obtain the current versions of those?
How much disk space does 'the kit' (the set of files as distributed) take,
and how much space is used by the running system?

-- Kenn Goutal

CompuServe: 71117.2572 (PARTI handle: kenn)
Internet: kenn@zinn.MV.COM or kenn@rr.MV.COM
[The] PO!NT: kenn
UUCP: ...decvax!zinn!kenn or ...decvax!zinn!rr!kenn

```
+-----------------------------------------------------------+
| Ship and Travel Intermodally -- Commute Electronically! |
+-----------------------------------------------------------+
```

676. Mercury UUCP -- once more from the top

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 05:48:27 UTC
From: kgg@zinn.MV.COM
Message-ID: <1138@zinn.MV.COM>
Source record: 235446

I am interested in obtaining Rodney's UUCP modules, aka Mercury UUCP,
aka Merkur.
I want it mostly for UUCP access to replace UUPC/ST (see address below)
because a bug therein prevents me from successfully sending mail --
I can only receive. Also, no support for news. But I already have
my feed up and working.

Where and how can I obtain the current version of Mercury UUCP?
How much disk space does 'the kit' (the set of files as distributed) take,
and how much space is used by the running system?

-- Kenn Goutal

CompuServe: 71117.2572 (PARTI handle: kenn)
Internet: kenn@zinn.MV.COM or kenn@rr.MV.COM
[The] PO!NT: kenn
UUCP: ...decvax!zinn!kenn or ...decvax!zinn!rr!kenn

```
+-----------------------------------------------------------+
| Ship and Travel Intermodally -- Commute Electronically! |
+-----------------------------------------------------------+
```

677. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 06:58:53 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2958@laura.UUCP>
Source record: 235442

In article <1991Jan18.221204.4936@ux1.cso.uiuc.edu>,
gordon@osiris.cso.uiuc.edu (John Gordon) writes:
|> You can interchange 3.5" DD disks between STs and PCs *IF* the disk
|> was formatted on a PC. If the disk was formatted on an ST, the PC can't
|> read
|> it, but the ST can work just fine with PC-formatted disks.

Hmm, I thought since TOS 1.4 it made no difference whether the disk was
formatted on an ST or a PC. Comments anyone?

Anyway, I am able to exchange floppies formatted on my ST with my Sun
SparcStation where I read and write them with Mtools.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

678. osbind.arc

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 09:25:28 UTC
From: piet@cs.ruu.nl
Message-ID: <4710@ruuinf.cs.ruu.nl>
Source record: 235445

There is a file osbind.arc on atari.archive.umich.edu that is incorrect:

It contains the following lines:

```
/* codes for Pexec */

#define PE_LOADGO 0 /* load & go */
#define PE_LOAD 1 /* just load */
#define PE_CBASEPAGE 2 /* just create basepage */
#define PE_GO 3 /* just go */
```

which should be:

```
#define PE_LOADGO 0 /* load & go */
#define PE_LOAD 3 /* just load */
#define PE_CBASEPAGE 5 /* just create basepage */
#define PE_GO 4 /* just go */
```

I think this file should be removed as it is superseded by the one in
gcclib (include).
--
Piet van Oostrum <piet@cs.ruu.nl>

679. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 11:20:21 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Jan23122021@azu.informatik.uni-stuttgart.de>
Source record: 235433

In article <1991Jan22.160120.16423@cbnewsl.att.com>, hojo@cbnewsl.att.com (HC Johnson) writes:

] 2.
] pinhead allows you to take advantage of a new feature in TOS 1.4; namely
] whether to ZERO the Bss or not.
]
] Like MS/DOS TOS normally clears ALL unused memory that is initially assigned
] to a process. On multi-meg processors this is somewhat slow. (Again TOS 1.4
] uses better code and does clear faster.). There is a new bit in the process
] header that indicates that TOS need not clear bss, as the process will do its
] own initialization.

I think, the BSS section is (and should be) always cleared!
With the "fastload" bit set, TOS 1.4 doesn't clear the heap (= memory
which could be allocated with malloc() calls).

-bernd

680. DM1: Some Spells...

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 11:40:36 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4288@syma.sussex.ac.uk>
Source record: 235432
Cross-posted to: rec.games.misc,comp.sys.atari.st,comp.sys.amiga.games

There are a couple of DM1 spells that I'm confused by...

Essentially there are two spells to light ones way around.

1. Ful i.e. a magic torch according to the scroll and

2. Oh ir ra which simply is light according to the scroll.

Are there useful differences between these two ?

Secondly the spell for darkness, i.e. Des ir sar: has anyone found a use
for this. I find I can be equally beaten senseless in the full light of
day or in complete darrkness. I must admit I havn't tried this
comparison with all foes but i havn't got that much time to waste !

I havn't tried invisibility yet; presumably i can sneak past things
without being attacked ?

Thanks for any help.
John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

681. Looking for some specific PD

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 11:48:06 UTC
From: lhf@ukc.ac.uk
Message-ID: <3394@gos.ukc.ac.uk>
Source record: 235454

I wonder if there's anyone out there who could direct me to
somewhere on the net, where I can get the following.

A selection of PD Signum2 24-pin fonts (Print & Screen)
24 pin screen dump replacement, for built in 9pin one.
STE medium rez program (for a friend)

Thanks in advance,

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

682. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 11:56:30 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan23.115630.5846@convex.com>
Source record: 235448

In article <1991Jan22.170111.12465@cs.mcgill.ca> depeche@cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:
>In article <1991Jan18.005041.22961@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>>it would probably not break any existing code. if so, how?
>
>For one thing, most file selector boxes, and command shells, translate
>lower case characters into uppercase before processing input lines

i don't know about "most" but gulam does not xlate to upper case. it passes things off to exec'd processes with no case conversion. some compiler startup codes and libraries do that, but i don't thing GNU c is one of the, and i even patched good ol' alcyon to stop that foolish practice. in fact no unix shell clone on the st does this now (gulam, bash, msh, etc). PCOMMAND and NEODESK are not unix-like shells.

the desktop does, however, force upper case, which is why it is a pain in the *ss to run unix utilites from the desktop, especially ones which have different meanings of "-c" and "-C".

all this talk has nothing to do with TOS itself supporting (even toggling this feature on/off) mixed case file names.

look, i'd like to have the option of switching case sensitivity on and off at will. i myself see no reason why this cannot be added. i myself like having important files in caps (like README and Makefile) since with a directory list, they appear set aside, and easy to spot (i.e. more productive). pls don't argue that YOU may find it revolting. I do not. and besides, if it is SWITCHABLE, then it does not impact you our any program in the slightest. i have discussed how this can be done in a previous note.

all i want to do is find out CAN IT BE DONE and IS ATARI PLANNING ON DOING THIS? which apratt@atari answered.

>fp=fopen("datafile.in","r");

i can't see how/why a program has to force case anyway, since TOS does it for you. it IS case insensitive, so DaTaFiLe.In is the same file as datafile.in is the same as DATAFILE.IN is the same as DataFile.In, etc. The only reason programs force upper case is for cosmetic reasons, i.e. for consistency. try it youself:

```
#include <stdio.h>
main()
{
FILE *fp;
```

```
char buf[256];
fp=fopen("datafile.in","w");
fprintf(fp,"Hello\n");
fclose(fp);
fp=fopen("DATAFILE.IN","r");
fscanf(fp,"%s",buf);
printf("%s\n",buf);
fclose(fp);
exit(0);
}
```

i bet this will print "Hello". meaning it does not matter AT ALL what
case the file name is. both fopens open the same file.

i already mentioned that the program can make a call like this to force
old, compatible behavior:

```
Fcase(CASE_OFF);
```

BEFORE doing anything, if it must. and i already mentioned that the
desktop of TOS x.x which would have this new feature can have an
additional menu item for configuration (which would cause Fcase
be called if the menu state changes, just like the blitter). FOr those
of you who still don't understand this, i offer this hypothetical desktop
menu (for those who hate cmd shells):

```
_______________________________________
| Configure |
|---------------------|
. .
. .
|---------------------|
| X Case sensitivity |
|---------------------|
. ^ .
. | .
"X" means it is ENabled...

_______________________________________
| Configure |
|---------------------|
. .
. .
|---------------------|
| Case sensitivity |
|---------------------|
. ^ .
. | .
no "X" means it is DISabled...
```

>It is a FACT that if such a convention were added, TONS of programs
>would need little changes to work again. I happen to use a few programs

see above. it does NOT effect the programs, if implemented this way. and
new programs can inquire the state of case sensitivity:

state = Fcase (CASE_INQUIRE);

or somesuch.

here is the example program with this "new" TOS:

```
#include <stdio.h>
main()
{
FILE *fp;
char buf[256];
if(Fcase(CASE_INQURE) == CASE_ON) Fcase(CASE_OFF); /* added...*/
fp=fopen("datafile.in","w");
fprintf(fp,"Hello\n");
fclose(fp);
fp=fopen("DATAFILE.IN","r");
fscanf(fp,"%s",buf);
printf("%s\n",buf);
fclose(fp);
exit(0);
}
```

for existing programs, the

```
if(Fcase(CASE_INQURE) == CASE_ON) Fcase(CASE_OFF); /* added...*/
```

is done with the desktop menu selection, making it 10000000% compatible with
older TOS.

how can i make this any clearer?

if the effort to do this is 2 manweeks (design, implement, debug, test,
document), and it takes 50 bytes of ROM, WHY NOT DO IT????? sheesh!

>which are no longer being maintained by the author, and I don't have the
>sourcecode. What do I do now that I can't run them anymore?
>
>> and it is a BIG win, IMHO. don't knock it 'til you've tried it.

i prefer seeing files in my directory like this:

```
% ls
Makefile bbb.c eee.c nnn.c
README ccc.c hhh.c ppp.c
aaa.c ddd.c iii.c sss.c
```

over:

```
% ls
aaa.c ddd.c iii.c ppp.c
bbb.c eee.c makefile readme
ccc.c hhh.c nnn.c sss.c
```

since my eye is trained to go to the upper left on a page first, so
"important" files should be there (and i keep them there, consciously).
Yes, this is unix. but it is equally valid for directories which use
icons, or file selector boxes, or whatever.

also, it is a pain in the *ss which moving mixed case file names
between systems which do have case sensitivity (e.g. unix) and the ST.
you always have to convert names.

>can have IN THE SAME VERY DIRECTORY files like
>
>jove.RC
>jovE.rC
>JoVe.Rc
>JOVE.RC
>jove.rc

not a very good example

>And this is just a half-assed step towards a unix-like filesystem - if you
>want a real unix filesystem, you gotta throw out all this TOS and MSDOS

no one is talking about a unix file system, just something that can't be
more trivial to implement, will NOT break any existing code, and certainly
can't hurt at all (and can help, at least me...). a unix FS does not make
sense (really) on the ST since it is not multitasking. note that ST/MINIX
does implement FS, but then again it is not running TOS.

all i want is a choice. right now we do not have one...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

683. Re: Solution to hidden files

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 12:09:56 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan23.120956.6181@convex.com>
Source record: 235449

i think gulam can do:

chmod -h file

since i have my own chmod, which does do this, i don't know for sure.
there ARE advantages to command shells... :-)

note that hidden files can be viewed with:

ls -a

again, this is my own ls, gulam's may not do this...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

684. Re: tar for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 12:17:38 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan23.121738.6877@convex.com>
Source record: 235451

In article <1991Jan23.015421.29474@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Is there a tar utility (which I could use under Gulam) other than the
>STTAR.ARC available from terminator? I wish to archive some directories

GNU tar has been ported, and i think it is available at terminator. if not, i can mail it to you. it works well (fully compatible with "file" tars under unix, both directions). i believe it was posted, so it may be in the Binaries/Sources directories, if not in utilities. you may also try panarthea (comp.{sources,binaries}.atari.st archives).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

685. Re: new atari newsletter!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 13:19:33 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2961@laura.UUCP>
Source record: 235435

In article <7138@crash.cts.com>, chuckie@pro-odyssey.cts.com (Chuck Schul)
writes:
|> Huh newsletter coming out 1st week of feb look for it on the below
|> mentioned
|> bbs's.if any one has any suggestion commnents ,reviews i will take em i
|> need
|> reviewers commnetators.if can donate time to this please do.i am.this
|> will
|> support the atari community 8 and 16 and 32 bit wise.if anyone knows how
|> i can
|> asend this magaszine out around the country like znert let meknow.

Hopefully that newsletter is of better grammar, orthography and typesetting!

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
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D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

686. HELP

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 13:56:53 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <55609@eerie.acsu.Buffalo.EDU>
Source record: 235455

Hi,
Being the victim of a hard drive crash, I lost my uniterm program. I'm
stuck using flash now... Can someone send me, or tell me were to
get the latest version of uniterm? I've been having problems
Ftp'ing it from terminator I get a RCV IMG File error..I have
a feling my space allotment here is too low to FTP it.. Can
anyone help??? Also Does anyone know what the going price is for
the Spectre GCR? One of my classes requires us to use metcom modula
II on the MAC... Thanx.. Jeremy

Private mail would be appreciated..

687. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 13:59:00 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Jan23.135900.16567@d.cs.okstate.edu>
Source record: 235453

The stuff in a previous host about process headers sounded right (I'm not a software person...) but

Pinhead is not needed with TOS 1.4, (It will work however) as TOS 1.5 uses a 'Fastload' bit in the directory to indicate whether a program needs to have memory cleared before it loads. A rather clumsy utility was available to set this bit (for faster loading... slow loading is the default! Argh!!!) but I despise clumsy utilities and am waiting for a utility that will allow selection of multiple files at a time to have the "fast bit" set.

cummins@d.cs.okstate.edu

688. Re: Tape Mechanism

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 14:19:53 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Jan23.141953.16793@d.cs.okstate.edu>
Source record: 235457

In article <1991Jan22.160946.16793@cbnewsl.att.com> hojo@cbnewsl.att.com (HC Johnson) writes:
>In article <1991Jan19.021429.2157@mailer.cc.fsu.edu>, boyd@mailer.cc.fsu.edu (Mickey Boyd) writes:
>> In article <1991Jan16.184447.14109@d.cs.okstate.edu>, cummins@d.cs.okstate.edu (John Cummins) writes:
>> >I'm wanting to add a tape backup system to my ICD Host Adapter based
>> >SCSI hard disk system.
>>
< mention of worries about software availability to drive tape system >

>There are other sources.
>1. Berkely Micro Systems sells CT backup and software.
>2. My own BACKUP program works well for me on the Adaptec 3530 SCSI controller.
>3. Theres another fellow posting recently on his own driver.
>
>So go ahead, put a system together. The mechanics of driving a CT is not
>all that difficult. And there is software.
>
>Howard Johnson

Okay... som more questions... I need software that will backup

1) Specific file extensions from a list of partitions
(say all *.arc and *.lzh filed from drive d: and e:)

2) Backup only specific subdirectories...
(the BBS subdirectories on drives g: and h:)

3) handle incremental backups, appending them to the tape backup the incremental is incremental to... (I guess appending to the tape in the drive is what i really mean...)

4) I really would like to do IMAGE backups as the restore of a partition should be swift that way... but file backups as above are nice...

5) Can I still backup my Spectre partition w/o ICDs software????

thanks
jc

cummins@d.cs.okstate.edu

689. SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 14:27:22 UTC
From: selick@bucsf.bu.edu
Message-ID: <72918@bu.edu.bu.edu>
Source record: 235456

I've had this SM124 monichrome monitor for about ummm...5 months and it has a lot of extra light around the used portion. Is there an adjustment for this (inside the monitor maybe?)? Help!
-steve
<selick@bucsf.bu.edu>

690. Adaptor to convert SM-124/5 to greyscale?

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 14:49:11 UTC
From: mike@abekrd.UUCP
Message-ID: <1653@abekrd.UUCP>
Source record: 235466

I heard rumour of an adaptor for inside the monochrome monitor to convert it into a proper greyscale display capable of showing medium and low resolutions. Needless to say it cane from Germany. I remember people saying that they had ordered one and would report the result.

Well, did anybody get one? Does it work? Where from and how much?

Andv<Thanx>ance.

--
Mike Quinn. net: mike@abekrd.co.uk
Abekas Video Systems Ltd. UUCP: ...!uunet!mcsun!ukc!pyrltd!abekrd!mike
Reading.
United Kingdom. _AH-CHOO!!_ *whew* ...no brains! (Calvin)

691. Environment variables in GEM

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 14:55:58 UTC
From: mike@abekrd.UUCP
Message-ID: <1654@abekrd.UUCP>
Source record: 235460

An increasing number of programs require special environment variables before they will function correctly (at all). I want to be able to set-up these variables within my GEM desktop and then just execute .TTPs as required.

Do I just add lines to ASSIGN.SYS, or is life not that simple ? If that is the answer what format should the line be, is it just:

VARIABLE=value

like the path commands?

Seeking enlightenment (as always),

--
Mike Quinn. net: mike@abekrd.co.uk
Abekas Video Systems Ltd. UUCP: ...!uunet!mcsun!ukc!pyrltd!abekrd!mike
Reading.
United Kingdom. _AH-CHOO!!_ *whew* ...no brains! (Calvin)

692. Treeview for GEM ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 15:38:44 UTC
From: mike@abekrd.UUCP
Message-ID: <1656@abekrd.UUCP>
Source record: 235461

At a recent exhibition, I saw a TT (beautiful) running Gemini 1.2 (the share-
ware version). Under this was an accessory called Treeview which gave a
graphical view of your disk with a tree type layout. I asked about it on
the stand and they said that it was part of the Gemini 1.2 distribution and
that it required Gemini to work.

What I would like to know is: Does Treeview _really_ need Gemini to work, or
will it run under GEM? Is Treeview available from somewhere else? Is it
shareware too? It was real neat to be able to find the directory you've been
looking for, quickly and easily.

Looks like today is a "Why, mommy... why??" day ;-) (3rd post asking questions)

--
Mike Quinn. net: mike@abekrd.co.uk
Abekas Video Systems Ltd. UUCP: ...!uunet!mcsun!ukc!pyrltd!abekrd!mike
Reading.
United Kingdom. _AH-CHOO!!_ *whew* ...no brains! (Calvin)

693. Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 15:51:39 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Jan23.155139.8930@cs.mcgill.ca>
Source record: 235434

There is a program called TC-POWER which emulates expanded memory
in a PC which has extended memory.

I have a special version which is meant to work with Atari-ST memory
under pc-emulators such as Supercharger. I bought this from Talon
Systems for $50. I never used it, as I have no need for programs that
use so much memory.

It can be yours for $40 shipping included. That is, if you are in Canada,
$40 cdn is sufficient, and if you're in the US, $40 u.s. is fine too.

if you are interested, drop me a line.

--
S. Alan Ezust McGill University SoCS depeche@cs.mcgill.ca
"Lick the carpet, dust the dog, mow the windows, shine the socks....
you got to keep things CLEAN." - E. KaSpel

694. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 18:08:40 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <28306@cs.yale.edu>
Source record: 235473

In article <1991Jan23.135900.16567@d.cs.okstate.edu> cummins@d.cs.okstate.edu (John Cummins) writes:
>The stuff in a previous host about process headers sounded right (I'm not
>a software person...) but
>
>Pinhead is not needed with TOS 1.4, (It will work however) as TOS 1.5 uses
>a 'Fastload' bit in the directory to indicate whether a program needs
>to have memory cleared before it loads. A rather clumsy utility was
>available to set this bit (for faster loading... slow loading is the default!
>Argh!!!) but I despise clumsy utilities and am waiting for a utility
>that will allow selection of multiple files at a time to have the "fast bit"
>set.
>
>cummins@d.cs.okstate.edu

I wrote one, too, with a command line interface. I should just post
it and save you the bother.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

695. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 18:16:05 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <28307@cs.yale.edu>
Source record: 235463

```
In article <2811@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>Patches would be posted _regularly_ [...]
>
>Huh? Patches come out when we find something that needs patching, not
>"regularly." The chaos of patches reflects the chaos of finding things
>that need patching.
>
>==========================================
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Dear Allan,

Could you clarify for everyone the state of known bugs in TOS 1.4 and
the official patches available to fix them? I am only aware of two
official patches from Atari---poolfix3.prg and tos14fix.prg.
Unofficially, I have heard of at least six TOS 1.4 "bugs" reported in
a German magazine.

--
================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
================================================
```

696. Re: Tape Mechanism

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 18:27:40 UTC
From: dclemans@mentorg.com
Message-ID: <1991Jan23.182740.1239@mentorg.com>
Source record: 235436

From article <1991Jan22.160946.16793@cbnewsl.att.com>, by hojo@cbnewsl.att.com (HC Johnson):
> In article <1991Jan19.021429.2157@mailer.cc.fsu.edu>, boyd@mailer.cc.fsu.edu (Mickey Boyd) writes:
>> In article <1991Jan16.184447.14109@d.cs.okstate.edu>, cummins@d.cs.okstate.edu (John Cummins) writes:
>> >I'm wanting to add a tape backup system to my ICD Host Adapter based
>> >SCSI hard disk system. Does anyone know what kind (brand name/ model no.)
>> >of SCSI tape drive ICD sells in their FaST Backup setup? I'm interested in one
>>
>> I understand that ICD does not release their software to drive this device
>> either, so you may be stuck with buying theirs. If you do manage to get
>> a driver for tape backup, please post about it!!
>>
> There are other sources.
> 1. Berkely Micro Systems sells CT backup and software.
> 2. My own BACKUP program works well for me on the Adaptec 3530 SCSI controller.
> 3. Theres another fellow posting recently on his own driver.

About the ICD FAsT Tape Backup system:

They use TEAC tape cassette drives. There are 60meg, 150meg, etc.
capacities available, though ICD only uses the 150meg drives.
They are now starting to become more readily available; I was
visiting Schaumburg, IL and dropped in at a Soft Warehouse store
out of curiosity. They were carrying those drives with IBM PC
controllers and software.

However, the drives sold by ICD have had their SCSI ID proms
(or whatever the appropriate term is) changed to a non-standard value.
That value is explicitly checked for by their software. As is,
their controller software will only work with drives sold by ICD.

Technical manuals for the drives are available from TEAC.

I know someone locally whose working on a third party tape backup
package using these TEAC drives, though I'm not sure how close he is
to a release (it's not a full-time effort.....)

dgc

697. Re: Looking for some specific PD

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 18:36:32 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan23.183632.191@ecst.csuchico.edu>
Source record: 235465

lhf@ukc.ac.uk (L.H.Fuller) writes:

- I wonder if there's anyone out there who could direct me to
- somewhere on the net, where I can get the following.
-
- A selection of PD Signum2 24-pin fonts (Print & Screen)
- 24 pin screen dump replacement, for built in 9pin one.

I have a program which emulates an Epson LQ1500. It says it's a
24-pin screen dump program. I'll post it to atari.archive.umich.edu.

- STE medium rez program (for a friend)

Do you mean a medium res emulator for monochrome monitors?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

698. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 18:39:21 UTC
From: baffoni@aludra.usc.edu
Message-ID: <14346@chaph.usc.edu>
Source record: 235437

In article <14597@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>Are pinhead and FATSPEED incompatible/unnecessary? with 1.4?
>
>thanks
>-kevin

In regards to this question, I wonder: I have been having some rather disturbing problems lately. Sometimes, especially after running Cleanup (the one from ICD, not the demo), I go to open a drive that has not been accessed prior to running Cleanup, and there is nothing there! 0 out of 0 files! Also, if I trying going any deeper into an accessed drive, the directory doesn't exist! The worst part was when I tried to run Cleanup on my drive E and it had two bombs when it went to do a directory map. However, by turning the machine off and then on, everything reappears like it should, and everything is accessible. I don't believe the fault lies in Cleanup since occaisionally the same thing happens when I do not use it - I just go into my Utilities directory, only to find all the files are gone (but soon reappear by re-booting). I currently have in my Auto folder (and not neccessarily in this order as I am not at home) Copyfix. , timeset. , pinhed18., fatspeed., and QuickST2.2 (i forgot the prog name) progs.
Just to show how frustrating this is, I just ran Cleanup on my E drive fine, but the F drive bombed (however, my C drive has been working and never bombs under Cleanup or DLII...Whew!).
Anyone have any ideas? Comments?

-Mike

699. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 18:42:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan23.184236.281@ecst.csuchico.edu>
Source record: 235459

cummins@d.cs.okstate.edu (John Cummins) writes:

- A rather clumsy utility was available to set this bit (for faster
- loading... slow loading is the default! Argh!!!) but I despise
- clumsy utilities and am waiting for a utility that will allow
- selection of multiple files at a time to have the "fast bit" set.

A few months ago, I posted to atari.archive a program called
FLXIFAST.LZH which lets you set the fastload bit on multiple files.
If it's not there, let me know and I'll post it again.

BTW, that 24-pin screen dump program I posted to atari.archive is
called SDUMP1_5.LZH.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

700. Re: TOS Version (was Veriosn)

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 18:50:06 UTC
From: apratt@atari.UUCP
Message-ID: <2813@atari.UUCP>
Source record: 235438

>apratt@atari.UUCP (Allan Pratt) writes:
>>The definite way to tell is to read the OS header. A pointer to the OS
>>header is at $4f2, and the TOS version number is found in the second
>>word of the OS header. For example, $0102 there means TOS 1.2.

And micro@imada.dk (Klaus Pedersen) writes:
>What is your numbering algoritm? How do we compare TOS versions?
>The number $102 implies a number seq. 1.0, 1.2, 1.4, 1.6, ..., 1.10, 1.12 -
>doesn't it?
>But the actual numbering is ..., 1.6, 1.62, ($106, $162), what is to be
>expected next?

When we realized that TOS 1.6 needed to be fixed, and we didn't want to mess people up too badly, we decided to call it TOS 1.62. It just sounds like a smaller change, which it is, from TOS 1.6 than calling the new one TOS 1.8.

There is no "algorithm" but it is definitely the case that within a major number (1.X, 2.X, 3.X) you can compare the minor number numerically and the greater number will be the newer version. Mega STe and TT TOS have this rule implicit in the numbering when spelled out: I always refer to "TOS 3.05" not "TOS 3.5."

ROUGHLY, the major number represents increased capability or "power" of the machine: 1.X is ST and STe, 2.X is Mega STe, and 3.X is TT. This part is not a hard-and-fast rule; it is conceivable that you could see 4.X for one machine and 5.X for another, and the 4.X could be "more powerful" by some measures. Alternatively, you could easily see 3.X in a future machine which is "more powerful" than a TT.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

701. File Utility Desk Accessory Wanted!

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 19:21:02 UTC
From: <>
Message-ID: <11453@darkstar.ucsc.edu>
Source record: 235439

Does anyone out there know of a PD or Shareware desk accessory that will let me do some disk tasks (file copying, formating, ...)? I have a few applications that do not let me do these things very easily and I hate jumping out of a program because I forgot to copy a file somewhere? THanks for any help.

Roman

702. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 21:14:40 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Jan23.211440.5812@cs.olemiss.edu>
Source record: 235472

Okay, as long as the PC has a 1.44MB disk (haven't tried with 720K), and
the disk has had an IBM boot sector written to it, you can read/write
twister formatted disks!

You can add a line like:

drivparm=/d:1 /n:10 /t:82

This makes a new device at boot time, drive x: (x is one letter greater
than the last drive that was installed), assumes your 1.44 is drive B:
to start with, and sets the new drive up as 10 sec/track and 82 tracks/
disk.

When Mess-Doss comes up, it will say something like:

INSTALLED NEW DEVICE FOR DRIVE D:

(I just tried it with MS-DOS 3.3 and it said "Unrecognized command in
CONFIG.SYS," but I know it works with DOS 4.01)

Then you can type "dir d:" and the computer will say
"Put disk for drive D: in drive B:"
You slip it the disk, and bingo, r/w twister disks, no problems.

Note that I make no guarantees that this'll work; I had now
problems, and used it AT MY OWN RISK. Please consult your
Mess-Doss manual for information on DRIVPARM. I have not tried it
with the disks produced by FORMAT11, as my system cannot reliably r/w
these disks. Sorry.

Also note that there is NO E in DRIVPARM! It stung me three times!

!!!

703. Re: Questions, things for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 21:17:49 UTC
From: ken@opusc.csd.scarolina.edu
Message-ID: <1991Jan23.211749.27371@opusc.csd.scarolina.edu>
Source record: 235440

In article <7340065@hpfcso.HP.COM> mjs@hpfcso.HP.COM (Marc Sabatella) writes:

=> ...mentioned Cubase,...
=> Can you tell us more about it? Comparison with Notator would be especially
=> appreciated.

In the February 1991 issue of _Electronic Musician_, there's a comparative
review of the latest versions of Cubase and Notator. I don't remember
who wrote the review, but as I recall he praised Cubase for sequencing,
Notator for scoring.
--
Ken Sallenger / ken@bigbird.csd.scarolina.edu / +1 803 777-6551
Computer Services Division / 1244 Blossom ST / Columbia, SC 29208

704. Supercharger questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 21:41:45 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Jan23.214145.15305@cs.mcgill.ca>
Source record: 235476

I have Supercharger, along with the 1.4 upgrade. I have a few problems with it, and I have written a total of 4 letters asking for support to Talon technology, and NONE of them have been answered - the only time I get any response is when I call them on the phone, and they promptly try to sell me new software every time I do this. I hate calling them because my phone bill is getting so high. Any help would be appreciated.

oh yeah: don't buy from talon unless you live in Solana Beach, since it's a local call from there!!!!! (I'm getting pretty pissed off at them now)

1] Does anyone else have the problem where you hit ctrl-s to pause output and the entire computer crashes? This happens when I am viewing a directory, TYPEing a file, or running GREP, or whatever.
2] does the hotkey work when using a SM124 monitor?
3] This is to people who have the SUPRA hard drive wtih clock -

The supclkread program that came with supra utilities sends something through the DMA port which causes the data light on the supercharger to light up - and this crashes the computer as well.
With the 1.4 upgrade, there is a QUIET.PRG which prevents programs from accidentally talking to the supercharger, and this makes it possible for me to boot up my ST without holding down the RESET button on the supercharger, but it also prevents SUPCLKREAD from reading in the time from the hard disk.

Has anyone out there written a supra clock reader program which behaves properly so that I can install QUIET.PRG and still read in the proper time?

Thanks in advance !!
--
S. Alan Ezust McGill University SoCS depeche@cs.mcgill.ca
"Lick the carpet, dust the dog, mow the windows, shine the socks....
you got to keep things CLEAN." - E. KaSpel

705. Re: File Utility Desk Accessory Wanted!

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 21:46:06 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan23.214606.1534@ecst.csuchico.edu>
Source record: 235441

Roman writes:

- Does anyone out there know of a PD or Shareware desk accessory that
- will let me do some disk tasks (file copying, formating, ...)? I
- have a few applications that do not let me do these things very
- easily and I hate jumping out of a program because I forgot to copy
- a file somewhere? THanks for any help.

There are a couple of PD or Shareware desk accessories that will do this, notably Disk Manager, X Utilities, and MOBZUTIL. But, I must plug Universal Item Selector III. It will do this and more. It's well worth its price. BRE Software (800-347-6760) sells it for $10.95. Sav-On Software (800-875-SAVON) has it for $13. After just a quick look through ST Informer.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

706. Re: Dbase on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 22:16:53 UTC
From: techno@lime.in-berlin.de
Message-ID: <72HNKQV@lime.in-berlin.de>
Source record: 235450

D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:

>I was just wondering. Is there anything like 'Dbase' on the ST or a
>similar database programming language.
>If so is it PD or not, (Place all standard questions here)

Yes, there is. It's Superbase Professional by Precision Software. It's
better but still compatible with dBase.

I at least am very satisfied with it.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

707. Wordflair, GDOS, and gemini 10x printer

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 22:53:44 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <91023.175344CXS128@psuvm.psu.edu>
Source record: 235470

I have been trying to install wordflair on my ST and have been having trouble installing GDOS on my system. When I use the included epson compatible driver and try to print to my gemmini 10x each time the carrage advances it goes to far and gives huge blank lines between each printed line.

From other programs epson gives a good printout on my system but with GDOS I get trash. Does anyone out there knowif thedm is another printer driver which will work?

708. WordUp and HP LJ IIP

Newsgroup: comp.sys.atari.st
Date: 1991-01-23 22:54:10 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250009@hpindda.cup.hp.com>
Source record: 235443

Hi,

Does anyone have any experience using WordUp 3.0 with an HP LaserJet IIP printer? Does WordUp come with a compatible driver or will I need to do something special? I heard something about needing the TurboJet utility. What is this anyway? Thanks in advance.

Mike Goo

709. The Lost Boys MINDBOMB Demo.

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 00:22:33 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7398@jhunix.HCF.JHU.EDU>
Source record: 235444

I was just wondering if anybody out there had the Lost Boys Mind Bomb Demo? If so, why haven't you posted it to atari.archive? Or better yet, could somebody tell me where to get it?

Also, I was wondering if there will ever be an index up at atari.archive that is easy to use and TELLS ME WHAT I'M ABOUT TO DOWNLOAD?

Finally, are there other anonymous ftp sites that carry good demos like the ones on atari.archive? And why are there two files, wowdemo and rexdemo3, up on atari.archive that are the same thing?

Just ramblin'

Dom Alvear

710. FlexOS and X/GEM, DR and Atari

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 04:09:35 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3484.279e17af@miavx1.acs.muohio.edu>
Source record: 235478

Looking in the Jan 1991 issue of byte, they have an overview of Digital Research's FlexOS, a multi-user, multitasking operating system for 286/386 computers. Well, the operating system runs DOS applications, and heres the kicker, DR has ported GEM over to it, renaming it X/GEM. Current GEM applications for ms-dos work under it also.

What I was wondering is: How close has Atari been working with Digital Research over these past years? And what are the possibilities of having FlexOS and X/GEM ported over to work on the ST?

~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

711. D.A.T. backups

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 06:44:14 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15031@milton.u.washington.edu>
Source record: 235452

I have a couple of DAT machines. I would like to use
them to back up my hard drive. Anything out there that would
let me do this? ONe machine has both analog and digital IN/OUT.
The other, analog.

Thanks,

Kevin
ramsiri@blake.acs.washington.edu

712. Re: Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 07:58:49 UTC
From: elliott@quando.quantum.de
Message-ID: <1885@quando.quantum.de>
Source record: 235475

In article <21459@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
>
>If I am right, public domain means you can do whatever you want with these
>programs, including sell them for whatever price you want. Also I believe
>the GNU software is copyrighted, not public domain. Whether or not it can
>be sold depends on what the license agreement says.
>
>In short:
>
>public domain == can be sold
>freely distributable != public domain
>GNU == freely distributable != public domain
>

If you have a look at some public domain software and read the documentation
files and such like, you will usually see the author saying something like

>> This program is public domain and should not be sold for profit.

To me this means pretty clearly that public domain software shouldn't be sold
to make a profit (and if you buy any at profit making-prices perhaps you
should look around a bit better first because - at least in the UK and
Germany - many PD libraries exist which are run as non-profit making
organisations).

Dave.
--
+---------------------+
| C. David Elliott |
| elliott@quantum.de |
+---------------------+

713. MSDOS formater

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 09:13:41 UTC
From: hofer@urz.unibas.ch
Message-ID: <1991Jan24.101341.1327@urz.unibas.ch>
Source record: 235484

Is there a PD diskformater around, which produces real MSDOS disk, except that it puts in a serial number? I mean it should write a MSDOS bootsector (except serial number), a compatible media byte, the FAT and the root directory should have the same length and it should write the same number of FATs as on MSDOS disks. Is there such a beast around?

Remo

--
RFC822: <hofer@urz.unibas.ch>
X.400: S=hofer;OU=urz;O=unibas;P=SWITCH;A=ARCOM;C=CH

714. Case sensitive TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 09:21:14 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5265@brahma.cs.hw.ac.uk>
Source record: 235488

In article <1991Jan23.115630.5846@convex.com> rosenkra@convex.com
(William Rosencranz) writes:
>the desktop does, however, force upper case, which is why it is a pain
>in the *ss to run unix utilites from the desktop, especially ones which
>have different meanings of "-c" and "-C".

Not true since TOS 1.2.

>i already mentioned that the program can make a call like this to force
>old, compatible behavior:
>
> Fcase(CASE_OFF);
> ... (*VERY* well detailed explanation deleted)

This is a nice little idea but with the ST disk format being compatible with
the PC's at the current moment, disks with this system would cause havoc on
PC's as well as old ROMs. PC disk compatibility is one of the best decisions
Atari ever made for the ST.

I remember that before 1.4 (shudder) sometimes two files of the same name
would turn up. I beleive the phenomonon (?) was due to a bug in Fcreate.
Anyway the effect was a pain in the *&%. Disks with the *new* system and
having filenames would make the problem more prevalent to old ROM users.

While a program writing a file can check which TOS version is in the machine,
an old TOS version can't be expected to understand what a new TOS version had
in mind when the file was written.

And that my friends is why Atari will *NEVER* implement that system.
I don't blame them. Unless they release new TOS versions every 2 months,
and I sincerely hope they will, backward compatibility MUST be maintained.

>-bill
>rosenkra@convex.com
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
>Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

+--+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !

! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+--+

715. System for sale - revised

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 10:01:28 UTC
From: fer9483@tesla.njit.edu
Message-ID: <1105@tesla.njit.edu>
Source record: 235458

Ok, here's an update on my stuff for sale (with prices this time..)

Separately:

Atari 1040st, DS drive, TOS 1.4 : $275
Atari color monitor : $175
Atari monochrome monitor : $70
Cartridge Clock : $10
WordUp! 3.0 : $15
Quick St 2.2 : $7

Packages:

1040, color monitor, clock : $425
1040, color, mono, clock : $480

Everything, plus a panasonic kx-p1090 9 pin dot matrix printer (works, but one tractor clip is broken, can be replaced for $3.00) plus whatever programs and disks I have lying around : $540

Please respond vie EMAIL or call 908-276-9667 and leave a message. I would rather you call than leave email.

Once again, the printer DOES work. The only real danger is if you want to do a really long printout, sometimes the paper gets off line because the tractor moves. remember, it can be fixed for like $3.00

Everything comes with cables (except the printer) and with whatever manuals I have left. Software (commercial) comes with documentation. And computer comes with the mouse..

I also have a 6 chip set of Mega TOS 1.2 if anyone wants it for like $15

Printer comes with 4 extra, unopened ribbons.

-Frank Rachel

716. Re: Environment variables in GEM

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 11:23:40 UTC
From: jvt@its.bt.co.uk
Message-ID: <187^~3&@uzi-9mm.fulcrum.bt.co.uk>
Source record: 235462

In article <1654@abekrd.UUCP> mike@abekrd.UUCP (Mike Quinn) writes:
>An increasing number of programs require special environment variables before
>they will function correctly (at all). I want to be able to set-up these
>variables within my GEM desktop and then just execute .TTPs as required.
>
>Do I just add lines to ASSIGN.SYS, or is life not that simple ? If that is
>the answer what format should the line be, is it just:

I am not aware of being able to do this and anyway it would cause the
variables not to appear if you are not using GDOS.

>VARIABLE=value
>
>like the path commands?
>

This is exactly right if you are using ENVIRON.PRG (in your \auto folder).
The data is held in the root dir in ENVIRON.DAT. This is what I do & it
works fine.

On atari.archive the file is utilities/environ.arc or it comes on the
geminiuk distribution.

John

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

717. DM1: The Arena

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 11:29:48 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4301@syma.sussex.ac.uk>
Source record: 235464
Cross-posted to: rec.games.misc,comp.sys.atari.st,comp.sys.amiga.games

Firstly thanks for the level 5 suggestions. As it turned out the turnaround time (about two days) between posting a query and getting replies had allowed me to do those bits anyway on my own.

Anyway I've moved onto level 8 or `the arena' as it's called and have concluded the level of difficulty has jumped an order of magnitude. The place is huge and the chances of being taken out by the fireball throwing machine seem a bit high. I know I can use a fireshield spell and I've found the Staff of Hanah which has its own fireshield but unfortunately I've been so slow the thing runs out of fireshield. Does it recuperate or does it only last a few goes ?

Anyway, I presume there is a means of switching these sodding fireballs off or is there ?

I'm told there is very very long corridor accessed by a secret door/room but I can't find the button/pressure pad for it. Can anyone give me some directions to this button from say the entry staircase from the Tomb of the Firestaff ?

Thanks for any help.

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

718. Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 12:32:06 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <4722@ruuinf.cs.ruu.nl>
Source record: 235486

Is there someone who can give me some information about
the way Spectrum pictures are showed? I know the file format,
but that's not enough to write my GIF-Spectrum 4096 converter.
I'd like to know what exactly is done with the 3 palettes
that go with each line.

Annius Groenink
De Mamuchetweg 5
3732 AK De Bilt
Netherlands
avgroeni@praxis.cs.ruu.nl

719. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 12:39:43 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5266@brahma.cs.hw.ac.uk>
Source record: 235487

In article <2811@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>neil@cs.hw.ac.uk I wrote:
>>Patches would be posted _regularly_ [...]
>
>Huh? Patches come out when we find something that needs patching, not
>"regularly." The chaos of patches reflects the chaos of finding things
>that need patching.

OK OK! I should have said 'as soon as the problem/bug has been found'.
Happy? At least I can reassure myself that you read the posting. Could you
elaborate more on what you thought of it and perhaps on how you think you
would implement a similar patch scheme.
Puleez give it some serious consideration.

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

720. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 13:00:56 UTC
From: ate@cs.ruu.nl
Message-ID: <4723@ruuinf.cs.ruu.nl>
Source record: 235490

In article <1991Jan23.115630.5846@convex.com> rosenkra@convex.com (William Ros
encranz) writes:
>
>the desktop does, however, force upper case, which is why it is a pain
>in the *ss to run unix utilites from the desktop, especially ones which
>have different meanings of "-c" and "-C".

This depends on the TOS version. With TOS 1.0 I couldn't extract a file
from a ZOO archive with the x option when I started ZOO.TTP from the desktop.
TOS translated everything to uppercase and the X option is illegal with ZOO.
I had to use the -extract option.
After I replaced TOS 1.0 with TOS 1.4 I can use the x option. The X option
still generates an error message.
So TOS 1.4 is case sensitive, it only translates FILENAMES to uppercase.

Ate brink (ate@cs.ruu.nl)

--
Ate Brink, Dept. of Computer Science, Utrecht University
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534408 Email: ate@cs.ruu.nl

721. Re: The Lost Boys MINDBOMB Demo.

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 13:29:40 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan24.132940.1@simvax.labmed.umn.edu>
Source record: 235495

In article <7398@jhunix.HCF.JHU.EDU>, d_alvear@jhunix.HCF.JHU.EDU (Dom Alvear) writes:
> I was just wondering if anybody out there had the Lost Boys Mind Bomb
> Demo? If so, why haven't you posted it to atari.archive? Or better
> yet, could somebody tell me where to get it?

From what I've been able to discern, the Mind Bomb Demo was released as an exclusive disk to (I believe) Budgie in England. It isn't to be sold through PD libraries, and I don't know if it is posted on any of the archive servers. Perhaps one of our readers in Great Britain can give you an address and the cost of the demo.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

722. Re: Adaptor to convert SM-124/5 to greyscale?

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 14:09:33 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Jan24.140933.19493@ugle.unit.no>
Source record: 235489

In article <1653@abekrd.UUCP>, mike@abekrd.UUCP (Mike Quinn) writes:
|> I heard rumour of an adaptor for inside the monochrome monitor to convert it
|> into a proper greyscale display capable of showing medium and low resolutions.
|> Needless to say it cane from Germany. I remember people saying that they had
|> ordered one and would report the result.
|>
|> Well, did anybody get one? Does it work? Where from and how much?
|>
|> Andv<Thanx>ance.
|>
|> --
|> Mike Quinn. net: mike@abekrd.co.uk
|> Abekas Video Systems Ltd. UUCP: ...!uunet!mcsun!ukc!pyrltd!abekrd!mike
|> Reading.
|> United Kingdom. _AH-CHOO!!_ *whew* ...no brains! (Calvin)

It did work for 1 week. There seems to be some heavy load on the high voltage section. 1 resistor and 1 diode was blown. It is VERY much work to install it, so if you don't have the skill, drop it !!.

Stig Vidar Hovland - stigvi@lise.unit.no

723. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 14:36:57 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Jan24.093657.22967@qut.edu.au>
Source record: 235477

In article <1991Jan23.135900.16567@d.cs.okstate.edu>, cummins@d.cs.okstate.edu (John Cummins) writes:
> The stuff in a previous host about process headers sounded right (I'm not
> a software person...) but
>
> Pinhead is not needed with TOS 1.4, (It will work however) as TOS 1.5 uses
> a 'Fastload' bit in the directory to indicate whether a program needs
> to have memory cleared before it loads. A rather clumsy utility was
> available to set this bit (for faster loading... slow loading is the default!
> Argh!!!) but I despise clumsy utilities and am waiting for a utility
> that will allow selection of multiple files at a time to have the "fast bit"
> set.

If you refer to the makefast utility ??? then rename it makefast.ttp and
give it a list of files to makefast. This clumsy utility will then do it
for you.

>
> cummins@d.cs.okstate.edu

BOB
R.Lunnon@qut.edu.au

724. Re: Supercharger questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 15:36:30 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Jan24.153630.24469@rodan.acs.syr.edu>
Source record: 235492

In article <1991Jan23.214145.15305@cs.mcgill.ca> depeche@cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:
>I have Supercharger, along with the 1.4 upgrade. I have a few problems
>with it, and I have written a total of 4 letters asking for support
>to Talon technology, and NONE of them have been answered - the only
>time I get any response is when I call them on the phone, and they
>promptly try to sell me new software every time I do this. I hate
>calling them because my phone bill is getting so high. Any help
>would be appreciated.
>
>oh yeah: don't buy from talon unless you live in Solana Beach, since
>it's a local call from there!!!!! (I'm getting pretty pissed off at them
>now)
>|S. Alan Ezust McGill University SoCS depeche@cs.mcgill.ca |
This is an interesting and troublesome posting. I purchased ATSpeed from Talon at the end of December. I was having a couple of problems with it at first, so I called them a few times. They were very polite over the phone and tried to be helpful...unfortunately, the final bit of info they gave me was incorrect, or at least I could not get things to work the way I understood their instructions. Since things were working at least enough for me to do what I absolutely-positively need to do, I decided to go the rest of the way via a letter (just like Alan tried). The letter went out Jan 2, 1991...I still have not gotten a reply. Now, I am willing to agree that considering mail time, it is still early to assume that they are simply not going to reply, but it would be interesting to hear from others if Talon answers letters or not. Any other experiences out there? (I'll try to remember to post again in a while if I do not hear...and I'll certainly try to remember to post again if I do hear!)
--Gerry

725. Re: Tape Mechanism

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 15:40:30 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1991Jan24.154030.1537@cbnewsl.att.com>
Source record: 235491

In article <1991Jan23.141953.16793@d.cs.okstate.edu>, cummins@d.cs.okstate.edu (John Cummins) writes:
>
> Okay... some more questions... I need software that will backup
>
> 1) Specific file extensions from a list of partitions
> (say all *.arc and *.lzh filed from drive d: and e:)
>
> 2) Backup only specific subdirectories...
> (the BBS subdirectories on drives g: and h:)
>
> 3) handle incremental backups, appending them to the tape backup the incremental
> is incremental to... (I guess appending to the tape in the drive is what
> i really mean...)
>
> 4) I really would like to do IMAGE backups as the restore of a partition
> should be swift that way... but file backups as above are nice...
>
> 5) Can I still backup my Spectre partition w/o ICDs software????
>

This is how I do these 5 things.

1. and 2.
I use FIND (posted long ago) to identify files and groups and CPIO corrupted from the UNIX specs, with a CT driver embedded. Really, about all that I use this for is to exchange data with UNIX systems.

3.
According to the specs, you cannot APPEND to a CT. In fact, the Adaptec 3530 interface enforces that. Simply put, you cannot write after a read. This does not prevent putting multiple files on one tape: it just has to be done as one continuous set of write calls.

4, and 5.
This is my main use for CT. I build a list of partitions from a drive (not necessarily contiguous) and output them as files to a CT. Any partition works: TOS, MINIX, Spectre, as long as they show in Sector 0 of the hard disk.

A TOS partition, that has been saved on a CT can be read and interpreted to retrieve files. I hacked up the MINIX tos.c command to do this. It is of much less use that just overlaying a partition with the CT file and sucking out the wanted files. This works best if the CT can be selectively read into any partition on and disk. My program does this; if you write your own, remember to limit the transfer by the size

of the receiving partition!

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

726. Re: More memory 520STE

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 16:04:11 UTC
From: alex@hpgnd.grenoble.hp.com
Message-ID: <4280020@hpgnd.grenoble.hp.com>
Source record: 235467

Hello,

Some people say we can use 2 x 1Meg SIMMS and 2 x 256K SIMMS to make
a 2.5 Meg STE system.

Is it actually reliable and supported by ATARI ?

Has anybody ever try-ied it ? Any comments ?

Alexis MERMET-GRANDFILLES
alex@hpgndxo.hp.com
---

727. Re: DM1: Some Spells...

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 16:24:15 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340066@hpfcso.HP.COM>
Source record: 235468

I haven't found a *good* use for the Darkness spell either, and I've found that the Invisibilty spell doesn't do anything for you -- at least it didn't confuse the monsters I tried it with. (Maybe they could smell Stamm, or hear Tiggy giggling?)

For mapping out the dungeon, I've found the Magic Footprints and the See Through Walls spells to be especially useful. See Through Walls also works on doors, and can warn you of upcoming monsters.

I'd like to know what the different types of armor do for you. Obviously, the mithril items offer good protection with much less weight than old iron armor, but what special protection does Flamebain afford you? And what's the difference between the armor of Lyte, the armor of Darq, and plain old iron armor? And what happens if you use cursed armor or weapons?

(Could be that the best answer is the most obvious: they just make the game more fun, but they have no special effect on the outcome. There is SO MUCH crammed into DM that the designers have to have left something out.)

Regards
Ray
DM class of '91

728. Re: DM 1: Help on level 6

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 16:52:55 UTC
From: camm@els.ee.man.ac.uk
Message-ID: <2056@m1.cs.man.ac.uk>
Source record: 235469
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In article <1346@geovision.UUCP> gh@geovision.UUCP (George Hagilaris (Co-op)) writes:
>
>I need help on level 6(?) of DM (the first floor where you encounter those
>big floating round monsters with the big eyeball). I'm trying to get a key
>that is in a room behind a gate. I need the key to open the second of two
>doors at the other end of the hallway. I can't figure out how to keep the
>gate open so that I can get the key. The room has three pressure pads on the
>floor, a pit, a green button on the wall, and a lever which turns a block of
>blue (teleportation) haze on and off. The room looks like this:
>
>
> __ [] - Pressure pad
> __ | k| <> - Pit
> |[]B__|==| == - Gate
> |<> ### L ### - Blue haze
> |[] [] | B - location of green button
> | +-----+ L - location of lever
> |--| k - location of key that I need.
> | |
>
>
>No matter what combination of movements, lever settings, etc. I try, I can't
>seem to stop the gate from closing when I walk on the bottom-center pressure
>pad (and I can't see anyway of getting around walking on it). I need the
>key for the second of two doors at the other end of the hallway (I already
>had a key for the first door).
>
>Thanks for any help.
>
>George

Try placing something on the ground in the blue haze while standing
infront of the gate.

I could, also, do with some help on this level if at all possible.
There are three trouble spots for me. If I can sort out one of them out, the
others may sort them selves out.

1) How do you get passed the 'Test Your Strength' message.

2) The gate that is just alittle further on but has no apparent
key hole or switch.

and 3) The key to the double doors just after the gate in 2.

If you can help with anyone of these three I would be greatful.

I have actually made it down to the level that needs the (ir?) key
to enter, but can't find the key so I hope the answers to the above will
help.

Cheers,
Ian
--
Ian Camm | JANET: camm@uk.ac.man.ee.els
Dept. of Electrical Engineering | ARPA: camm@els.ee.man.ac.uk
University of Manchester, England | UUCP: ...!!ukc!man.ee.els!camm
Disclaimer: If you think I need one make it up yourself.

729. Soccer Games for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 16:58:10 UTC
From: suwarso@sage.cc.purdue.edu
Message-ID: <4415@mentor.cc.purdue.edu>
Source record: 235494

SOCCER FOR THE ST

Does anyone knows any decent soccer games for the ST?

Thanks !

730. Re: TOS 1.4 pinhead, FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 17:19:22 UTC
From: bill@mwca.UUCP
Message-ID: <1799@mwca.UUCP>
Source record: 235471

In article <1991Jan23.135900.16567@d.cs.okstate.edu> cummins@d.cs.okstate.edu (John Cummins) writes:
>[discussion of fast-load bit]... A rather clumsy utility was
>available to set this bit (for faster loading... slow loading is the default!
>Argh!!!) but I despise clumsy utilities and am waiting for a utility
>that will allow selection of multiple files at a time to have the "fast bit"
>set.

Quick Find in the Quick Tools package from Branch Always Software will support setting/unsetting any attribute, including the fast-load bit. You specify files by wildcard, so you could easily set the fast-load bit on all *.PRG files (though you might need to individually unset a few of them if they break).

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

731. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 18:30:10 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.91Jan24133010@tab00.larc.nasa.gov>
Source record: 235493

> I've had this SM124 monichrome monitor for about ummm...5 months and it
> has a lot of extra light around the used portion. Is there an adjustment
> for this (inside the monitor maybe?)? Help!

I have posted this once before to comp.atari.st.tech but I received a grand
total of 0 responses:

1) My sm124 is SLOWLY sliding the image to the LEFT. The image still does not
cover the entire screen, but that is ok. I have not modified this monitor in
any way, but the 1st and 2nd column on my 80 column screen are now compacted
almost into a single vertical line! Help?

2) I am looking for the STOS patches for TOS 1.4.
Is this PD, is there somewhere I can order it? PLEASE, anyone?

I have STOS and TOS 1.4 and my STOS is DOA.

Scott

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/
----

732. codekeys

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 18:42:25 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <38419@cup.portal.com>
Source record: 235496

Yes, CodeKeys can record any event, as long as you have control over the system. That is, as long as you can load the .ACC or .PRG and access it, you can use CodeKeys.

Needless to say games won't work with it.. the bootsector-initiated ones.

It is a VERY VERY VERY VERY VERY GOOD PROGRAMME and I have found it very useful.

Bryan_Jones_Woodworth@cup.portal.com

733. Re: CodeKeys ????

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 18:43:46 UTC
From: geoffc@zebedee.uucp
Message-ID: <4074228@zebedee.uucp>
Source record: 235474

In article <14859@milton.u.washington.edu> ramsiri@blake.u.washington.edu
(Enartloc Nhoj) writes:
> In article <2760@gould.doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
> > I have just read an article about a program called CodeKeys.And must
> >say it sounds very powerful.Does it allow you to record GEM events or just
> >keys ??? And also who distributes it ??? And how much is it ???
>
> I am waiting for mine to show up in the mail anyday. I understand
> CODEKEYS can record any event. 128 events per macro.. 32 macros..
> that may be linked. Global and local. I ordered it from Joppa
> ... written by the wizards at CODEHEAD.
>
> ramsiri@blake.acs.washington.edu
> kevin
>
From this description it sounds very similar to the Macro facility within
Neodesk 3 - is it, or is it better ?

Geoffrey
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 261804 ->

734. SM124 fuzzy on edges; how to fix?

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 18:54:27 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <38420@cup.portal.com>
Source record: 235497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

My beautiful SM124 monochrome monitor seems out of adjustment. In the middle it looks perfectly crisp and clear. However, the further you get towards the ends (left/right margins; top and bottom of screen), the more muddled and blurry the display appears.

Are there internal "pots" that I can tweak in order to correct the display?

I am a novice, but I do not feel like giving the local Atari ripoff-dealer $100 to do something I can do myself using a little caution, etc.

What should I do: Use a plastic screwdriver?? Help?? Never done this before. Not even taken apart a TV!
Thanks,
(email or post to net is fine)

Bryan_Jones_Woodworth@cup.portal.com

735. Re: DM 1: Help on level 6

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 19:51:58 UTC
From: estdwha@warwick.ac.uk
Message-ID: <1991Jan24.195158.13605@warwick.ac.uk>
Source record: 235498
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In article <1346@geovision.UUCP> gh@geovision.UUCP (George Hagilaris (Co-op)) writes:
>
[Stuff deleted]
>
> __ [] - Pressure pad
> __ | k| <> - Pit
> |[]B__|==| == - Gate
> |<> ## L ## - Blue haze
> |[] [] | B - location of green button
> | +-----+ L - location of lever
> |--| k - location of key that I need.
> | |
>
>
[More stuff delted]

I don't beleve people are still asking how to do this!
What you do is you is place an object into the blue haze.

~ CrisP.

--
---
crisp@uk.ac.warwick.cs | estdwha@uk.ac.warwick.cu
---

736. 4Meg 1040ST System For Sale - Make Offer

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 21:33:20 UTC
From: marshall@hplsla.HP.COM
Message-ID: <5440147@hplsla.HP.COM>
Source record: 235479

My Atari 1040ST and all that goes with it is for sale. Here is what I have:

4MEG 1040ST
Color Monitor
Monochrome Monitor
360K External Drive
DeskCart Cartridge
VIP Spreadsheet
Word Processors
Telecom Softwares
Many other programs

I have been using an IBM computer here at work for a while and would like to be compatible (so I bought a clone). The Atari works great. But it is not being used now. I do not know what the going price would be. If you are interested, Email an offer. Include your telephone number too.

Thanks,

Marshall

_____
| |
| Marshall Lollis Mail Stop: 110 Column: UR9 |
| Hewlett-Packard Company AT&T: (206) 335-2153 Telnet: 335-2153 |
| Lake Stevens Instrument Division UUCP: hplabs!hplsla!marshall |
| 8600 Soper Hill Road HPDESK: Marshall_Lollis@HPA100 |
| Everett, WA 98205-1298 DOMAIN: marshall@hplsla.lsid.hp.com |
|_____|

737. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 21:44:39 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3496.279f0ef7@miavx1.acs.muohio.edu>
Source record: 235480

In article <1991Jan23.211440.5812@cs.olemiss.edu>, tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:
> Okay, as long as the PC has a 1.44MB disk (haven't tried with 720K), and
> the disk has had an IBM boot sector written to it, you can read/write
> twister formatted disks!

Well, the weird thing is that my roommates Zenith clone with a 1.44Meg drive could read my TOS 1.0 disk when it was extended formatted. (80 tracks with 10 sectors per track, I haven't tried it with 82 tracks) I never figured out why his computer read it while my other roommate's clone couldn't.

Oh well, I guess this is what makes computers so exciting!!!!!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~~

738. Re: DM 1: Help on level 6

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 21:46:34 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4318@syma.sussex.ac.uk>
Source record: 235481
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

From article <1346@geovision.UUCP>, by gh@geovision.uucp (George Hagilaris):
>
> I need help on level 6(?) of DM (the first floor where you encounter those
> big floating round monsters with the big eyeball). I'm trying to get a key
> that is in a room behind a gate. I need the key to open the second of two
> doors at the other end of the hallway. I can't figure out how to keep the
> gate open so that I can get the key. The room has three pressure pads on the
> floor, a pit, a green button on the wall, and a lever which turns a block of
> blue (teleportation) haze on and off. The room looks like this:
>
>
> __ [] - Pressure pad
> __ | k| <> - Pit
> |[]B__|==| == - Gate
> |<> ## L ## - Blue haze
> |[] [] | B - location of green button
> | +-----+ L - location of lever
> |--| k - location of key that I need.
> | |
>
>
> No matter what combination of movements, lever settings, etc. I try, I can't
> seem to stop the gate from closing when I walk on the bottom-center pressure
> pad (and I can't see anyway of getting around walking on it). I need the
> key for the second of two doors at the other end of the hallway (I already
> had a key for the first door).
>
> Thanks for any help.
>
> George

This caused me a problem also. The solution is easy though....

1. Go and face the lever and operate it. The teleport will switch off.
2. Turn round 180 degs. Go one pace (only !) forwards.
3. Put (say) a club on the ground
4. Turn around and operate the lever, the gate will open.
5. Fetch the key.
6. walk into the teleport
7. recover item left on ground (club)
8. push green button
9 walk out of room shutting door behind you (always a good idea)

Hey Presto !

I'm quite pleased to have answered a DM1 query for once instead of asking questions all the time !

You wait 'til you get to level 8. AS a tip get your preist levels up for level 8 as your gonna need them. Just do a few spells with no things around to bother you before you descend to the first really tricky level. And to think I got stuck in level 3 ! DM has to be one of the best games around.

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

739. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 21:55:55 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan24.215555.12359@convex.com>
Source record: 235499

In article <4723@ruuinf.cs.ruu.nl> ate@cs.ruu.nl (Ate Brink) writes:
>This depends on the TOS version. With TOS 1.0 I couldn't extract a file
>from a ZOO archive with the x option when I started ZOO.TTP from the desktop.
>TOS translated everything to uppercase and the X option is illegal with ZOO.
>I had to use the -extract option.
>After I replaced TOS 1.0 with TOS 1.4 I can use the x option. The X option
>still generates an error message.
>So TOS 1.4 is case sensitive, it only translates FILENAMES to uppercase.

probably semantics or splitting hairs, but the 1.4 desktop is now case sensitive when dealing with .ttp dialogs, at least. TOS itself (or probably more properly GEMDOS), when dealing with filenames and file operations (notably GEMDOS Fopen/Fcreate/et al), remains case insensitive, forcing file names to upper case. my entire point is that there is no inherent reason to force upper case in GEMDOS, really. the actual bytes representing the file name written to FATs need not be upper case or lower case, but can be any ascii char. i believe it is GEMDOS which defines legal chars in file names. all i was asking for was a way to toggle GEMDOS into expanding this definition of legal chars as to differentiate between upper and lower case letters.

and regarding breaking programs, i suspect that since if u pass Fopen a ptr to string "file.nam", on return, the string IS CHANGED (a definite "bug", IMHO, that i've always detested), forcing you to change your idea of the filename, programs have the modifications mentioned when parsing a filename AFTER an Fopen/Fcreate/etc and probably because of this flagrant disregard for sanctity of user data. such parsing may be done to isolate paths, extensions, etc, tho these examples look for non-letters (i.e. ".", ":", and "\"). drive letter seems like the only real reason to worry, or perhaps extensions. so rather than strcmp/strncmp, use stricmp/strincmp (ignore case). and yes, i know these are not in POSIX/ANSI C...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

740. Re: Case sensitive TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 22:08:41 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan24.220841.12763@convex.com>
Source record: 235500

[sorry for beating this to death...]

In article <5265@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>This is a nice little idea but with the ST disk format being compatible with
>the PC's at the current moment, disks with this system would cause havoc on
>PC's as well as old ROMs. PC disk compatibility is one of the best decisions
>Atari ever made for the ST.

yes, so let the power be in the user's hands to control how he wants to use
his sytem. if i toggle "old mode", it should not make any difference to the
PC. granted, i have to remember to do this, but then i also have to remember
to turn the computer on before i can use it :-).

>While a program writing a file can check which TOS version is in the machine,
>an old TOS version can't be expected to understand what a new TOS version had
>in mind when the file was written.

again, you, the user, could always toggle to "old mode" and NEVER have a
problem (from the desktop or with a trivial cmd shell oriented program).

ok, enuf of this. it'll never happen (tho i still think it should)...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

741. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 22:18:01 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan24.221801.13560@convex.com>
Source record: 235371

In article <SCOTT.91Jan24133010@tab00.larc.nasa.gov> scott@tab00.larc.nasa.gov (Scott Yelich) writes:
>I have posted this once before to comp.atari.st.tech but I received a grand
>total of 0 responses:

ok, here is a response...

>1)My sm124 is SLOWLY sliding the image to the LEFT. The image still does not
>cover the entire screen, but that is ok. I have not modified this monitor in
>any way, but the 1st and 2nd column on my 80 column screen are now compacted
>almost into a single vertical line! Help?

i, too, get this only on the right edge where it is less of a problem. it seems to start after the monitor has been on for an hour or so. if i let it cool off, it returns to "normal". i do remember reading a note on how to fix this, maybe a year ago, but i do not know if i still have the note. i think it requires making some adjustments inside (screen width or something).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

742. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 22:25:29 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan24.222529.28498@mailer.cc.fsu.edu>
Source record: 235357

In article <2958@laura.UUCP>, klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
>Hmm, I thought since TOS 1.4 it made no difference whether the disk was
>formatted on an ST or a PC. Comments anyone?

That is correct. Neodesk will also format disks with the correct bootsector info for PC's.
>
>Anyway, I am able to exchange floppies formatted on my ST with my Sun
>SparcStation where I read and write them with Mtools.

Could you please email/post which version of MTOOLS you are using, and any ifdefs you had to change to make it work (if any). Thanks!

>
>--
> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
> Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
> Postfach 500500 |)|/ Tel.: +49 231 755-4663
>D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

743. Re: File Utility Desk Accessory Wanted!

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 22:28:46 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan24.222846.28591@mailer.cc.fsu.edu>
Source record: 235482

In article <11453@darkstar.ucsc.edu>, tech002@.ucsc.edu (10020002) writes:
>
>Does anyone out there know of a PD or Shareware desk accessory that will let
>me do some disk tasks (file copying, formating, ...)? I have a few applications
>that do not let me do these things very easily and I hate jumping out of a
>program because I forgot to copy a file somewhere? THanks for any
>help.
>
> Roman

The absolute best way to do this is with Universal Item Selector III. It
replaces the standard GEM file selector with one that allows you to do all
kinds of neat stuff (including that which you need). It also comes with a
accesory that calls the file selector for you. This is one of those "must
have" programs!! It costs about $15 from any mail order place. Make sure
you get version 3.
--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

744. Re: The Lost Boys MINDBOMB Demo.

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 22:44:49 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan24.224449.28872@mailer.cc.fsu.edu>
Source record: 235359

In article <7398@jhunix.HCF.JHU.EDU>, d_alvear@jhunix.HCF.JHU.EDU (Dom Alvear) writes:
>Also, I was wondering if there will ever be an index up at
>atari.archive that is easy to use and TELLS ME WHAT I'M ABOUT TO
>DOWNLOAD?
>
>Dom Alvear

Yikes! Be cool, these guys do us a great service just from the kindness of
their hearts! I find that the easiest thing to do is to check the newitems
section every couple of days (you could even cron this to work automatically).
I suggested a REVIEW folder a couple of months ago, where people could put
small text files outlining what a program does and how well it does it. I
sheepishly admit that I never got on the ball and sent any reviews, but the
atari.archive folks said they could do it. I will send some review files
in the next couple of days, ending in ".review". Please, if you are using
a program from atari.archive and you like it, do the same. Since most of
the stuff comes with doc files, I guess just a short description of the
program's function, any errors or bugs encountered, and perhaps the names
of other programs that do it better/worse would be sufficient.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

745. Re: someone explain, PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1991-01-24 22:57:15 UTC
From: bkr@mcshh.hanse.de
Message-ID: <8583@mcshh.hanse.de>
Source record: 235483

In article <14803@milton.u.washington.edu>, ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
> I tried this four times... because i couldn't believe it.
>
> I was having problems with 3 bombs when calling STalker from
> within STeno: STalker boots from C:\, while STeno i loaded
> from MULTIDESK run as a program (not acc). Mind you, i have
> had them working together before.. but since i ran TUNEUP
> earlier in the day to optimize my C:\ drive (i never have
> used the optimize option before, always copied, zeroed, copied)
> .. things have gotten strange:
>

> problems with STalker after using TuneUp Optimizer

The first time a friend of mine used this option, it destroyed several binaries on his HD. I don't know which version he used, perhaps the problem is fixed now.

I can't explain your situation - the only (IMHO) possible explanation would be that your fat is so much garbled that it always points to the old data - even if this would be true - strange !

solution: before you start to copy/zero, backup and try another Optimizer/Cleaner named Harddisk Sentry - very reliable - gets things back to work in most cases.

* bjoern@drdhh.hanse.de - Bjoern Kriews, Hamburg, FRG
*
* make love...

746. GEnie

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 00:10:07 UTC
From: amc4919@cec2.wustl.edu
Message-ID: <1991Jan25.001007.5580@cec1.wustl.edu>
Source record: 235373

I'm sorry to invade this newsgroup with something unrelated to the Atari ST, but I was told this might be a good place for a question about GEnie.

Does anyone happen to know whether there is a gateway between GEnie and the Internet for the passage of email?

Thanks much!
AMC

747. Wanted: MonoGames (SQII etc.)

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 01:58:35 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750102@hpsad.HP.COM>
Source record: 235485

I have completed Space Quest 1 and am wondering if anyone has any other games by the same manufacturer (sierra?) that they would like to sell. I'm interested in Space Quest 2,3, King's Quest n, or any other games that will run on a monochrome monitor. Anybody have Zork2 or Beyond Zork?

Thanks,


```
-------------------------------------------------------------------------------
| Jim Smith | e-mail: smithj@hpsad.HP.COM |
| R&D Firmware/Software QA | Telnet: 794-4632 |
| HP Signal Analysis Division | AT&T: (707) 794-4632 |
| 1212 Valley House Dr. | HPDesk: Jim M Smith/HP5300/I0 |
| Rohnert Park, CA 94928-4999 | HP Mailstop: 2LR-D |
| Everybody wants a rock to wind a piece of string around. - TMBG |
-------------------------------------------------------------------------------
```

748. Z-Keys for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 02:04:50 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <4894@umbc3.UMBC.EDU>
Source record: 235370

Z-Keys for Atari ST computers ---- $65 plus shipping

This item will allow you to hook up an IBM PC/AT keyboard to any Atari ST computer and doesn't even take up your MIDI ports while doing it! It consists of a little PC board that attaches between your ST keyboard and the motherboard. You can either have your ST keyboard attached at the same time or not. It's your choice!

Chuck Rickard
(chuck@umbc5.umbc.edu)

749. CatNap file?

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 02:30:06 UTC
From: mrodrigu@polyslo.CalPoly.EDU
Message-ID: <279f982e.8ad@petunia.CalPoly.EDU>
Source record: 235375

I remember seeing the cartoon type demo called Catnap once awhile ago , and
I remember that there was a SND file for it on Compuserve (When I HAD a
account there!) . Anyways does anyone out there have this file? Is there
a FTP site to get it? Any other AVS type demos.

Thanks for the info
Mark (Trying to find a demo to show off 4 Megs!)

--
INTERNET E-Mail mrodrigu@polyslo.CalPoly.EDU Cal Poly, San Luis Obispo

---

Romulan women are not like Vulcan females. We are not dedicated to pure logic and the
sterility of non-emotion. -- Romulan Commander, "The Enterprise Incident," stardate
5027.3.

750. Re: DM1: Some Spells...

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 02:37:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <38442@cup.portal.com>
Source record: 235376
Cross-posted to: rec.games.misc,comp.sys.atari.st,comp.sys.amiga.games

John Upham asked about light and darkness spells in Dungeon Master..

The "magical torch" spell given on the scroll in the Hall of Champions is a very easy to perform spell, suitable for beginning Wizards... the light it produces is relatively short lived however...

The "light" spell found much further down in the Dungeon is more difficult and costly of magic, but generates light for a far longer time..

Darkness, according to FTL, will allow you to escape detection by "certain" monsters... they wouldn't say which ones. I never used it in DM, and only tried it once in CSB for a particular situation (which didn't work).

Invisibility is an *extremely* short lived spell, even at maximum power. Theoretically it will let you slip past monsters, but don't count on it. Also, attacking monsters while you're invisible will result in your getting attacked in return...

BobR

751. Re: Word Up 3.0 Patches

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 03:08:53 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan25.030853.4484@actrix.gen.nz>
Source record: 235377

The Wordup 3 patches are on Genie, I have dnloaded them, I don't have the File No. but do a search on Neocept, and back about 5/6 months or if not that give E. Arthur Brown a call, as they are now the owner of the Software,,612-762-8847...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

752. Re: DM 1: Help on level 6 (spoilers)

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 03:15:28 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <4474@mentor.cc.purdue.edu>
Source record: 235364
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In article <1991Jan24.195158.13605@warwick.ac.uk> estdwha@warwick.ac.uk (CrisP) writes:
>In article <1346@geovision.UUCP> gh@geovision.UUCP (George Hagilaris (Co-op)) writes:
>>
>[Stuff deleted]
>>
>> __ [] - Pressure pad
>> __ | k| <> - Pit
>> |[]B__|==| == - Gate
>> |<> ## L ## - Blue haze
>> |[] [] | B - location of green button
>> | +-----+ L - location of lever
>> |--| k - location of key that I need.
>> | |
>>
>>
>[More stuff delted]
>
>I don't beleve people are still asking how to do this!
>What you do is you is place an object into the blue haze.

Wrong ...

Hit 'n' now to skip spoiler ...

You have to stand facing the lever. Switch the lever off and move
backwards with the back arrow key and you can hit the teleport field
before it shuts off. You can then get to the key.

--

| &y Burnett | burnett@mentor.cc.purdue.edu|
---

753. Migraph postscript printer driver

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 03:48:44 UTC
From: hofmann@cbnewse.att.com
Message-ID: <1991Jan25.034844.7374@cbnewse.att.com>
Source record: 235383

Migraph, briefly, offered for sale a postscript printer driver that allowed output from Easy-Draw to go to Postscript printers or to a Postscript file. It is no longer available from Migraph. Do any of you netters have any experience with this product or know where it might be available? Any such information would be appreciated.

Thanks in advance!

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL

754. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 04:15:39 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <6985@uqcspe.cs.uq.oz.au>
Source record: 235378

In <1991Jan24.221801.13560@convex.com> rosenkra@convex.com (William Rosencranz) writes:

> [Screen slides to the left] It
>seems to start after the monitor has been on for an hour or so. if i let it
>cool off, it returns to "normal". i do remember reading a note on how to
>fix this, maybe a year ago, but i do not know if i still have the note. i
>think it requires making some adjustments inside (screen width or something).

Hey, I just remembered, my monitor did that when I first got it, so took it
back to the dealer - it must be a common problem, surely SOMEONE knows why
it happens?
--

This .signature intentionally left blank

---

755. HELP again; what *IS* wrong with my drive?!

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 04:21:00 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <28139.279f5dcc@kuhub.cc.ukans.edu>
Source record: 235367

Pardon my editor if this message is glitchy. I'm using Interlink ST
and it doesn't seem to be compatible with emacs on the VAX I'm logged
on to. That's a problem in itself I wouldn't mind answered, but not
why I'm osposting. Some of you may recall I had an Atari shipped to me
a while back, and that it's had drive problems - at first it looked as
if it might be loose chips, then a head alignment problem. An IBM
repair guy told me it was the head alignment, but that it was not a
fixable thing. He charges me 40 bucks and tells me to buy a new drive.
I post here for advice, and get much help...but as I compile the
advice, I toy around a bit, and LO AND BEEEHOLD! Some of my software
runs perfectly, including my Interlink disk...while *most* of the
stuff does *not* run - and it doesn't seem to matter where the disks
are from (no pattern discernable as to commercial vs. this machine vs.
my brother's machine...). The thing is, once the machine has been up
and running a while, some of the non-functional disks will run, and in
some cases, even the programs on them will run! While I admit I know
little tle about hardware, it strikes me as hard to believe that if
the problem with this drive is such that just warming the machine up
can make it go away, that ican still be literally impossible to fix...
One person (Terry Wells) has already suggested to me that this
sounds like it may be a problem with drive *speed* rather than the
alignment; do others agree with this assessment, or have an
alternative
diagnosis that would also fit these symptoms? Most importantly, does
it sound fixable, or shoould I go ahead with arrangements t
to purchase a new drive anyway?? Oh, how I wish there was someone who
knew how to fix Ataris that was within 100 miles of me...well, there's
one, but he's never in, he's too busy to take on any new jobs (if it
requires servicing), and it's a long-distance call, anyway. I seem to
get better answers from the Net! You folks are life-savers! Thanks
again to all who send me replies!
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"Bobby, jiggle Grandpa's rat so it looks alive." "Roota! Voota! ZOOT!"

756. "C" escape codes needed

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 04:31:24 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <28140.279f603c@kuhub.cc.ukans.edu>
Source record: 235366

As opposed to my usual pleas for help with my drive, my brother in New York (who also has an Atari, but no modem), has asked me to request of the Net the following:
He's doing C programming, and needs to know all the various "escape codes" that control the printer from directly within the C program. He says he knows *some* of the codes, but that there are some he doesn't know, and he's looking for a list of some sort that describes them all...or something along those lines. Those of you who do C programming probably know whereof he speaks. I'd like to get responses e-mailed, but if this isn't common knowledge, perhaps it should also be posted, as I'm sure it's of general interest.
Thanks,
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"Bobby, jiggle Grandpa's rat so it looks alive." "Roota! Voota! ZOOT!"

757. Re: DM1: The Arena

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 05:36:33 UTC
From: JCRUEDIG@MTUS5.BITNET
Message-ID: <91025.003633JCRUEDIG@MTUS5.BITNET>
Source record: 235368
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

On the wall in the lower left corner of the arena(if you are facing
out from the stairs) there is a switch on the wall. This switch opens up
a secret area right next to it where there is another switch. This second
switch turns off the first forceshield (the forceshields turn the fireballs
making them seem to fly about at random). The fireballs will now slam
harmlessly against the wall next to you. The fireballs originate in this
corner.
- Joshua

758. ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 07:42:31 UTC
From: m937290@usna.navy.mil
Message-ID: <120@usna.NAVY.MIL>
Source record: 235372

What machines is Atari offering these days. I was under the impression that Atari was doing pretty poorly as a computer business. How much are Atari systems selling for right now and how can you get one?

- N. Richard Solis

--
| Richard Solis m937290@n1.usna.navy.mil Class of 1993 |
| USNA 33rd Company m937290@csvax2.scs.usna.navy.mil |
| Annapolis, MD 21412 |
| (301) 267-5001 GO NAVY, BEAT ARMY!!! Standard disclaimers apply! |

759. Re: MSDOS formater

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 09:17:44 UTC
From: hofer@urz.unibas.ch
Message-ID: <1991Jan25.101744.1329@urz.unibas.ch>
Source record: 235381

In article <1991Jan24.101341.1327@urz.unibas.ch>,
hofer@urz.unibas.ch (Remo Hofer) writes:
> Is there a PD diskformater around, which produces real MSDOS disk, except
> that it puts in a serial number? I mean it should write a MSDOS bootsector
> (except serial number), a compatible media byte, the FAT and the root
> directory should have the same length and it should write the same number of
> FATs as on MSDOS disks. Is there such a beast around?

I've got some answers, but none of them did answer my question. So I have to
clarify myself. I know that there are tons of utilities, that write MSDOS
kompatible bootsectors. One of them is the formater of TOS 1.4. But I look for
a formater that also writes all the other stuff ecaxtly like MSDOS does in the
standard way. So that after formating nobody can see, if it was formated on a
MSDOS PC (say MSDOS 3.2) or on the ST. The use would be, that no utility that
claims to read/write MSDOS disk would deny to handle such a disk. The utility
could be on any machine (Mac, SUN,...). There are such utilitie, that only
partaly handle the MSDOS bootsector parameters. One is GEMDOS another is MSDOS
itself.

Remo
--
RFC822: <hofer@urz.unibas.ch>
X.400: S=hofer;OU=urz;O=unibas;P=SWITCH;A=ARCOM;C=CH

760. MAC EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 10:26:35 UTC
From: SO-JAM@finou.oulu.fi
Message-ID: <91025.102635SO-JAM@finou.oulu.fi>
Source record: 235382

One of my colleagues will be visiting USA shortly and wants to
buy a MAC emulator. Can someone give me the name and address of
a reliable dealer in or around ALBANY. I am not a regular reader
reader of this group so please e-mail me.
Thanks in advance.
JACOB MATTHAN

761. Re: Atari 1040ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 11:36:48 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7202@crash.cts.com>
Source record: 235386

In-Reply-To: message from root@apollo.HP.COM

where are you at i am at cali does that inlude shipping.also i will give 500
maybe what do you think.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

762. Re: Portfolio Transfer

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 12:51:50 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.664807910@cip-s06>
Source record: 235351

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>Does any one have a program to tranfer files to/from Portfolio
>using the parallell port on an Atari ST ???

>If NOT - Does any one have enough info on the Portfolio paralell transfer
>protocol and on the St centronics interface to make such a program ?

There is a program for parallel communication available in Germany, but I dont know the name or where to obtain it. Sorry, but keep looking.

There is however a program for serial communication using xmodem. It is very small (about 2K) but useful program. It can transfer text (thus turning the portfolio into a serial terminal) and binary files. All you need is a terminal program on the ST (Uniterm works) and a serial cable.
The program comes from Holland and is part of a book called "Das Portfolio Praxisbuch" which is available in Germany.

Greetings from another portfolio fan!

763. Re: command line arguments

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 12:57:19 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.664808239@cip-s06>
Source record: 235352

psurge@cs.utexas.edu (Troy Carpenter) writes:

>How does one get a program in either of these languages to use arguments passed
>from the command line.

It's quite easy if you get the adress of your program's basepage. The adress of the command line as passed to the program is found in the basepage (sorry I don't know the precise offset). This is a pointer to a string of bytes terminated with a 0-byte. I dont know houw to get this using Pascal or M2.

Getting hold of the program's calling name is not possible by legal means. You can of course check the basepage for the paren't basepage, check this one for the user stackpointer and use that in turn to get the parameters of the last command executed, which is Pexec with one of the parameters being the calling path of your program.

My recommendation: turn to the true programming languages, use C and leave that problem to the runtime library. Pascal and M2 aren't made to fool arount in the system on a level as deep as that one needs to know that a byte is 8 bits long. :-)

Greetings to US, give my regards to JR

764. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 13:07:34 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.664808854@cip-s06>
Source record: 235353

vdlaan@pttrnl.nl writes:

>I want to buy a MODULA2 compiler for my ST

The very best M2 compiler is a C compiler: faster, easier, better. Use the following:

```
#define BEGIN {
#define END }
#define INC(x) (x)++
#define DEC(x) (x)--
#define PROCEDURE
#define MODULE
```

If your M2 programs don't compile with that, buy a book named "The C programming language" and have "rm -f modula2" executed inside your cerebral data base. You will then see things getting a lot better. :-)

Greetings!

Okami-san

765. Re: IO Redirection (before a pexec)

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 13:15:22 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.664809322@cip-s06>
Source record: 235354
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rosenkra@convex.com (William Rosencranz) writes:

>In article <1991Jan14.173507.19761@csug.rdg.ac.uk> adp@csug.cs.reading.ac.uk (Andrew Pollard) writes:

>you can also do something like this:

> sprintf (pcmd, "%c%s %s >file", (char) strlen (cmd), cmd, args);
> Pexec (..., cmd, ...);

>tho i have only been able to redir stdout this way (not stdin). this is
>probably not recommended, at least by me (and doubtless those code police
>out there who will no doubt jump on me), but it is quick (and dirty). this
>does not work for all programs. the Fforce should, however.

Making this work is up to the program you are Pexecing. Programs compiled with the Megamax C will work with both in and out redir.

>i have written a tiny shell, invoked by my cc(1) to start the various passes
>of alcyon, which normally cannot be redirected by gulam. i can mail it to
>u if u want.

I too have written a shell which all but tiny. The ttp is 125K, the sources should be about 10000 lines of C code. Is has ca 100 internal commands. Of your suggested features, it has:

> 1) pipes are a must, i.e. "ls -l | grep xxx | wc -l"

Yeah. Right this line should work: count all lines of a long file list that contain xxx.

> 2) args in quoted strings include spaces, i.e. grep "a string" file
> passes "a string" as a single arg to grep, with an imbedded space

Yeah too. You can also use single quotes to avoid variable substitution etc.

> 3) make it portable

Sorry, it isn't. It uses AES, GEMDOS and [X]BIOS plus some system adresses (0x400 onward) in direct access. However, it is C so if you dispense with some features the rest should be portable.

> 4) support MiNT (and add job control, if possible)

It is outlayed to support Mint (can read out the process table etc) but does not fully support job control. It will as soon as Mint supports the Micro Emacs Editor!!!!!

> 5) RELEASE SOUCE CODE!!!! then the rest of us can improve your work
> (and be more productive, since YOU also benefit from these
> improvements)

Source code is available from me. It costs just one pocket calculator.

> 6) personally, i like history accessible via emacs/vi/cursor keys
> a l tcsh/ksh.

History can be accessed with the cursor keys. You can:
press Uparrow and recover the previous command line,
press Ctrl Uparrrow and execute the previous line,
type foo and press Shift Uparrow to recover the last command line
beginning with foo, where foo may contain Unix wildcards (*?[]).

> 7) command prompt should be able to deal with imbedded escapes
> (i.e. ESC p/ESC q for reverse video). gulam gets confused

Yeah. The escape character is the circumflex since the backslash is occupied
by Tos. Example:
echo ^033pThis is inverse^033qthis is not

> 8) make it possible to redirect inside scripts

Yeah, as well.

> 9) make it possible to do things like "sh file" (or, if memory
> serves, "echo 'command' | csh -s")

Yeah.

> 10) loadable common programs (cat, ls, grep, etc) which stay
> in memory (i'd rather have them in /bin, too)

Most common programs (including cat, ls, grep [but not including etc :-)])
are built-in. It is possible to keep binary programs resident and execute
them via shell functions.

> 11) support something like SLASHCHAR env variable, so cmd lines
> can use either "cmd /path/file" or "cmd \path\file". shell
> translates according to SLASHCHAR before exec'ing cmd. it
> would be nice to support alternate device names, e.g. "/dev/c"
> for "c:" in cmd lines and scripts.

You can set a flag which when active translates all slashes to backslash.
It is still possible to use slashes by quoting them.

> 12) soft links would be a definite plus, if u feel ambitious...

Not yet, sorry. Not planned, not considered really useful unless done on
OS level.

Some other features of the program (called the Okami Shell):

Shell functions (=resident scripts), hash table to shorten program search time,
shell varaiables, a built-in RPN calculator with some 80 functions, terminal
emulator, terminal server and many, many things I dont really remember...

In general, it closely resembles the Bourne Shell with most of its specialities (like the type command, $CDPATH, $PATH, export, hashing etc). It's a very solid piece of software. If you find some of the built-in commands unuseful for you, you can get a version without these, thus making the program smaller.

It has only two drawbacks:
1) The documentation (about 200K) is is German. Sorry, but I have no time to translate it. It has however a help file with brief explanations which is in English. Maybe you find somebody who is able to read the German documentation.
2) I do not know how to get it by email. There might be a version in the Fido net, so look in the lists of the German nodes (the city is Aachen, try a mailbox called "Uniline", although I am not sure). A safe way to get the Shell is to send a diskette to the following adress:

Wolfram Roesler
Augustastr. 44-46
5100 Aachen
Germany

(not West-Germany anymore, fortunately) Dont forget a stamped and adressed return envelope. If you want the sources, dont forget the pocket calculator (if you include a Hewlett Packard you will get the following 10 releases of the shell free of charge).

Hope to hear of you!

Greetings to those who prefer Unix to Msdos and a command shell to mousing

wr

766. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 13:46:59 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.664811219@cip-s06>
Source record: 235355

bdm@spacsun.rice.edu (Brian D Moore) writes:

> I read something on the net that raises a question: can I put an
>ST disk in a PC and read it directly? I have been considering downloading
>from the PC binary net for a friend of mine, but was curious how to pass
>on the programs. If this is so, it would greatly facilitate things, as
>I was daunted by the prospect of downloading, uudecoding, and porting through
>PC-Ditto (software version). So, am I saved from this?
> -- bemo

It principally is possible. A PC can read ST disks without problems. Reading
an ST disk on a PC is a matter of the formatting program (has sth to do with
the bootsector entries etc).

767. ST PD

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 13:52:56 UTC
From: lhf@ukc.ac.uk
Message-ID: <3401@gos.ukc.ac.uk>
Source record: 235385

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>lhf@ukc.ac.uk (L.H.Fuller) writes:
>- somewhere on the net, where I can get the following.
>- A selection of PD Signum2 24-pin fonts (Print & Screen)
>- 24 pin screen dump replacement, for built in 9pin one.
>I have a program which emulates an Epson LQ1500. It says it's a
>24-pin screen dump program. I'll post it to atari.archive.umich.edu.
>- STE medium rez program (for a friend)
>Do you mean a medium res emulator for monochrome monitors?

Firstly, thanks for replying to my news. Alas, I don't think I
can access this atari.archive.umich.edu, would it be possible to uuencode
and send (if its not excessively big).

Secondly, the med rez program I had in mind, isn't an emulator, it's
a program to put in the auto folder, to change the desktop to medium rez.
Reason being, the STE desktop doesn't remember medium rez .INF file saves,
so you can only boot into low.

I'm still on the lookout for a selection of Signum2 PD fonts people.
Isn't there anyone out there using this package, with extra fonts to those
supplied. I have seen a PD library advertising a PD collection, but want the
ransom of 3 pounds 50.

Thanks,

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

768. Re: The Lost Boys MINDBOMB Demo.

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 14:04:10 UTC
From: comeau@crc.skl.dnd.ca
Message-ID: <1991Jan25.140410.20021@crc.skl.dnd.ca>
Source record: 235398

In article <1991Jan24.132940.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:

>From what I've been able to discern, the Mind Bomb Demo was released as an
>exclusive disk to (I believe) Budgie in England. It isn't to be sold through
>PD libraries, and I don't know if it is posted on any of the archive servers.
>Perhaps one of our readers in Great Britain can give you an address and the
>cost of the demo.
>David Paschall-Zimbel davidli@simvax.labmed.umn.edu

Budgie disks can be ordered in North America from:
ST-Plug
3559 Trappers Rd.
Gloucester, Ontario
Canada

Phil Comeau comeau@crc.skl.dnd.ca

769. Results with packed programs?

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 14:51:58 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jan25.145158.10505@chinet.chi.il.us>
Source record: 235391

A year of so back, there were some programs posted (3 of them, I think) which compressed executable files. The word at the time was that while there were some cases in which they wouldn't work at all, they wouldn't 'half-work'. In other words, if a program one of them had been applied to ran for a while, that almost guaranteed that it would run the same as the original version.

Has anyone noted a counter-example? If a program is compressed and runs under (say) TOS 1.2, can it be counted on to run normally under TOS 1.0 and Rainbow TOS? How much confidence should we have in this process?

Steve saj@chinet.chi.il.us

770. Connecting a Fujitsu M2614ESA

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 15:00:48 UTC
From: rs@heike.informatik.uni-dortmund.de
Message-ID: <2973@laura.UUCP>
Source record: 235356

Hello!

Has anyone ever connected a 180 Meg Fujitsu M2614ESA to an ICD
host adaptor (ICD advantage micro/ advantage/ advantage plus) and
then to a 1040 ST? If yes: does this combination work fine?

Roland.

Roland Schwan
rs@heike.informatik.uni-dortmund.de

Don't forget:
It's better to burn out, than to fade away!
---

771. Re: DM1: The Arena

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 15:48:45 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340067@hpfcso.HP.COM>
Source record: 235358

One of my most satisfying moments in the arena was when the Thief had a whole armload of my stuff and ran right into a fireball.

-- Ray

772. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 15:54:46 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Jan25.155446.8227@cunixf.cc.columbia.edu>
Source record: 235388

In article <120@usna.NAVY.MIL> m937290@usna.navy.mil (Midn. Norman R. Solis (937290) <m937290@usna.navy.mil>) writes:
>
>What machines is Atari offering these days. I was under the impression that
>Atari was doing pretty poorly as a computer business. How much are Atari
>systems selling for right now and how can you get one?

I would be curious to see some sort of list also. Near as I can tell, we have 520STFM,1040STFM,520STe,1040STe,Mega 2ST,Mega 4ST, Mega 1ST, STacy (not FCC approved for home use), and the TT (not forsale in US yet I think). All of these, with the exception of the TT, are basically the same machine in different boxes (though the STe's seem to have a little extra hardware for games included).

Where to buy one? That may prove to be a pain. In some areas, Atari dealers are about as abundant as Coors dealers in Saudi Arabia. :-) As far as the cost goes...I'm not sure what the going rate is, but a decent system will cost you (more or less) about the same as a 68000 machine from Apple or Commodore.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!

(c)All rights reserved. |

Send flames to /dev/null |
------------------------------+--------------------------

773. Re: "C" escape codes needed

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 16:26:23 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340068@hpfcso.HP.COM>
Source record: 235360

From kuento@kuhub.cc.ukans.edu:

> [My brother is] doing C programming, and needs to know all the various
> "escape codes" that control the printer from directly within the C
> program.

The printer control codes have nothing to do with the programming language you're using. Instead, they have to do with the printer you're using. Have your brother get hold of the printer's manual and look in the appendix at the back of the manual. He should find a list there of all the control codes.

If he can't find the manual, or if it doesn't have a list of control codes, then have him find out if it uses Epson, PCL, PostScript or IBM ProPrinter control codes. These are de facto standards, and the codes for them are widely available (in other printer manuals).

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

774. Printing Services

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 16:29:51 UTC
From: camm@els.ee.man.ac.uk
Message-ID: <2060@m1.cs.man.ac.uk>
Source record: 235361

I received this mail message today and as requested I'm posting
it to the net. Most of it is really only relevant to people in the UK but
the last paragraph is possibly of interest to everyone. Please try and
reply to the proper person (i.e. not me) but anything I receive will be
forwarded.

Cheers,
Ian

Hi

I got your mail address from comp.sys.atari.st

I'm from the University of Kent, and am thinking of starting a
laser printing service to support `proffessional' ST applications
such as Calamus, among others.

I was wondering if you would be so kind as to answer a few questions
about what you might want from such a service, if you could post
the questions to comp.sys.atari.st I would be verry appreciative.

So, to the questions -
What software would you want to see supported
Would there be a demand for colour and slides
What sort of turnaround time would you like to see
How much do you pay at present for you printing
Where do you get your printing done?

Other comments...

I would also intend to put together an archive of printing related
PD and Shareware, storing image manipulation software, typsetting
languages, etc. Would people be prepared to send me their printing
related utilities?

Snail mail me - P. Caligari
Seasalter Cross House
Seasalter Lane
Whitstable
Kent
CT5 4BS

or e-mail (JANET) pac3@uk.ac.ukc

thanks.

--
Ian Camm | JANET: camm@uk.ac.man.ee.els
Dept. of Electrical Engineering | ARPA: camm@els.ee.man.ac.uk
University of Manchester, England | UUCP: ...!!ukc!man.ee.els!camm
Disclaimer: If you think I need one make it up yourself.

775. Any Z80 cross assemblers?

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 16:43:30 UTC
From: mjv@brownvm.brown.edu
Message-ID: <62518@brunix.UUCP>
Source record: 235392

I have a friend who is looking for a Z80 cross essembler, hopefully PD.
If you know of any and where it might be located, could you please
drop me an e-mail note.

Thanks in advance
Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

776. Mega 4 System for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 16:51:19 UTC
From: Xorg@cup.portal.com
Message-ID: <38462@cup.portal.com>
Source record: 235362

This is a "feeler", I will definitely be selling these items - but would like to get an idea of what I can get - if you like these prices, send me e-mail and odds good that are you will get them!

- Mega 4 ST. 1.5 year old Mega 2 with 2 additional megs of 80ns RAM memory *professionally* soldered onto the motherboard into Atari pre-drilled holes. (All the RAM chips are 80ns, I've seen some Mega systems with as high as 150ns chips in them!) Very quiet floppy drive. In outstanding condition, TOS 1.4 professionally installed.

$899

- ToadFile 44Meg SyQuest Removable hard drive.

Custom manufactured by the boys at Toad Computers. In an ICD-Style case which fits perfectly and quite attractively under the Mega 4 CPU. The case holds one SyQuest 44meg removable drive and has plenty of room for another front-access drive bay for a 5.25" floppy, 3.5" floppy, or another SyQuest mech. The power supply in the case will handle the extra drive with lots of power to spare. Also note that the case has two ports on the back for easy daisy-chaining of peripherals like an Atari laser or SuperCharger. Includes three pre-formatted SyQuest 44Meg cartridges. This drive is used as my main hard drive with simply outstanding results. The drive actually ran faster than my old Seagate 157N and the real beauty was the ease with with I could switch from ST mode, to Mac emulation, to PC emulation - all it took was changing the cartridge!

$725, including all 3 cartridges,
(the carts run $90-120 EACH if purchased seperately!)

- Spectre GCR The premiere MacIntosh emulator which not only runs 98%+ of all Mac software, but also directly reads and writes Mac disks. Includes the now very-hard-to-find MacIntosh 128K ROM chip set and 10 blank disks. All documentation and every Gadgets by Small newsletter is included in this package.

$375

- Atari SM124 mono monitor

In excellent condition, seen 1.5 years worth of use without any complaint. Includes the Atari monitor swivel

base attachment.

$125, $99 if purchased with Mega 4.

- Atari SC-1224 color monitor

Also in excellent condition, seen almost no use since
SM-124 was purchased. Very early Atari model which has
a far sharper picture than the newer Atari color monitors.

$199, $125 if purchased with Mega 4.

>>> Whoever purchases the Mega 4 may also buy BOTH monitors for $175.

- Epson LQ-850 24 pin dot-matrix printer

In excellent consition and seen very light use, used
exclusively as a backup printer (read> sat in its
original box) after purchase of Atari laser. Includes
two extra ribbons. Fast and quiet operation.

$389

- Puriden Power and Phone Line Surge Suppressor and Line Conditioner

This is a flat pizza-box style power base and surge supressor
the fits perfectly under the hard drive (so in my setup, from
bottom to top I have this power base which is about 1.5 inches
high, the ToadFile hard drive, the Mega 4 CPU, and the mono
monitor on top. This is a very high quality and all metal power
base that has a Master switch and seven individual switches for
the computer and up to six peripherals. It also has phone jacks
that prevent phone line surges from damaging your modem.

$75

- Master 3D 3.5" external floppy drive

Rated the best by STart magazine. Very small design and housed

in an all metal case barely larger than the drive mech itself!
Will read and write out to track 84 without complaint and is th
e
quietest floppy drive I've ever heard.

$99

If someone wants a superior and totally read-to-run ST power system, the packag
e
price is $2,299 and will include a ton of software, blank disks and literally
hundreds of dollars worth of other accessories including joysticks, printer
stands, blank disks, a pile of commerical games and application software, PD
software, magazines, and any and every thing else I have lying around that has
to do with the ST that I've gathered in the past four years.

I will even pay UPS shipping anywhere to the lower 48 states.

e-mail to 72637,2272@compuserve.com
or xorg@cup.portal.com

Thanx! Peter Szymonik

777. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 16:52:27 UTC
From: me@dude.pcs.com
Message-ID: <1115@pcsbst.pcs.com>
Source record: 235369

seitz@netcom.UUCP (Matthew Seitz) writes:
> In article <2793cf74.35f8@petunia.CalPoly.EDU> mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes:
> >
> >Ok I know this is a silly question, but here it goes.
> > Is there a way to view or print (on my poor little Epson compatable)
> >PostScript files on the ST?
> >

> I believe Ultrascript II can do this.
> --
Hasn't anybody tried to port ghostscript to the ST?

Michael
--
Michael Elbel | Wollen haetten wir schon moegen
PCS GmbH, Muenchen, Germany | aber duerfen haben wir uns nicht getraut.
me@pcsbst.pcs.com | - Karl Valentin

778. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 17:23:47 UTC
From: jerry@TALOS.UUCP
Message-ID: <886@TALOS.UUCP>
Source record: 235390

m937290@usna.navy.mil (Midn. Norman R. Solis (937290) <m937290@usna.navy.mil>) writes:

:What machines is Atari offering these days. I was under the impression that
:Atari was doing pretty poorly as a computer business. How much are Atari
:systems selling for right now and how can you get one?

:- N. Richard Solis

:--
:| Richard Solis m937290@n1.usna.navy.mil Class of 1993 |
:| USNA 33rd Company m937290@csvax2.scs.usna.navy.mil |
:| Annapolis, MD 21412 |
:| (301) 267-5001 GO NAVY, BEAT ARMY!!! Standard disclaimers apply! |

You are less than 10 miles away from Maryland's largest
Atari dealer -- Toad Computers in Severna Park, MD. Their
phone number is (301) 544-6943.

Looking at their wintertime catalog I see that Atari is now
making three lines of computers; the 68000 based STs, the
68030 based TTs, and the Portfolio (an MS-DOG based handheld
portable).

Since the Tramiel's acquired control of Atari the company
seems to have focused on the European market and, in the
opinion of many, ignored the domestic market. In Europe the
Atari is considered to be a serious computer, in the USA
Atari tends to be equated with toy.

As someone who runs OS-9 and MINIX on my ST in addition to
GEM =I= realize that Atari computers are more than toys.

--
Jerry Gitomer at National Political Resources Inc, Alexandria, VA USA
I am apolitical, have no resources, and speak only for myself.
Ma Bell (703)683-9090 (UUCP: ...{uupsi,vrdxhq}!pbs!npri6!jerry

779. Re: DM 1: Help on level 6

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 17:35:32 UTC
From: seven@ucscb.UCSC.EDU
Message-ID: <11558@darkstar.ucsc.edu>
Source record: 235389
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In article <1346@geovision.UUCP> gh@geovision.UUCP (George Hagilaris (Co-op)) writes:
>The room has three pressure pads on the
>floor, a pit, a green button on the wall, and a lever which turns a block of
>blue (teleportation) haze on and off. The room looks like this:
>
> __ [] - Pressure pad
> __ | k| <> - Pit
> |[]B__|==| == - Gate
> |<> ## L ## - Blue haze
> |[] [] | B - location of green button
> | +-----+ L - location of lever
> |--| k - location of key that I need.
> | |

Switch the lever L so that the haze comes on. Turn around and *set* any object
down in the haze. Don't throw it. It'll disappear and the door will come
open. You can go through the field and pick up what you sat down.

If you throw your object it'll just come flying out the other side.
Setting it down will make it stay on the pressure pad in the NW corner.

--

| seven@ucscb.ucsc.edu | "Here's a stinking sig for you!" |
| Saint Echo | "When the going gets wierd, the wierd turn pro." |
---

780. Re: This net is worth a MILLION BUCKS : Thanks to all the powers that be!

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 19:04:40 UTC
From: ia4@cunixa.cc.columbia.edu
Message-ID: <1991Jan25.190440.21306@cunixf.cc.columbia.edu>
Source record: 235363
Cross-posted to: misc.misc,misc.wanted,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,rec.music.synth,rec.music.makers,soc.culture.indian,soc.culture.pakistan

Oh, Master....or Masters in this case...mercy please!

Had I but known about Big Brother....

Imran Anwar...

781. Re: CatNap file?

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 19:06:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan25.190600.17674@ecst.csuchico.edu>
Source record: 235394

mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes:

- I remember seeing the cartoon type demo called Catnap once awhile
- ago , and I remember that there was a SND file for it on Compuserve
- (When I HAD a account there!) . Anyways does anyone out there have
- this file? Is there a FTP site to get it? Any other AVS type demos.

I have the animation file, but no sound. If someone could get me the
sound for it, I'd put them together and post them to atari.archive.
If you want me to post just the animation, I could do that too.

I have a few AVS demos. One is called Cola Wars and is pretty good.
I have another called The Runaway Cat, which features a Caterpillar
tractor. There are a couple I can't remember.

- Mark (Trying to find a demo to show off 4 Megs!)

Catnap will do it. If you just want to show off your ST, there are
other demos (at atari.archive) which will do it better than Catnap.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

782. Hard disk backup / GCR

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 19:21:47 UTC
From: azwrkshp@watserv1.waterloo.edu
Message-ID: <1991Jan25.192147.29237@watserv1.waterloo.edu>
Source record: 235365

Does anyone know what mac backup utilities will work with
the Spectre GCR?

I currently have Spectre version 2.65 and have version 3.0 on order.

The Backup utility included in system 6.0.4 doesn't work under
Spectre version 2.65.

Help! 8*}

Karl Rueb

783. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 19:28:50 UTC
From: sstreep@next.com
Message-ID: <232@rosie.NeXT.COM>
Source record: 235396

In article <6985@uqcspe.cs.uq.oz.au> warwick@batserver.cs.uq.oz.au writes:
>In <1991Jan24.221801.13560@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>
>> [Screen slides to the left] It
>>seems to start after the monitor has been on for an hour or so. if i let it
>>cool off, it returns to "normal". i do remember reading a note on how to
>>fix this, maybe a year ago, but i do not know if i still have the note. i
>>think it requires making some adjustments inside (screen width or something).
>
>Hey, I just remembered, my monitor did that when I first got it, so took it
>back to the dealer - it must be a common problem, surely SOMEONE knows why
>it happens?

I have seen a few monitors do this; my own moves over about 1/8" between fully cold and fully warm. There might be a hardware problem here, but I don't really know. However, it is possible to manually adjust the left/right picture (among other things) if you open the monitor up. The plastic screw to do this is reasonable well marked, and you will need a fairly long, non-conducting screwdriver.

WARNING: Your monitor can kill you. A cathode ray tube acts as a giant capacitor; it can store about 50000 volts even when the monitor is unplugged. Touch the wrong thing and it will stop your heart. You won't even have a chance to finish fixing your display.

Basic monitor adjustments are easy, but you MUST know what you are doing.

Hope this helps
-sam

784. sunclock

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 20:34:32 UTC
From: zafiris@motcid.UUCP
Message-ID: <6354@navy16.UUCP>
Source record: 235393

I'm looking to find an ST version of 'sunclock'. The program that shows the world map and where the sun shines. I seem to racall that there was some discussion about this some time ago. I don't think I can reach any of the archives (I have tried a few and have had no luck). If you have a copy please let me know if you could Email it to me or if there is a very accessible archive housing this program please send its adderss and I'll try to reach it.

PS. Does anybody have a list of BBSs local to Jacksonville Florida?

thanks... ...John

785. Re: MSDOS formater

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 21:01:02 UTC
From: jerry@TALOS.UUCP
Message-ID: <888@TALOS.UUCP>
Source record: 235399

hofer@urz.unibas.ch (Remo Hofer) writes:

:In article <1991Jan24.101341.1327@urz.unibas.ch>,
:hofer@urz.unibas.ch (Remo Hofer) writes:
:: Is there a PD diskformater around, which produces real MSDOS disk, except
:: that it puts in a serial number? I mean it should write a MSDOS bootsector
:: (except serial number), a compatible media byte, the FAT and the root
:: directory should have the same length and it should write the same number of
:: FATs as on MSDOS disks. Is there such a beast around?

:I've got some answers, but none of them did answer my question. So I have to
:clarify myself. I know that there are tons of utilities, that write MSDOS
:kompatible bootsectors. One of them is the formater of TOS 1.4. But I look for
:a formater that also writes all the other stuff ecaxtly like MSDOS does in the
:standard way. So that after formating nobody can see, if it was formated on a
:MSDOS PC (say MSDOS 3.2) or on the ST. The use would be, that no utility that
:claims to read/write MSDOS disk would deny to handle such a disk. The utility
:could be on any machine (Mac, SUN,...). There are such utilitie, that only
:partaly handle the MSDOS bootsector parameters. One is GEMDOS another is MSDOS
:itself.

I use PC-Ditto I (the 8088 emulator in software version) on
the ST and format using PC-DOS 3.3. If you must have
PC/MS-DOS formatting why not go to the real thing?

--
Jerry Gitomer at National Political Resources Inc, Alexandria, VA USA
I am apolitical, have no resources, and speak only for myself.
Ma Bell (703)683-9090 (UUCP: ...{uupsi,vrdxhq}!pbs!npri6!jerry

786. PD for profit (was Re: Atari ST software for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 21:06:52 UTC
From: seitz@netcom.UUCP
Message-ID: <21933@netcom.UUCP>
Source record: 235395

In article <1885@quando.quantum.de> elliott@quando.UUCP (C. David Elliott) writes:
>
>If you have a look at some public domain software and read the documentation
>files and such like, you will usually see the author saying something like
>
>>> This program is public domain and should not be sold for profit.
>
>To me this means pretty clearly that public domain software shouldn't be sold
>to make a profit (and if you buy any at profit making-prices perhaps you
>should look around a bit better first because - at least in the UK and
>Germany - many PD libraries exist which are run as non-profit making
>organisations).
>

As soon as an author says a program is public domain, he loses all control over it. The phrase "should not be sold for profit" is just the author's opinion and carries no legal force. Whether it carries any moral force is up to the individual. If someone wants to sell a public domain program, that's between him and the buyer, and there's no legal reason he can't do it.

If you really want to insure that a program can't be sold for profit, keep the copyright. Then you can place as many or as few restrictions as you want on it's distribution, including prohibiting sale for profit.
>Dave.
>--
>+---------------------+
>| C. David Elliott |
>| elliott@quantum.de |
>+---------------------+

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

787. Items that 'were' for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 21:14:52 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1991Jan25.211452.3406@rodan.acs.syr.edu>
Source record: 235397

There was a posting here offering things like scanners, ST's, and lots of software by a person who was going out of business in Illinois.

Hey person, where is my Publisher ST?

Does anyone have this persons address? I get too much help keeping my desk clean sometime! HELP.

Matthew
--
But I still like my ST... HP-48SX GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are"! mjducey@rodan.acs.syr.edu

788. TT sales

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 22:56:44 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15164@milton.u.washington.edu>
Source record: 235374

Several months ago, my dealer was offering a pre-order discount
price on several configurations of the TT.

ANybody know if ATARI is actually collecting the money...?
Are other dealers doing this across the nation? Are these
dealers holding on to the money?

ALso, can anyone from ATARI let us know if the TT can be ordered
to customer specs.. ie: NO drive, NO ram, NO monitor etc...?
I know that Apple dealers will sell a MAC in whatever configuration
you want.

Seems like this information won't help the enemy.

kevin
ramsiri@blake.acs.washington.edu

789. Some questions...

Newsgroup: comp.sys.atari.st
Date: 1991-01-25 23:07:49 UTC
From: rcte2p@jetson.uh.edu
Message-ID: <8324.27a065e6@jetson.uh.edu>
Source record: 235301

I have a few questions to which I hope some of you have the answer:

1) I am interesting in running a unix flavor on my ST. Currently I have a 520ST that is expanded to 2.5 Meg. I have 1 DS floppy with plans to add a hard drive soon (waiting for IRS Refund!) Anyway, I wonder if anyone can recommend a good system to set up. I have heard of minix, but I would prefer something that is shareware or PD. I basically want to run a UUCP connection to my home from the university I attend. I am sure that I can get UUCP set up. This leads me to my second question,

2) I am interested in UUCP. What do I need to get things set up to get my email and stuff? Arangements with the university should not be a problem. I need information on what software I should use, what requirments there will be of my system and some sort of shell program that can simulate a 'crontab' to automate my uucp transfers...

3) Does anyone know anything about X-Windows on the ST? I have tried and used Unix Windows but I gave it up because of its slower speed than Uniterm. Or has anyone optomized UW. I also have a suggestion to anyone that is... Have the mouse curser off until the mouse is moved. It is annoying to see the mouse flicker as the screen windows update.

4) What and where do I find a good C shell and C compiler? I have looked at Sorzobon(sp?) and it seems ok.. I just am looking for more of an intergrated environment. Has anyone written a GEM based shell to use for this?

I hope my questions can be answered. Thanks

--

Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

790. Re: Results with packed programs?

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 00:18:37 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan26.001837.19005@ecst.csuchico.edu>
Source record: 235379

saj@chinet.chi.il.us (Stephen Jacobs) writes:

- Has anyone noted a counter-example? If a program is compressed and
- runs under (say) TOS 1.2, can it be counted on to run normally under
- TOS 1.0 and Rainbow TOS? How much confidence should we have in this
- process?

I don't know if you want to limit this to PD/Shareware programs, but
I've been using DC Squish (a commercial program that's included with
the DC Utilities disk) for as long as I can remember and have NEVER
had a problem with it. I squish everything -- desk accessories, TSRs,
and executables. I'd be very surprised if my files wouldn't work on
a machine with a different TOS. In fact, before I got my STe (TOS
1.6) I think I had some files squished using TOS 1.0.

Hope this answers your question somewhat.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

791. Re: Hard disk backup / GCR

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 00:40:19 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440148@hplsla.HP.COM>
Source record: 235380

azwrkshp@watserv1.waterloo.edu (Karl Rueb) asks:

> Does anyone know what mac backup utilities will work with
> the Spectre GCR?

Diamond Back II will back-up Spectre partitions. I don't have Spectre, but Diamond Back works nicely for my back-up needs, I'm sure it does a good job for Spectre partitions as well.

A satisfied customer...

%%%

792. ICD Host Adapter ($65)

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 01:54:18 UTC
From: cwc@cs.odu.edu
Message-ID: <1991Jan26.015418.15673@cs.odu.edu>
Source record: 235384

ICD Host Adapter (original model) only $65. This includes shipping via
UPS anywhere in the continental US.

Chris

==========

Chris Carpinello (cwc@xanth.cs.odu.edu) /// Peace, Love, and NO CENSORSHIP
"Of all possible worlds, we only got one, we got to ride on it"__Grateful Dead

793. Re: Soccer Games for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 03:11:38 UTC
From: techno@lime.in-berlin.de
Message-ID: <CIKNBLU@lime.in-berlin.de>
Source record: 235400

suwarso@sage.cc.purdue.edu (Mirwan Suwarso) writes:

> Does anyone knows any decent soccer games for the ST?

Sure. Try Mircoprose Soccer or Kick Off 2. Forget the rest.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

794. mint sources

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 04:03:16 UTC
From: tellabs_canada@canrem.uucp
Message-ID: <1991Jan25.1113.4837@canrem.uucp>
Source record: 235387

Hello,

I was wondering how the MiNT project was progressing, and if I could get involved in this work? My trouble is that this site will no longer be receiving private mail (not to mention, we won't be renewing this account next month), and further, my access to the outside world both at compuserve.com and utoronto.ca is limited, so I can't conveniently contact one of the archives to obtain the sources for this system.

I was wondering if anyone could mail me the sources to this wonderful system so that I could have a look them and work on what I can. I understand that the latest incarnation of MiNT is 0.7.

I've been able to receive mail reliably at this UofT address:

a209onys@one.utoronto.ca

At compuserve, I think my address is:

73700.3114@compuserve.com

Thanks in advance!
Mark
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

795. Attn: Lee H Fuller

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 11:25:21 UTC
From: hohr@cernvax.cern.ch
Message-ID: <3940@cernvax.cern.ch>
Source record: 235302

Sorry to waste bandwidth, but I tryed twice to send you a
Hard-Copy prg for a LQ500 compatible printer. If it is what
you (or somebody else) want(s), and have FTP access, look
in ~hohr/hc24_v11/*.
BTW what's your Ip-adress Nr?

Regards
Roger

796. System Sold - Software Left

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 13:14:16 UTC
From: fer9483@tesla.njit.edu
Message-ID: <1107@tesla.njit.edu>
Source record: 235303

Ok,

I wish to thank everyone for their responses to the stuff I had for sale,
it went rather quickly. This is what I have left:

WordUp! 3.0 :$15
Quick St 2.2 :$7
Personal Pascal 2.2 :$15
Panasonic Kx-p1090 printer :$50
TOS 1.2 (6 chips) :$10

My number is 908-276-9667.

To Mickey Boyd: Email to you bounced, just wanted to let you know that I
already sold the tacklebox St. Thanks for your interest.

-Frank Rachel

797. Re: "C" escape codes needed

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 14:15:27 UTC
From: steve@pnet51.orb.mn.org
Message-ID: <3893@orbit.cts.com>
Source record: 235304

kuento@kuhub.cc.ukans.edu writes:
>As opposed to my usual pleas for help with my drive, my brother in New
>York (who also has an Atari, but no modem), has asked me to request of
>the Net the following:
> He's doing C programming, and needs to know all the various
>"escape codes" that control the printer from directly within the C
>program. He says he knows *some* of the codes, but that there are
>some he doesn't know, and he's looking for a list of some sort that
>describes them all...or something along those lines. Those of you
>who do C programming probably know whereof he speaks. I'd like to
>get responses e-mailed, but if this isn't common knowledge, perhaps
>it should also be posted, as I'm sure it's of general interest.
>Thanks,

Printer ``escape codes'' vary. Every printer manufacturer includes them
in the back of the printer manual. The Epson printers probably are the
most common; the LX-80 manual devotes 11 pages to printer control codes.

Best bet is to find out the type of printer, then find somebody who has
a manual for that printer (or a compatible) and copy the info.
---
steve@thelake.mn.org

798. How do I get Gauntlet II ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 18:05:46 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9101261805.AA00140@sun.soe.clarkson.edu>
Source record: 235305

I would like someone to tell me where I can get Gauntlet II.
The one mail order company that said that they had it, just
mailed my check back.

Anyone personally selling their Gauntlet II?

Thanks,
AAron@sun.soe.clarkson.edu

799. Re: More memory 520STE

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 19:47:30 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan26.194730.23751@ecst.csuchico.edu>
Source record: 235306

alex@hpgnd.grenoble.hp.com (Alexis MERMET-GRANDFILLES) writes:

- Some people say we can use 2 x 1Meg SIMMS and 2 x 256K SIMMS to make
- a 2.5 Meg STE system.
-
- Is it actually reliable and supported by ATARI ?

I'm using a 2.5meg STe. The only problem is that it thinks it has
4megs in it. When I get passed the 2.5meg point, that's when it
starts crashing and locking up. There's a program called SIMMFIX
which reprograms the MMU and TOS to tell it that there's 2.5megs, but
it requires a warm-boot after it loads and is kinda cumbersome.

Depending upon how I arrange the SIMMs, the STe thinks I have 1meg or
4megs, with varying degrees of reliability. The best arrangement so
far is 1meg/256K/1meg/256K (if you started from the back slot).

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

800. Re: Reviews of word processors wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 19:56:56 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan26.195656.23848@ecst.csuchico.edu>
Source record: 235307

schaper@pnet51.orb.mn.org (S Schaper) writes:

- I am wishing to upgrade from WWST 2.03 to something that will
- format margins on individual paragraphs, autofootnote placement,
- preferrably wysiwyg, with perhaps something like outline GDOS output.
-
- I am considering Script, Signum II, Wordflair, Calamus Text Editor,
- Write On, That's Write!, Tempus Word, OR ANY OTHER that will do
- what I need. So; if you have worked with any of these, and would
- like to send me e-mail reviews/ opinions, or post them, or send me a
- review that you have on disk, that would be much appreciated!

I'd like to hear opinions about these programs too. Please post them.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

801. Re: ST PD

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 20:06:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan26.200626.23957@ecst.csuchico.edu>
Source record: 235308

lhf@ukc.ac.uk (L.H.Fuller) writes;

- Firstly, thanks for replying to my news. Alas, I don't think
- I can access this atari.archive.umich.edu, would it be possible to
- uuencode and send (if its not excessively big).

I'll send you a copy.

- Secondly, the med rez program I had in mind, isn't an
- emulator, it's a program to put in the auto folder, to change the
- desktop to medium rez. Reason being, the STE desktop doesn't
- remember medium rez .INF file saves, so you can only boot into low.

Don't use STE_FIX.PRG (the program you're looking for). Instead,
load DESKTOP.INF into a text editor and change the 5th line, where it
has a 12, to 13. This tells the STe to boot in monochrome, but since
you use it on a color monitor, it drops down to the next highest res.
This is what I use; it keeps one more patch program out of the AUTO
folder.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

802. sozo C - How to???

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 20:50:25 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <4882@vela.acs.oakland.edu>
Source record: 235309
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in need of a C compiler. I am trying to see if I can utilize PD compilers. I am trying to see if I can get sozo C compiler off of atari.archive.umich.edu to work, but I am not certain if I have the capabilities to do it.

All that I have at this point in time is the single ds/dd 3 1/2" floppy that is built in the atari st. If there is anyone that can tell me if I will be able to use this package, and knows how to do it for a single drive system, please let me know. I would be most grateful.

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

803. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 21:43:48 UTC
From: techno@lime.in-berlin.de
Message-ID: <9CLNOQE@lime.in-berlin.de>
Source record: 235310

jerry@TALOS.UUCP (Jerry Gitomer) writes:

>Since the Tramiel's acquired control of Atari the company
>seems to have focused on the European market and, in the
>opinion of many, ignored the domestic market. In Europe the
>Atari is considered to be a serious computer, in the USA
>Atari tends to be equated with toy.

>As someone who runs OS-9 and MINIX on my ST in addition to
>GEM =I= realize that Atari computers are more than toys.

Rejoice, Americans. I have just read in the german 'ST Computer' magazine
that Alwin Stumpf, manager of Atari Germany, is headed for the US. If his
performance here in Germany is anything to go by, you should see Atari
sales in the US go up inside half a year.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

804. Re: TT sales

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 22:31:49 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1991Jan26.223149.10039@hub.cs.jmu.edu>
Source record: 235311

ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>ALso, can anyone from ATARI let us know if the TT can be ordered
>to customer specs.. ie: NO drive, NO ram, NO monitor etc...?
>I know that Apple dealers will sell a MAC in whatever configuration
>you want.

Well, this used to be the case, but no longer. Apple now refuses to
sell their machines without THEIR hard drives and THEIR ram, which
keeps the price on their "low cost" machines higher than they could
be. (I have seen an ad in the Washington Post that says that
they will sell an SI with a 50 meg Seagate though...)

JT
Internet: bayers@hub.cs.jmu.edu
Bitnet: help_jt@vax1.jmu.edu

805. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 22:55:26 UTC
From: seitz@netcom.UUCP
Message-ID: <22045@netcom.UUCP>
Source record: 235312

In article <1991Jan23.211440.5812@cs.olemiss.edu> tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:
>Okay, as long as the PC has a 1.44MB disk (haven't tried with 720K), and
>the disk has had an IBM boot sector written to it, you can read/write
>twister formatted disks!
>
>You can add a line like:
>
>drivparm=/d:1 /n:10 /t:82
>

This will only work with MS-DOS. If you have PC-DOS (the version of MS-DOS sold by IBM) you need to use:

DEVICE=DRIVER.SYS /D:1 /S:10 /T:82

I believe this will also work with MS-DOS.

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

806. Grumpiness

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 22:57:49 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jan26.225749.5957@chinet.chi.il.us>
Source record: 235313

It seems that of all the frequently asked questions, the most frequently asked one is how to get a PC or compatible to read disks formatted on the ST. The amount of pessimistic mis-information on this subject is staggering. There are, to be sure, a number of formatting utilities which take care of the problem. But the quick and dirty solution works just fine: use a sector editor (DRFLOPPY or MEMFILE on the ST, Norton utilities or a bunch of others on the PC) to make the first 3 bytes on the disk EB 34 90. That's the first 3 bytes (in hex) of sector 1 of track 0 (or is it sector 0 of track 1--who defined this numbering system, anyway?). Works with any reasonable number of sectors per track. Twisted or straight sector ordering (twisting seems to speed up reading on PCs, also, by the way). Can't say anything about more than 80 tracks--I never do that one.

Sure there are demi-clones that do bad things with these disks. That isn't unique to this solution: I have had situations where a HP Vectra, a PC XT retrofitted with a 3.5" disk and a PS/2 would reject and/or mangle each others's disks. But this method works with genuine PS/2-s ALWAYS, and with other compatibles 'mostly'. And I use it CONSTANTLY.
Steve saj@chinet.chi.il.us

807. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-26 23:11:09 UTC
From: seitz@netcom.UUCP
Message-ID: <22046@netcom.UUCP>
Source record: 235314

In article <wolfram.664808854@cip-s06> wolfram@cip-s06.informatik.rwth-aachen.de (Wolfram Roesler) writes:
>
>The very best M2 compiler is a C compiler: faster, easier, better.

Oh, please. C is not inherently faster than M2, it depends on the compiler. C is quicker to write, but harder to debug due to weak type checking, no bounds checking, and a shorthand syntax that makes typos easy to make and hard to detect. C is better for some applications, M2 for others.

For a discussion of the merits of each language, see comp.lang.c and comp.lang.modula-2. A blanket statement like "C is better than M2" is like saying "a hammer is better than a screwdriver". I've used both and I prefer using M2. Your mileage may vary. Each has features the other lacks.

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

808. Losing folders...

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 00:09:50 UTC
From: nut@nuthaus.UUCP
Message-ID: <8440512@nuthaus.UUCP>
Source record: 235315

Periodically my ST finds itself unable to chdir from the
root directory of my HD partitions... This has a dire
effect on my programs, to say the least. It has only recently
shown up - it conicides with my installation of Mercury UUCP,
which is fairly disk intensive. I don't think that it's the
40-folder bug, since I have FOLDR999.PRG installed, but who
am I to say? The system is a Mega ST2, TOS 1.2, Turbo16, Mono, ICD
4.6.2 software, with no other AUTO or .ACC programs loaded. Has
this problem been sighted before?

-- adam
--
= Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
= USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
= nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

809. CODEKEYS hmm

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 00:56:41 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15243@milton.u.washington.edu>
Source record: 235316

Well, my hopes were dashed. Thought i'd be able to use
CODEKEYS autorun macro to mark *.acc's to *.acx's and
vice versa when installing partitions with SOFTLINK.

What i dicovered (and should have realized) is that while
you CAN use CODEKEYS to open your C:\ and change acc's to acx's
etc.. you CAN NOT have change the directory (ie: added or deleted
files) nor can you have changed the window size and shape..
since CODEKEYS works on x and y coordinates.. if happen to add
or delete a file ..or if you change the window shape/size or
placement on the desktop, CODEKEYS will pick a different file-
whatever happens to be at those coordinates and change it!..

SO... i can't use it as a substitute for Superboot. Superboot
doesn't work for me becasue it fails to run when booting
partitions other than the first.

Anybody have any suggestions on how I can paste together a
program that will allow me to configure distinct desktops
under SOFTLINK and have these desktops loaded from bootup?

Thanks
kevin
ramsiri@blake.acs.washington.edu

810. Media change hardware hack

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 03:25:06 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <3897@orbit.cts.com>
Source record: 235317

I would really like to know how to get my Toshiba ND 3561BR to recognize disk swaps even when the write protect window is closed. It does recognize write protected disks and the disk immediately following. I understand that Gadgets by Small put in an F-1 key software fix for this. Is this available or is it part of Spectre GCR? Is there a hardware fix?
The Toshiba hardware tech rep told me that Atari did something with pin 2, so therein might lie the answer. I seem to remember last spring or summer something about this being posted here, but at that time I did not know I would be trying to cobble together a drive.
If someone out there has that info could you e-mail it to me? could you also post it? ASAP as else I will have to shell out for a complete drive. I'd rather not (much rather not). If you can't get it to me ASAP, but still have the info somewhere, I'd sure like it when you do find it.
Thank you very much in advance!

****
Zeitgeist Busters!
UUCP: {crash tcnet}!orbit!pnet51!schaper
INET: schaper@pnet51.orb.mn.org
Aslan is on the move!
****

811. 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 04:24:36 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1991Jan26.232436.1@woods.ulowell.edu>
Source record: 235318

```
For sale--Atari 1040ST w/1meg ram and mouse.
External 5.25" 360 disk drive
SC1224 color monitor
30 past issues of assorted ST magazines
lots of PD software.

Just $460/best plus shipping.

Brian Cote (508)683-5348.

samsung!aspen.ulowell.edu!coteb (uucp)
ain1496e@merrimack.edu (internet)

coteb@woods.ulowell.edu (usually what the from header says, but it usually
doesn't work, but the top two do!!!)
```

812. Re: More memory 520STE

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 08:09:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <38523@cup.portal.com>
Source record: 235319

Alexis MERMET-GRANDFILLES asks:
>Some people say we can use 2 x 1Meg SIMMS and 2 x 256K SIMMS to make
>a 2.5 Meg STE system.
>
>Is it actually reliable and supported by ATARI ?

Atari does **NOT** support ANY memory expansion for ANY Atari product before the TT...

You buy it, and you take your chances on upgrading it...

However, the STe can be easily upgraded with SIMMs, *IF* your STe is equipped with SIMM sockets...

BobR

813. Re: Mega 4 System for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 08:14:00 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <38524@cup.portal.com>
Source record: 235320

Pete... the one remaining question is:

Why are you selling such an excellent Atari ST system..?

BobR

814. Re: patches to TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 12:09:10 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan27.120910.2331@actrix.gen.nz>
Source record: 235321

```
In article <2812@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> andyc@hplsla.HP.COM (Andy Cassino) writes:
> >In a recent issue of Current Notes (I think it was November 1990),
there
> >was a comment that PFIX_CB.PRG is self-defeating, since it allows
other
> >autoprograms to run (and therefore allocate memory) before the memory

> >pool bug fix is patched in. [...]
>
> The bug in the pool code only comes up when GEMDOS needs to "compact"
> the pool, and that isn't likely to happen as a result of stuff you
> do in the AUTO folder.
>
> The fix should come with a doc file describing the bug and the fix,
for
> people who ask questions like that. In short, the bug is in the
compaction
> code, and the fix is arrange the pool from outside so as to ensure
that the
> code with the bug never executes.
>
> ==========================================
> Opinions expressed above do not necessarily -- Allan Pratt, Atari
Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Is this Patch still needed with TOS 1.62, A friend of mine has asked
this Question on Genie, the Answer that he got back from Atari, was that
PoolFix was needed with TOS 1.XX, but a resent GenieLamp Mag, state that
TOS 1.62 does not need any Patches,?, is it posible to clear this up ??

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
```

815. Re: Dbase on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 12:15:58 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan27.121558.3029@actrix.gen.nz>
Source record: 235322

```
<72HNKQV@lime.in-berlin.de>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: techno@lime.in-berlin.de

In article <72HNKQV@lime.in-berlin.de> techno@lime.in-berlin.de (Frank
G. Dahncke) writes:
> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>
> >I was just wondering. Is there anything like 'Dbase' on the ST or a
> >similar database programming language.
> >If so is it PD or not, (Place all standard questions here)
>
> Yes, there is. It's Superbase Professional by Precision Software. It's
> better but still compatible with dBase.
>
> I at least am very satisfied with it.
>
> Hope this helps,
>
> Techno
>
> --
> | techno@zelator.in-berlin.de ||| Please do not e-mail from outside
Germany ! |
> | techno@lime.in-berlin.de / | \ Hardcore ST user !
====================== |
> | Nothing that's real is ever for free, you just have to pay for it
sometime. |
> | (Al Stewart)
|

What is wrong with Adimens, from what I read the German Judiciary use
it, and is now out in English...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
```

816. Re: IO Redirection (before a pexec)

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 16:49:28 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Jan27.114928.8407@uwovax.uwo.ca>
Source record: 235323

In article <wolfram.664809322@cip-s06>, wolfram@cip-s06.informatik.rwth-aachen.de (Wolfram Roesler) writes:
> rosenkra@convex.com (William Rosencranz) writes:
[about an "ideal" shell]
>> 4) support MiNT (and add job control, if possible)
>
> It is outlayed to support Mint (can read out the process table etc) but does not
> fully support job control. It will as soon as Mint supports the Micro Emacs
> Editor!!!!!

Which micro-Emacs editor? There are several that I use all the time under
MiNT (including a version of mg that I compiled with the mint library,
so ^Z etc. work as they should). I've also heard that someone has ported
GNU emacs (the big one) to MiNT as well.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

817. How to un-LZH files

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 18:12:10 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Jan27.181210.16076@ncsuvx.ncsu.edu>
Source record: 235324

I would like to know if there is a program available
under UNIX that will allow you to un-lZH files right
here before you download them onto your ATARI 520ST...I only
have one 360K drive and it is unconvienent to uncompress files
on my ATARI.
Thanks

smisra@eos.ncsu.edu

818. Re: CODEKEYS hmm

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 18:40:22 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan27.184022.28576@ecst.csuchico.edu>
Source record: 235325

Kevin writes:

- SO... i can't use it as a substitute for Superboot. Superboot
- doesn't work for me becasue it fails to run when booting partitions
- other than the first.

Do you have SUPERBTA.PRG in your AUTO folder? This allows SuperBoot
to run after a reset or warmboot, according to the docs.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

819. test, please ignore

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 18:44:23 UTC
From: test
Message-ID: <1991Jan27.184423.16677@ncsuvx.ncsu.edu>
Source record: 235326

```
test
```

820. Re: TT sales

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 18:51:24 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan27.185124.28641@ecst.csuchico.edu>
Source record: 235327

BobR writes:

- Enartloc Nhoj asks:
-
- >ALso, can anyone from ATARI let us know if the TT can be ordered
- >to customer specs.. ie: NO drive, NO ram, NO monitor etc...?
- >I know that Apple dealers will sell a MAC in whatever configuration
- >you want.
-
- Nope... Atari has already said that they will only sell TTs in
- configurations that THEY want to sell you...
-
- If you already have a Quantum 80 or Syquest 44, you have to throw
- it in the trash, or sell it in "Trading Times"... forget using it
- in a TT...
-
- "Power without caring about the Customer"

Hey, at least Atari gives us the power. The other companies won't even give us that much.

BTW, I thought the TT was sold without a monitor, for something like $479. What forces someone into buying it? If it's not sold separately, please correct me. Makes the (lower) price of $2399 so much better.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

821. 1040ST system for sale.

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 19:23:43 UTC
From: zalman@mips.COM
Message-ID: <45289@mips.mips.COM>
Source record: 235328
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

(This is posted for a friend. See the bottom of this message for the
correct reply address.)

FOR SALE

HARDWARE:

ATARI 1040ST- 1 internal 3.5 double-sided disk drive
ATARI SC1224 MONITOR- Low/medium res. color monitor
PROMETHEUS 1200 BAUD MODEM
PANISONIC 1080i PRINTER

SOFTWARE:
ORIGINAL ATARI COMPUTER DISKS:
ATARI 1st-Word
ATARI Language disk (basic and logo)
(also contains NEOchrome -full color art and
design program)
CAD-3D 2.0
HUMAN DESIGN DISK - CAD-3d clip art and construction disk
GENESIS -The Stereo Molecular Modeler
MODULA-2- editor, linker, compiler, and user manual
I.S TALK
MICRO KITCHEN COMPANION
PHANTASIE- multiple-character role playing game
BRATACCAS- Interactive video game
DEGAS- Design & Entertainment graphic arts system

Also this package includes:
2 3.5 disk storage containers
Extra 3.5 disks
original computer boxes
all original manuals for computer and languages
computer and monitor covers
Computer desk (K-Mart Special) if you want to ship it

PRICE $900 + Any shipping charges.
O.B.O.

-Laurie Bayne CIS: [72617,3001]
MACEYTAY@ARIZONA.EDU
(602) 327-7482
--
Zalman Stern, MIPS Computer Systems, 928 E. Arques 1-03, Sunnyvale, CA 94086
zalman@mips.com OR {ames,decwrl,prls,pyramid}!mips!zalman (408) 524 8395

"``Ah, so,'' said Daruma the O-maker" -- Tom Robbins

822. Atari Hardware wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 19:47:34 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40616@ucbvax.BERKELEY.EDU>
Source record: 235329

```
Wanted Atari ST hardware:

16mhz accellorator
Spectre GCR w/or w/o roms
60+ hard drive or parts or HD kit (bare SCSI drive, host adaptor,
case & PS.
mono monitor.
```

823. LaTeX font structure

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 20:06:51 UTC
From: 4203_5132@uwovax.uwo.ca
Message-ID: <1991Jan27.150651.8409@uwovax.uwo.ca>
Source record: 235330

I am in the process of installing LaTeX on my 1meg 520 (with MF30), and I find that no matter what I set the environment variables to (in gulam) that both showdvi and dviprint, can not find the proper fonts. In fact dviprint can not find ANY of the fonts. I should also note that I do not have the fonts in the standard (f:) directories. Could someone help me by telling me the proper directory structure. Are the fonts I found in tfm suitable? Do they have to have a certain structure (subdirectory) or can I lump them all into one directory. Thanks in advance.

Andrew Semple [4203_5132@uwovax.uwo.ca]

824. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 20:08:21 UTC
From: redmond@ius1.cs.cmu.edu
Message-ID: <11688@pt.cs.cmu.edu>
Source record: 235331

In article <22046@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
>In article <wolfram.664808854@cip-s06> wolfram@cip-s06.informatik.rwth-aachen.de (Wolfram Roesler) writes:
>>
>>The very best M2 compiler is a C compiler: faster, easier, better.
>
>Oh, please. C is not inherently faster than M2, it depends on the compiler.
>C is quicker to write, but harder to debug due to weak type checking, no
>bounds checking, and a shorthand syntax that makes typos easy to make and
>hard to detect. C is better for some applications, M2 for others.
>
>I've used both and I prefer using M2.
>

In my experience, M2 is *much* better than C when engaging in a
multi-person project. You have to specify things more clearly, a
greater level of protection etc.. However, when writing a program by
yourself, I find M2 is a REAL PAIN. C wins every time.

Why do you prefer M2 ?
Red/.
--

Red/.

We know that you can here us, Earthmen....

825. Rainbow TOS vs. older versions: problem

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 21:10:40 UTC
From: spit@ruunsa.fys.ruu.nl
Message-ID: <1906@ruunsa.fys.ruu.nl>
Source record: 235332

I have a problem which I think is in Rainbow TOS.
When I format disks with Rainbow TOS it quite often
happens that my ST2 that is running TOS 1.2 can
no longer read the disk when it has become somewhat
filled. The problem doesn't occur with our 1040's.

Is there anyone who has some idea about what might be
happening?

Werenfried Spit
R.J. v.d. Graafflaboratorium +31-(0)30-53-2330
Postbus 80.000
3508 TA Utrecht spit@fys.ruu.nl
The Netherlands spit@hutruu51.bitnet

826. Warning: HIDORAMA on STart disk

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 21:20:33 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jan27.212033.23890@cs.dal.ca>
Source record: 235346

I just tried the program HIDORAMA on the Jan. 1991 STart disk, which is supposed to modify the attribute bytes so that you can set/unset the Hidden, System, and Protect bits on files. It is erratic in performance, since some hidden files vanish from the desktop and others don't, but it appears to have scrambled some directories. After using it one of my HD partitions vanished entirely, although it reappeared after a reboot. Whether any permanent damage was done I can't say.

I suspect that HIDORAMA.PRG does not always find the right bits to fiddle and that it is capable of doing damage. Until someone reports the details of the situation, I recommend against using it.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

827. ST software blowout

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 21:56:04 UTC
From: Xorg@cup.portal.com
Message-ID: <38546@cup.portal.com>
Source record: 235333

ST Software Blow-out:

WordFlair - $25
Fleet Street Publisher 2.0 - $25
DungeonMaster - $12
Chaos Strikes Back! - $12
ChessPlayer 2150 - $12
Colossus Chess X - $12
Populous - $12
Populous - Promised Lands - $12
Partner ST - $20
Fire Brigade - $15
Fontz! - $15
Jack Nickalus Golf - $15
Sorcerer Lord - $ 6
FireZone - $ 6
Red Storm Rising - $20
Wico ErgoStick - $15

I pay UPS shipping to anywhere in the lower 48, take $2 off
for each game ordered after the first (i.e order three games, get
$6 off.)

e-mail to 72637,2272@compuserve.com
or xorg@cup.portal.com
Thanx
Pete

828. Re: Warning: HIDORAMA on STart disk

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 23:15:30 UTC
From: ss60wbi@sdcc4.ucsd.edu
Message-ID: <16081@sdcc6.ucsd.edu>
Source record: 235347

In article <1991Jan27.212033.23890@cs.dal.ca> silvert@cs.dal.ca (Bill Silvert) writes:
>I just tried the program HIDORAMA on the Jan. 1991 STart disk, which is
>supposed to modify the attribute bytes so that you can set/unset the
>Hidden, System, and Protect bits on files. It is erratic in
>performance, since some hidden files vanish from the desktop and others
>don't, but it appears to have scrambled some directories. After using
>it one of my HD partitions vanished entirely, although it reappeared
>after a reboot. Whether any permanent damage was done I can't say.
>
> [Conclusion about staying away from this obviously dangerous
> program deleted.]
>
>William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography

Mea cupla, and it's not my fault. Apparently, when a file has it's
PROTECT bit set, it ignores both the HIDDEN and SYSTEM attribues,
don't ask me why. I thought I had checked this before shipping the
stupid thing off to Start, but I just tried it and it doesn't work.
You can HIDE and SYSTEM files just fine, as long as they are not
PROTECTED as well. I'm a little confused why this does this, but
that's nothing new.
As to why you got "scrambled directories" and "disappearing
partitians"... Geez. I dunno. I've been using HOD for over a year
now and haven't had any trouble. What TOS are you using?
Damn, I HATE it when I look
like an idiot,
Greg "STOP staring at me!"
Knauss

829. Directory compress routine ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-27 23:17:18 UTC
From: geoffc@zebedee.uucp
Message-ID: <5050688@zebedee.uucp>
Source record: 235334

Does anyone have a program that will compress a TOS directory so that all
the directory entries for the files lie at the start of the directory ?
I know that the reorder option of Neodesk 3 does this but I would like a
program I can use from a CLI to do the same job (to cut down on having to
quit back to Neodesk).

AdvThanks,

Geoffrey
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 261804 ->

830. Color Monitor for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 01:16:25 UTC
From: nelson@cygnus.Kodak.COM
Message-ID: <1991Jan28.011625.13235@kodak.kodak.com>
Source record: 235335

```
SC1224 Color Monitor - $225
Monitor Master - $15

Contact Michael Burkley, 716-297-8514.
```

831. Re: TT sales

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 01:29:36 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15278@milton.u.washington.edu>
Source record: 235336

In article <38525@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Enartloc Nhoj asks:
>
>>ALso, can anyone from ATARI let us know if the TT can be ordered
>>to customer specs.. ie: NO drive, NO ram, NO monitor etc...?
>>I know that Apple dealers will sell a MAC in whatever configuration
>>you want.
>
>Nope... Atari has already said that they will only sell TTs in configurations
>that THEY want to sell you...
>
>If you already have a Quantum 80 or Syquest 44, you have to throw it in the
>trash, or sell it in "Trading Times"... forget using it in a TT...
>
>"Power without caring about the Customer"
>
>BobR

In fact, I DO own a very nice Quantum 80 that i would prefer to
use. I also have 4 megs of simms in my ST i could use (rather
than paying over $200/meg ATARI prices.. i seem to recall a $1300
price tag difference between the TT/2MB and the TT/8MB). In addition,
I would prefer a 1.44 meg floppy. There is no way i am buying
a TT until ATARI or some mail order company will sell me the
basic box.

I think a lot of others feel the same way...

What good is a box with open architecture if you can NOT
configure it to your own needs!

If this is any indication of ATARI's planned "support" for the
TT buyer.. good luck.

kevin
ramsiri@blake.acs.washington.edu

832. SST (Small Accelerator question)

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 03:37:03 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1991Jan27.223703.2744@uoft02.utoledo.edu>
Source record: 235261

I was curious if anyone has heard anything about the Gadgets by Small accelerator board beyond what was in the recent ST INFORMER ?? Specifically, the article hinted that you could put a 50Mhz 68030 on the board but never actually said anything beyond 32Mhz, just curious for possible future expansions of my Mega 2.

John Stacy
CSE0071
University of Toledo(UofT02.edu)

---

833. Seagate-277N and Atari ST HD kit for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 04:23:52 UTC
From: kenyee@ksr.com
Message-ID: <1913@ksr.com>
Source record: 235337
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ne.forsale

For Sale:

Seagate-277N 65Meg 28ms half-height 5-1/4" SCSI hard drive.

5 1/4" hard drive kit for the Atari ST:
(everything you need except for a SCSI drive):
15" x 5.5" x 7" metal case
fits 2 1/2 height drives or 1 full height
60W power supply and fan, 18" SCSI cable, and 3' DMA cable
ICD ST Host adapter w/built-in clock/calendar
(allows daisy chaining of the DMA port)
ICD hard disk caching software

I am interested in selling these separately or together.
The hard drive was used mostly for Wordperfect and this wasn't very often.
Best reasonable offer gets them.

Reply to: kenyee@ksr.com (Ken Yee at Kendall Square Research)
(Waltham, MA)
(617)423-5947

834. Re: TT sales

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 06:54:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <38569@cup.portal.com>
Source record: 235338

Howard says:
>>If you already have a Quantum 80 or Syquest 44, you have to throw it in the
>>trash, or sell it in "Trading Times"... forget using it in a TT...

>Don't be ridiculous. The TT has external SCSI; you can hook up other
>drives without any trouble.

Yes, of course that's true... you can ADD anything you like to the TT...

BUT... if you already own a Quantum 80, you CAN'T use it as your
primary drive... you have to buy what Atari offers, THEN add your existing
drives...

Though, I suppose if you can afford a TT, you can afford to buy hard drives
at Atari prices...

BobR

835. Neodesk vs Pagestream?

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 07:37:57 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <1991Jan28.073757.27686@ims.alaska.edu>
Source record: 235339

I've had bombs reading Pagestream 1.8 font data from disks run thru
Neodesk 2.n, most of which showed bogus files. Reformatting and copying the font
files from the OEM desktop seems to, so far, avert this problem. Anyone
seen anything similar? Thanks fronm the Great White North.. j harris

836. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 08:47:42 UTC
From: hb9zz@bernina.ethz.ch
Message-ID: <1991Jan28.084742.19760@bernina.ethz.ch>
Source record: 235255

me@dude.pcs.com (Michael Elbel) writes:

>seitz@netcom.UUCP (Matthew Seitz) writes:
>> In article <2793cf74.35f8@petunia.CalPoly.EDU> mrodrigu@polyslo.CalPoly.EDU (Mark Rodriguez) writes:
>> >
>> >Ok I know this is a silly question, but here it goes.
>> > Is there a way to view or print (on my poor little Epson compatable)
>> >PostScript files on the ST?
>> >

>> I believe Ultrascript II can do this.
>> --
>Hasn't anybody tried to port ghostscript to the ST?

>Michael

I'm actualy trying doing that under Mint... I'll let you know...

--- Rick

837. Re: Can a PC read ST disks?

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 09:01:06 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2976@laura.UUCP>
Source record: 235251

In article <1991Jan24.222529.28498@mailer.cc.fsu.edu>,
boyd@mailer.cc.fsu.edu (Mickey Boyd) writes:
|> Could you please email/post which version of MTOOLS you are using, and
|> any
|> ifdefs you had to change to make it work (if any). Thanks!

I am using Mtools 2.0.3. No #ifdefs have to be changed. The current version
of Mtools and all the patches are available via anonymous ftp from
cerl.cecer.army.mil (129.229.1.101).

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

838. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 09:13:23 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5269@brahma.cs.hw.ac.uk>
Source record: 235257

In article <886@TALOS.UUCP> jerry@TALOS.UUCP (Jerry Gitomer) writes:
> ... In Europe the Atari is considered to be a serious computer, in the USA
>Atari tends to be equated with toy.

It's a toy here too. To the best of my knowledge Atari UK never advertise(d) the ST as a serious business machine. At best a home business machine for folk who couldn't afford a PC or didn't know any better. It's games, games and more games for the ST on the UK. I heard that Mirrorsoft are apparently going to stop producing serious software so they can conecntrate on the 'leisure matket'.

>As someone who runs OS-9 and MINIX on my ST in addition to
>GEM =I= realize that Atari computers are more than toys.

Me too. But how do you go about convincing the business community that when most of them don't know what an ST is and their first question is 'Is it PC and MS-DOS compatible'. It's even tougher when you consider that Atari themselves aren't interested. It shouldn't be up to us to promote the Atari ST!

Perhaps I'm out a bit here, but didn't the ST come out about a year after the Mac? Hailed as the Jackintosh at the time, if Atari had not gone for the home market but had promoted it from the start as a serious machine, just think what it would be like today. I reckon their market share would rival Apples considerably.

Oh well, there is no use crying over spilt milk I guess.

>Jerry Gitomer at National Political Resources Inc, Alexandria, VA USA
>I am apolitical, have no resources, and speak only for myself.
>Ma Bell (703)683-9090 (UUCP: ...{uupsi,vrdxhq}!pbs!npri6!jerry

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

839. Status of Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 10:25:46 UTC
From: djch@maths.bath.ac.uk
Message-ID: <1991Jan28.102546.5083@maths.bath.ac.uk>
Source record: 235350

Could someone email me
1 what is the most up-to-date version of the sozobon C compiler and libraries

2 the name of any ftp archive site which has the current version.

Many thanks

David Hutchinson

840. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 11:17:07 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan28.111707.5188@actrix.gen.nz>
Source record: 235253

<1991Jan24.221801.13560@convex.com> <6985@uqcspe.cs.uq.oz.au>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: warwick@batserver.cs.uq.oz.au

In article <6985@uqcspe.cs.uq.oz.au> warwick@batserver.cs.uq.oz.au
writes:
> In <1991Jan24.221801.13560@convex.com> rosenkra@convex.com (William
Rosencranz) writes:
>
> > [Screen slides to the left]
It
> >seems to start after the monitor has been on for an hour or so. if i
let it
> >cool off, it returns to "normal". i do remember reading a note on how
to
> >fix this, maybe a year ago, but i do not know if i still have the
note. i
> >think it requires making some adjustments inside (screen width or
something).
>
> Hey, I just remembered, my monitor did that when I first got it, so
took it
> back to the dealer - it must be a common problem, surely SOMEONE knows
why
> it happens?
> --
> ____
>
> This .signature intentionally left blank
> ____

There is a Pot to adjust this VR 701, this Pot is on the Main PCB,
Please Use a Long plastic trimmer or insulated screw driver, long = 10"
Please be carefull when removing the Back, as there are speaker wires,
they do unplug, but can be a bit tricky to plug back in.
VR 701 = Horiz centre...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

841. Re: Media change hardware hack

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 12:36:21 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Jan28.123621.20264@d.cs.okstate.edu>
Source record: 235258

In article <3897@orbit.cts.com> schaper@pnet51.orb.mn.org (S Schaper) writes:
>I would really like to know how to get my Toshiba ND 3561BR to recognize disk
>swaps even when the write protect window is closed.

I just glued down the little pin that senses "disk in drive" next to the
pin that senses write protect. Toshiba gated their write protect so it can
only change state with a disk in the drive. This befuddles the ST operating
system since it watches for fluctuations in write protect to detect a disk
change. Since the state can only change with a disk in the drive, gluing
down the disk change sensor made the write protect line function normally.

Such is the fix I used...
Put a drop of superglue on the offending switch (a tiny drop...)
Place a piece of waxed paper in place over the switch/glue folding it down
the face of the drive so you can hold it in place while inserting a disk.
Insert a disk to hold things lined up while the glue sets...

I'm sure there's a more trivial way... but this worked for me.

cummins@d.cs.okstate.edu

842. Bison

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 12:53:46 UTC
From: csual@warwick.ac.uk
Message-ID: <1991Jan28.125346.4904@warwick.ac.uk>
Source record: 235252

Has anyone got a working version of bison (the PD version of yacc) ? I took a copy from atari.archive but it bombs as soon as I run it. I saw something on the net a couple of weeks back about a new version of bison coming out (or was it for flex?)

Can anyone help out here as I need a copy in a hurry?

Many Thanks,

Jason Morris (jas@uk.ac.warwick.cs)

843. Re: Warning: HIDORAMA on STart disk

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 14:03:53 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jan28.140353.12356@cs.dal.ca>
Source record: 235254

In article <16081@sdcc6.ucsd.edu> ss60wbi@sdcc4.ucsd.edu (G. "Maddog" Knauss) writes:
>In article <1991Jan27.212033.23890@cs.dal.ca> silvert@cs.dal.ca (Bill Silvert) writes:
>>I just tried the program HIDORAMA on the Jan. 1991 STart disk, which is
>>supposed to modify the attribute bytes so that you can set/unset the
>>Hidden, System, and Protect bits on files. It is erratic in
>>William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
>
>Mea cupla, and it's not my fault. Apparently, when a file has it's
>PROTECT bit set, it ignores both the HIDDEN and SYSTEM attribues,
>don't ask me why. I thought I had checked this before shipping the
>stupid thing off to Start, but I just tried it and it doesn't work.
>You can HIDE and SYSTEM files just fine, as long as they are not
>PROTECTED as well. I'm a little confused why this does this, but
>that's nothing new.

The files I tested were WP macro files. They were not protected.

> As to why you got "scrambled directories" and "disappearing
>partitians"... Geez. I dunno. I've been using HOD for over a year
>now and haven't had any trouble. What TOS are you using?

TOS 1.2 on a Mega 2.

Bill Silvert
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

844. bison

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 14:04:55 UTC
From: csual@warwick.ac.uk
Message-ID: <1991Jan28.140455.7022@warwick.ac.uk>
Source record: 235256

Has anyone got a working version of bison (the PD version of yacc) ? I took a copy from atari.archive but it bombs as soon as I run it. I saw something on the net a couple of weeks back about a new version of bison coming out (or was it for flex?)

Can anyone help out there as I need a copy in a hurry?

Many Thanks,

Jason Morris (jas@uk.ac.warwick.cs)

845. Atari.archive Monthly Posting

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 14:45:01 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Jan28.144501.2772@terminator.cc.umich.edu>
Source record: 235271

Welcome to atari.archive.umich.edu

This is the monthly posting from the umich atari posse. We hope
it will answer some of those nagging questions that always seem to pop up
from time to time. If you have any additional suggestions, please mail
them to me, at weiner@atari.archive.umich.edu.

1: How do I use BART?
Bart (Brode's Archive Retrival Thang) is our mail server. You can get
his help file simply by asking for it. Mail atari@atari.archive.umich.edu,
and type the word help in the body of the message. Further questions about
BART can be mailed to jon@atari.archive.umich.edu, NOT me.

2: How can I connect via FTP?
Well, we HAD a help file, but it was destroyed in the great AA crash and
I haven't yet had a chance to replace it. If you're interested in it,
please mail me and I'll rewrite it.

3: What if my machine doesn't support name service?
Two things to do here:1) Demand that your sys-admin install it soon,
and 2) use the internet address 141.211.164.8

4: I can't download because my hard drive doesn't work and my modem goes
out sometimes and .....HELP!!!
Sorry, outside of the archive I really can't help you....Your best bet is
to find someone at your site with a similar set-up, or post to c.s.a.st
for advice.

5: Excuse me, but your index sucks.....
I know, I know. I am working on it. Really. It's kinda tedious to index
169 megs of stuff. Please bear with me. The ls -lR index is updated about
two times a week, usually on Tuesdays and Sundays.

6: When I try to FTP to the archive's host, I get a message saying that my
machine wasn't recognized and I wasn't allowed to log in. What's up?
We only accept ftp logins from recognized hosts. If you are not allowed
to log in, please try again. It is possible that the DNS took a bit too
long. If you are still denied access, ask your sys-admin to fix your
name servers.

7: Lately, there's been quite a bit of talk about lharc. What do you guys
think about it?
I like it, and will and will continue to use. It uses less
disk space (which is a major concern here) and seems to extract faster
than arc or zoo. There isn't much more to say about it, other than
we like it, and we will continue to use it along with arc, zoo, and tar.Z
(One quick note, we will not support .zip. There is no known unix

sources, and thus I cannot verify the integrity of files archived in
that format. Thanks!)

There are a few files you'll really like to have:

archivers/arc602.arc : The latest version of arc
archivers/zoo.arc : The classic archive program
archivers/compress.zoo : Useful for removing .Z from sounds and binaries
archivers/unlzh11.arc : Unpacks .lzh files
archivers/sttar.arc : Removes those nasty .tar extenders
THEY ARE CONTAINED IN THE SELF EXTRACTING ARCHIVE starter.tos!!! PLEASE USE IT!

Thanks to everyone who has uploaded anything lately.....

JUST ADDED: ~atari/emulators: A directory specifically for emulators and
emulator specific utilities. Please take note of this and upload your
favorite atari/spectre/PD util.

PLEASE NOTE: FTP and BART service are a privelege, not a right! Please make
a supreme effort to keep heavy FTP and BART use in off-time hours (i.e. after
5 pm EST but before 8 am EST), especially FTP use.

Any ideas, questions, comments, etc. to me,
weiner@atari.archive.umich.edu

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
"Out of the way lady! RUN! Run for safety, foolish pedestrians!" -Sam and Max
Atari.archive.umich.edu Co-Caretaker 167M and climbin'

846. Re: HELP again; what *IS* wrong with my drive?!

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 14:53:59 UTC
From: paulm@unix.UUCP
Message-ID: <120@unix.UUCP>
Source record: 235340

In article <28139.279f5dcc@kuhub.cc.ukans.edu>, kuento@kuhub.cc.ukans.edu writes:
[...]
> One person (Terry Wells) has already suggested to me that this
> sounds like it may be a problem with drive *speed* rather than the
> alignment; do others agree with this assessment, or have an
> alternative
> diagnosis that would also fit these symptoms? Most importantly, does
> it sound fixable, or shoould I go ahead with arrangements t
> to purchase a new drive anyway?? Oh, how I wish there was someone who
> knew how to fix Ataris that was within 100 miles of me...well, there's
> one, but he's never in, he's too busy to take on any new jobs (if it
> requires servicing), and it's a long-distance call, anyway. I seem to
> get better answers from the Net! You folks are life-savers! Thanks
> again to all who send me replies!

I ounce had the same problem exactly. It turned out to be that my drive
according to speed.prg (was that it?), said that it was turning at 308
RPM. I opened the case, twiddled a bit with the speed program running,
found the SPEED POT, and turned it down to between 298 and 300. Now it's
flawless.
Hope it's the same for you, Later.

Paul Moreau

UUNET: ..!ccicpg!unix!paulm
---

847. ST Software sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 14:59:49 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jan28.145949.13853@cbnewsk.att.com>
Source record: 235341

I was re-organizing my disk storage and have some things I
really do not use anymore. Soooo - if anyone is interested I
have the following software:

First Cadd Level1 20
A-Calc (spreadsheet) 15
F-15 Strike Eagle 15
High Roller (Harrier Sim) 15
GFL Championship Fooltball 12
Super Huey (Helio Sim) 10
Space Shuttle II 8
Pirates of the Barbarry Coast 8
Alternate Reality - The City 12

Ron Wolenty
att!inuxy!wolenty
317-845-6172

848. Re: "C" escape codes needed

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 15:02:37 UTC
From: paulm@unix.UUCP
Message-ID: <123@unix.UUCP>
Source record: 235342

In article <28140.279f603c@kuhub.cc.ukans.edu>, kuento@kuhub.cc.ukans.edu writes:
[...]
> He's doing C programming, and needs to know all the various
> "escape codes" that control the printer from directly within the C
> program. He says he knows *some* of the codes, but that there are
> some he doesn't know, and he's looking for a list of some sort that
> describes them all...or something along those lines. Those of you
> who do C programming probably know whereof he speaks. I'd like to
> get responses e-mailed, but if this isn't common knowledge, perhaps
> it should also be posted, as I'm sure it's of general interest.
> Thanks,

The actual ESCAPE codes has very little to do with 'C'. Any code
can be output by placing the octal value ie. \033\001 (Escape 1 (dec))
in a message for output. What you realy need is the type od printer
you're working with (epson, laserjet) ?
To output a zero try putc('\0', PRN);

Paul Moreau.
UUNET: ..!ccicpg!unix!paulm

849. Re: Reviews of word processors wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 15:26:40 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1991Jan28.152640.18378@cbnewsj.att.com>
Source record: 235259

There was a review of "Script" in STart magazine quite some time ago (sorry, I don't remember which issue).

It looked like a pretty polished product. The interface appeared very much like in Mac word processors, you know, with a ruler at the top and little rectangular icons that show differently spaced lines for selecting single or double-spacing.

The review said that it did not use GDOS fonts, but, rather, its own proprietary font format. Also, you only get one typeface, although it does come in different sizes and styles. This may have changed since the review was published, though. (Personal opinion: this font situation is getting a bit out of hand - we have Calamus fonts, Pagestream fonts, GDOS fonts, and now Script fonts. Why no standard?)

Also, you can paste graphics into your document, but the only graphics format it recognizes is that produced by "Sketch", its companion drawing program. Fortunately, there is a utility to convert Degas and .IMG format to Sketch format.

I haven't actually used Script, I'm just repeating what I remember from the review. Hope this helps.

Rana Dutt
rcd@mtqua.att.com

850. MiNT, what is current status?

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 15:43:49 UTC
From: adamd@rhi.hi.is
Message-ID: <2691@krafla.rhi.hi.is>
Source record: 235260

```
Hi MiNT people,
Is there anyone who would care to inform me/us better about MiNT. The last
version posted was 0.6 but 0.7 is on the server at umich and probably elsewhere.
Specifically:
What is wrong with 0.6?
Is there a reason (?bugs etc.) why 0.7 hasn't been posted?
Does a newer version exist already?

Thanks,
--
Adam David. adamd@rhi.hi.is
```

851. Re: Reviews of word processors wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 16:23:35 UTC
From: carter@cat47.cs.wisc.edu
Message-ID: <1991Jan28.162335.25657@daffy.cs.wisc.edu>
Source record: 235349

Rana Dutt asks if and why not, there are no standard FONTS for the ST application arena:

I say, quite frankly, because GEM sucks a big one.

Any people agree with me?

--Gregory

FLAMES TO: carter@garfield.cs.wisc.edu

852. Re: TT sales

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 16:53:16 UTC
From: nut@nuthaus.UUCP
Message-ID: <7867467@nuthaus.UUCP>
Source record: 235343

In article <38525@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
> Enartloc Nhoj asks:
>
> >ALso, can anyone from ATARI let us know if the TT can be ordered
> >to customer specs.. ie: NO drive, NO ram, NO monitor etc...?

> Nope... Atari has already said that they will only sell TTs in configurations
> that THEY want to sell you...
>
> If you already have a Quantum 80 or Syquest 44, you have to throw it in the
> trash, or sell it in "Trading Times"... forget using it in a TT...

Well, he might want to consider using it IN ADDITION to the standard
TT hard drive... The TT DOES have an ASCI/DMA port, you know. And
a SCSI port, I think (I have neither touched nor seen a TT, but
with all the "TT Information Sheets" posted over the past nn years,
I think I'm pretty safe :-)

I think that once the TT "market" develops to a point where there
will be machines sitting on shelves (without hordes in line to buy
them), there will be a case for dealers breaking up the package. But
as long as Atari & the dealers can sell the things as-is, why
bother?

> "Power without caring about the Customer"
> BobR

"Power without a Marketing Director." :-!

-- Adam
--
= Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
= USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
= nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

853. Re: Reviews of word processors wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 19:09:35 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan28.190935.5509@ecst.csuchico.edu>
Source record: 235262

In article <1991Jan28.162335.25657@daffy.cs.wisc.edu> carter@cat47.cs.wisc.edu (Gregory Carter) writes:
>Rana Dutt asks if and why not, there are no standard FONTS for the ST
>application arena:
>
>I say, quite frankly, because GEM sucks a big one.
>
>Any people agree with me?

I'd say it's GDOS, specifically -- not GEM.

But you can say whatever you want. ;^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

854. Re: Rainbow TOS vs. older versions: problem

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 19:21:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan28.192147.5610@ecst.csuchico.edu>
Source record: 235263

In article <1906@ruunsa.fys.ruu.nl> spit@ruunsa.fys.ruu.nl (Werenfried Spit) writes:
>I have a problem which I think is in Rainbow TOS.
>When I format disks with Rainbow TOS it quite often
>happens that my ST2 that is running TOS 1.2 can
>no longer read the disk when it has become somewhat
>filled. The problem doesn't occur with our 1040's.
>
>Is there anyone who has some idea about what might be
>happening?

I'd say it's the drive on the Mega. Perhaps it's out of alignment, or the drive speed could be off by a couple of RPMs. Rainbow TOS 'twists' the disks when it formats, to gain increased speed. I used this when I had my 1040 (TOS 1.0) using an auxiliary formatting program. You may want to try formatting the disks with a formatting program, instead of with the desktop, and see if there's any difference.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

855. Re: More memory 520STE

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 19:45:45 UTC
From: djw@hpldsla.sid.hp.com
Message-ID: <27740006@hpldsla.sid.hp.com>
Source record: 235289

> Alexis MERMET-GRANDFILLES asks:
> >Some people say we can use 2 x 1Meg SIMMS and 2 x 256K SIMMS to make
> >a 2.5 Meg STE system.
> >
> >Is it actually reliable and supported by ATARI ?
>
> Bob_BobR_Retelle@cup.portal.com writes:
> Atari does **NOT** support ANY memory expansion for ANY Atari product before
> the TT...
>
> You buy it, and you take your chances on upgrading it...

I have heard this stated on the NET many times before,
however....

I just traded up to 1040STE, and while I was at the shop grabbed
a copy of the Atari STE sales brochure. In that document, it
clearly states that the 1040STE is "internally expandable to
4Mb". That would indicate to me that expansion to 4Meg is
supported. Atari might demand that the expansion be done by
Atari, but clearly the implication is that a 1040STE 4Meg
configuration is supported. At least that's a the way I read it
:-)

> However, the STe can be easily upgraded with SIMMs, *IF* your STe is
> equipped with SIMM sockets...

Sure was, picked up 4Meg the way home from the Atari shop. One
test of the machine at 1Meg (to see that it worked!), then an
easy upgrade to 4Meg. At as a side comment, the STE seems much
better quality than my old 1040ST.

djw@hpldsla.hp.com

856. TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 19:46:16 UTC
From: apratt@atari.UUCP
Message-ID: <2815@atari.UUCP>
Source record: 235344

The thread so far...

>>>If you already have a Quantum 80 or Syquest 44, you have to throw it in the
>>>trash, or sell it in "Trading Times"... forget using it in a TT...

>>Don't be ridiculous. The TT has external SCSI; you can hook up other
>>drives without any trouble.

>BUT... if you already own a Quantum 80, you CAN'T use it as your
>primary drive...

Horsefeathers! What do you mean by "primary?" SCSI device 0? You can set the SCSI device number of the internal drive to 1 and your external drive to 0 and that's that. Internal? You can unscrew Atari's drive from the TT (and toss it, if you like) and put your Quantum there.

I don't know if all this about "Atari won't sell a TT without a hard disk" is true, but even if it is, you have to look at things from Atari's perspective. Only a TINY minority of potential TT purchasers have hard drives of their own, and the cost of manufacturing and stocking another flavor of TT for these few people could be more than the cost of the hard disk (at our high-volume price) in the first place! You could end up paying MORE for your diskless TT!

This is another example of people ragging on Atari from a position of woeful ignorance. Somebody reports a rumor or speculation based on next to no data, and somebody else says, "In that case Atari is stupid/doesn't care about customers/deserves to go under." It gets tiresome.

Another part of the discussion about configurations of TT's that could use some hard data is memory: you can't buy a 2MB TT and some SIMMs and get an 8MB TT out of it. The ST RAM of a TT doesn't use SIMMs, and the TT RAM uses SIMMs, but you can only get the daughter board and memory controller from Atari. The RAM is the primary cost, of course, but the custom chip is also expensive. It would probably not pay to buy the board and controller from us with empty sockets and then buy your own RAM. It is certainly not the case that you can buy just RAM and upgrade your TT.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

857. Re: MSDOS formater

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 19:55:43 UTC
From: djw@hpldsla.sid.hp.com
Message-ID: <27740008@hpldsla.sid.hp.com>
Source record: 235290

> .....ormater of TOS 1.4. But I look for
> a formater that also writes all the other stuff ecaxtly like MSDOS does in the
> standard way. So that after formating nobody can see, if it was formated on a
> MSDOS PC (say MSDOS 3.2) or on the ST. The use would be, that no utility that
> claims to read/write MSDOS disk would deny to handle such a disk. The utility
> could be on any machine (Mac, SUN,...). There are such utilitie, that only
> partaly handle the MSDOS bootsector parameters. One is GEMDOS another is MSDOS
> itself.

This does not answer your question directly, but it may give you
some ideas.

I have much the same problem as you, I need to make 3.5inch
MS-DOS disks that can be read on Atari, HP Un*x, MS-DOS, and
maybe others. The disks get created (typically) at the Un*x
site. What I did was format a disk on MS-DOS, then made an
image copy of the disk on Unix. That is, I copied all the
sectors from the disk into a standard Un*x file (for the Un*x
heads: dd if=/dev/rfd/my_disk of=dos_image bs=512). Now, when
I want to make a dos disk on Un*x, I hard format the disk (lay
the tracks down), then image copy the dos image back to the new
floppy media (dd if=dos_image of=/dev/rfd/my_disk bs=512). It's
a bit slow, but works great. As it is possible to read, and
write the raw disk on the Atari, I see no reason that this would
not work on the Atari. Just ideas..

djw@hpldsla.hp.com

858. Re: ST Xformer in GFA Basic (Was: darekm@microsoft.uucp)

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 20:06:04 UTC
From: darekm@microsoft.UUCP
Message-ID: <70268@microsoft.UUCP>
Source record: 235345

In article <199118.1113.4691@canrem.uucp> "ken rockson" <ken_rockson@canrem.uucp> writes:
>Hello, im curious. Is this source code to Xformer 2.55 public domain.
>Im wondering if you can upload a copy of the source code to Canada
>Remote systems if possible. Hmmmm, well also would it be possible if I
>continue working on Xformer 2.55. I will be transfering it to Gfa Basic
^^^^^^^^^
>and it will use less memory and have faster speed. And have many
^^^^^^^^^^ ^^^^^^^^^^
>graphic capabilities. If this is possible please let me know ASAP.

The thought of this excites me! Imagine ST Xformer running even faster!
The 2.55 source code can be considered p/d. I uploaded the source code to
GEnie about 18 months ago and you are welcome to convert it. Had you contacted
me last year, I would have been able to help you in person, but now I must
refer you to GEnie's download library. It is not the latest source code, but
is current enough, since Xformer 2.6 is not out yet. Good luck! Please make
it TT compatible, since I live in Atari wasteland now and don't have access
to one.

- Darek

Darek Mihocka All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
---

859. GEM key sequences

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 20:28:26 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540005@hpcc01.HP.COM>
Source record: 235348

Here is a summary of information I got from a question a few months
ago (sorry to take awhile; didn't get the feeling anybody was too
interested). Basically the question was "what key sequences does GEM
respond to?":

"Classic" GEM keys:
alt-help screen dump
esc re-read disk for active window
mouse left + shift select additional files

TOS 1.4 GEM keys:
mouse left + ctrl move instead of copy
ctrl-alt-del warm reboot
ctrl-alt-shift-del cold reboot
dbl-click+shift on back window run program with cwd == top window
(no tos1.4: cwd == back window)
click+shift toggle selection

Show file keys:
space page forward
return line forward
q exit show

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

860. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 20:54:26 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Jan28155426@pogo.ai.mit.edu>
Source record: 235264

In article <11688@pt.cs.cmu.edu> redmond@ius1.cs.cmu.edu (Redmond English) writes:
[argument about whether modula 2 or C is better]

Please take this to alt.religion.computers, where it belongs.
Thank you,
The Net Police

861. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 21:47:55 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7031@uqcspe.cs.uq.oz.au>
Source record: 235265

In <11688@pt.cs.cmu.edu> redmond@ius1.cs.cmu.edu (Redmond English) writes:

>In article <22046@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
>>In article <wolfram.664808854@cip-s06> wolfram@cip-s06.informatik.rwth-aachen.de
(Wolfram Roesler) writes:
> >>
> >>The very best M2 compiler is a C compiler: faster, easier, better.
> >
> >Oh, please. C is not inherently faster than M2, it depends on the compiler.
> >I've used both and I prefer using M2.
> >

>In my experience, M2 is *much* better than C when engaging in a
>multi-person project.

I have to agree: and add that M2 is *far* better than C when you intent to
write a lot of software, because of the inherent modularity that allows you
to write a module, then ignore its detains and just USE it!

--

This .signature intentionally left blank

---

862. Re: CodeKeys ????

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 22:13:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan28.221347.6519@ecst.csuchico.edu>
Source record: 235267

geoffc@zebedee.uucp (Geoffrey Coan) writes:

- > I am waiting for mine to show up in the mail anyday. I understand
- > CODEKEYS can record any event. 128 events per macro.. 32 macros..
- > that may be linked. Global and local. I ordered it from Joppa
- > ... written by the wizards at CODEHEAD.
- >
- > ramsiri@blake.acs.washington.edu
- > kevin
- >
-
- From this description it sounds very similar to the Macro facility
- within Neodesk 3 - is it, or is it better ?

I would say, without hesitation, that Codekeys is a much better macro facility than NeoDesk 3's. Actually, NeoDesk's macros are quite lame, if you ask me. (The rest of the program is great though!!) If you want real macro capability, get Codekeys. Codekeys lets you create macros for any application -- now that I think about it, how does it work with TOS programs, where there's no DA menu? -- whereas NeoDesk's macros are just for NeoDesk and even then it's limited; the macros pause or cease operating or stop or whatever you want to call it when they encounter dialog boxes asking for mouse input or for .TTP program input.

But don't buy NeoDesk because of its macro utility. Buy it because it's a great replacement desktop. If you want macros, get Codekeys.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

863. Re: SST (Small Accelerator question)

Newsgroup: comp.sys.atari.st
Date: 1991-01-28 23:02:21 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <12409@ccncsu.ColoState.EDU>
Source record: 235266

In article <1991Jan27.223703.2744@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:
>
> I was curious if anyone has heard anything about the Gadgets by Small
>accelerator board beyond what was in the recent ST INFORMER ?? Specifically,
>the article hinted that you could put a 50Mhz 68030 on the board but never
>actually said anything beyond 32Mhz, just curious for possible future
>expansions of my Mega 2.
>--
> John Stacy
> CSE0071
> University of Toledo(UofT02.edu)
>--

Yes, if you are Spectre registered user, you should have received the newsletter from
Gadgets.
There is a very detailed description in it. In case you do not have it.
What Mr. Small has said is they have tested with 33Mhz but they have not
put 50 Mhz 030 on it yet(as the newsletter written, they might have done it now
? may be not yet.) Also Mr. Small has posted a few reply last week in this group
about the SST. With 33Mhz 030 it's faster (or at least as fast as) the Mac IIci,
only the IIfx is faster than it in the Mac family.
Well, maybe Mr. Small himself can give more detail on 50Mhz 030 test.

Tang
sytang@lamar.colostate.edu

864. Atari 1040ST system for sale.

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 00:40:34 UTC
From: zs01+@andrew.cmu.edu
Message-ID: <kbdAG2S00asVI11U81@andrew.cmu.edu>
Source record: 235287
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

(This is posted for a friend. See the bottom of this message for the
correct reply address.)

FOR SALE

HARDWARE:

ATARI 1040ST- 1 internal 3.5 double-sided disk drive
ATARI SC1224 MONITOR- Low/medium res. color monitor
PROMETHEUS 1200 BAUD MODEM
PANASONIC 1080i PRINTER

SOFTWARE:
ORIGINAL ATARI COMPUTER DISKS:
ATARI 1st-Word
ATARI Language disk (basic and logo)
(also contains NEOchrome -full color art and
design program)
CAD-3D 2.0
HUMAN DESIGN DISK - CAD-3d clip art and construction disk
GENESIS -The Stereo Molecular Modeler
MODULA-2- editor, linker, compiler, and user manual
I.S TALK
MICRO KITCHEN COMPANION
PHANTASIE- multiple-character role playing game
BRATACCAS- Interactive video game
DEGAS- Design & Entertainment graphic arts system

Also this package includes:
2 3.5 disk storage containers
Extra 3.5 disks
original computer boxes
all original manuals for computer and languages
computer and monitor covers
Computer desk (K-Mart Special) if you want to ship it

PRICE $900 + Any shipping charges.
O.B.O.

-Laurie Bayne CIS: [72617,3001]
MACEYTAY@ARIZONA.EDU
(602) 327-7482

865. TeX'ing gulam.tex

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 00:45:42 UTC
From: 4203_5132@uwovax.uwo.ca
Message-ID: <1991Jan28.194542.8428@uwovax.uwo.ca>
Source record: 235276

How do I LaTeX (or TeX to be more accurate), the file gulam.tex that you get with the distribution archive? When I type

% tex gulam.tex

On our Mips 2000, it says that it can't find 'texinfo.tex', the first line of the file is an \include statement for that file. I would imagine that system paths are set up properly, so am I missing a file or what? Help please.

--
Andrew Semple --- 4th year Applied Math/Computer Science
University of Western Ontario
London, Canada

semple@uwovax.uwo.ca / 4203_5132@uwovax.uwo.ca

866. OOPS; C escape code *syntax* needed...

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 02:27:12 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <28208.27a48920@kuhub.cc.ukans.edu>
Source record: 235272

In article <28140.279f603c@kuhub.cc.ukans.edu>, kuento@kuhub.cc.ukans.edu writes:
> As opposed to my usual pleas for help with my drive, my brother in New
> York (who also has an Atari, but no modem), has asked me to request of
> the Net the following:
> He's doing C programming, and needs to know all the various
> "escape codes" that control the printer from directly within the C
> program. He says he knows *some* of the codes, but that there are
> some he doesn't know, and he's looking for a list of some sort that
> describes them all...or something along those lines. Those of you

I apologize - he wasn't very good at explaining to me what he needed
to know:
He has an Epson FX86E printer, and knows one version of the codes,
but he doesn't know which form (hex, octal, etc) should be used in the
C program, and he doesn't know whether straight conversion from one
system to another is possible. He needs examples of source code that
show the proper programming syntax for using the escape codes, and how
exactly to convert codes, if it's needed. He says he can get some of
them to work in hex, others work in octal, some don't work in either,
and he's not sure if it's the codes that are wrong or (more likely)
the syntax he's using works with some codes and not others. Thanks again,
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"Bobby, jiggle Grandpa's rat so it looks alive." "Roota! Voota! ZOOT!"

867. Re: Rainbow TOS vs. older versions: problem

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 02:28:08 UTC
From: apratt@atari.UUCP
Message-ID: <2816@atari.UUCP>
Source record: 235285

spit@ruunsa.fys.ruu.nl (Werenfried Spit) writes:
>I have a problem which I think is in Rainbow TOS.
>When I format disks with Rainbow TOS it quite often
>happens that my ST2 that is running TOS 1.2 can
>no longer read the disk when it has become somewhat
>filled. The problem doesn't occur with our 1040's.

It's not TOS. There is nothing in the OS that can cause the behavior you describe. What *can* cause it is differences in the alignments of the heads in the disk drives on these two machines. If the heads are off in such a way that the errors increase as the head goes deeper into the disk, then you'll be able to read the first several tracks and the trouble won't start until later ("when it has become somewhat filled.").

Find a place that will re-align and calibrate your disk drives. Ask your Atari dealer for help.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

868. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 03:26:19 UTC
From: plinio@turing.seas.ucla.edu
Message-ID: <1709@lee.SEAS.UCLA.EDU>
Source record: 235273

In article <1991Jan22.170111.12465@cs.mcgill.ca> depeche@cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:
>In article <1991Jan18.005041.22961@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>>In article <KENTD.91Jan14172419@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent.Dalton) writes:
>>>>is there any inherent reason why future TOS versions can't be case [sensitive?]

[heated argument deleted...]

>jove.RC
>jovE.rC
>JoVe.Rc
>JOVE.RC
>jove.rc
>
>big deal.

You have a point, and I'll add to it. Case sensitive filenames are slower and more clumsy to type out. Only when you have filename completion in your shell ('a la gulam and unix csh), or a file selector written to show extra characters (read on) does this become moot.

However, your next point I DON'T agree with.

>And this is just a half-assed step towards a unix-like filesystem - if you >want a real unix filesystem, you gotta throw out all this TOS and MSDOS >bullshit and start FROM SCRATCH - we don't need all these tiny little steps >which make everything incompatible but look a little more like unix - give >me a break!

There is a way, using some extra bytes (I forget how many, but enough to be useful) in the directory table which are presently "reserved" (by Atari) for each filename, that could be used to put a few more characters (or other attributes) into the filenames. True, a small step, but it could be made in such a way so that it would be upwardly compatible.

It would be up to the disk driver (you'd have to write a new one) to decide how to use the extra information. You could use one or two of the bytes to provide an uppercase/lowercase bitmap for the other characters and the rest as extra filename characters, for example, just use all of them for extra filename characters, or other things (file protection bits, user id, etc...).

If you wanted to go whole hog, you could use the extra bytes as a
FAT pointer to an invisible, locked (but vanilla TOS) file containing
lots more filename information. Or to a place on the disk mapped out
so that old TOS treats it like as a bad sector...

I argue that you could make it so that it wouldn't necessarily be
incompatible with the present 8.3 case-insensitive filename system.
You could use such a disk with a normal TOS file system, just that in
a directory listing, you wouldn't see the extra attributes, and in a
file-file copy, the extra bytes (probably) would not be copied. If any
extra bytes are used for extra filename characters (e.g. 16.3 vs 8.3),
the filename would be cut off at 8. But IMHO, you would be no worse off
than before.

About the only problem this is likely to cause is if you are trying
to use two files that have the same first 8 characters (and the same 3
char extension) on the old TOS file system. The old TOS disk driver
wouldn't be able to tell the difference between them. My guess is it
will probably always choose the first of the two (unless you delete it)
in the directory table for whatever operation you're doing.

About all you'll need to see and use the nice new filenames from within
your GEM programs is a new fileselector rewritten to accomodate the
larger size of filenames (at least). Some shell programs not hardwired
to the 8.3 convention, especially if they were originally ported from Unix,
should work w/o modifications. Even the hardwired ones might only need
a few trivial changes. There are other programs that do their own
filename parsing, but in general these are not the "user-friendly"
programs anyway.

Atari itself might want to clear up just how "reserved" they presently
consider the extra bytes in the directory table. My guess is that
they won't be keen on the idea, since they've been going out of their
way to go in the other direction (down towards DOS compatibility).

plini b

--

Like ls * | grep string? How about grep string (ls *) ?
plinio@boole.seas.ucla.edu * Boelter Hall 4442 lab: 206-1982

869. Script comment

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 04:35:19 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan29.043519.4124@mailer.cc.fsu.edu>
Source record: 235270

In article <1991Jan28.152640.18378@cbnewsj.att.com>, rcd@cbnewsj.att.com (rana.c.dutt) writes:
>
>The review said that it did not use GDOS fonts, but, rather, its own
>proprietary font format. Also, you only get one typeface, although it
>does come in different sizes and styles. This may have changed since
>the review was published, though. (Personal opinion: this font situation
>is getting a bit out of hand - we have Calamus fonts, Pagestream fonts,
>GDOS fonts, and now Script fonts. Why no standard?)
>
>Rana Dutt
>rcd@mtqua.att.com

Script uses Signum fonts, which is a standard of sorts in Europe (at least Germany). Just thought you would like to know!

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

870. Re: Reviews of word processors wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 05:35:06 UTC
From: techno@lime.in-berlin.de
Message-ID: <CYNNQ4D@lime.in-berlin.de>
Source record: 235268

That's Write will do what you required and has Signum! printing quality
as well. I'm very satisfied with it.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

871. Re: Dbase on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 05:43:39 UTC
From: techno@lime.in-berlin.de
Message-ID: <KYNNX6D@lime.in-berlin.de>
Source record: 235269

Roger.Sheppard@bbs.actrix.gen.nz writes:

>What is wrong with Adimens, from what I read the German Judiciary use
>it, and is now out in English...

Nothing, I hope. I didn't buy it because it is more expensive than
Superbase III, but I have no use for it's features. Plus, I don't think
Adimens command language is dBase compatible.

Hope this helps,

Techno
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

872. Memory expansion

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 07:24:12 UTC
From: psurge@cs.utexas.edu
Message-ID: <17422@cs.utexas.edu>
Source record: 235274

I have a 2 Meg Aerco board for sale for $175 shipping paid. Send e-mail
to the below address if interested.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

873. Goodies!

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 07:31:05 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan29.073105.9137@ecst.csuchico.edu>
Source record: 235278

I haven't done this in a while, so here goes. ;^)

Some people have been requesting Cyber/AVS animations.

14887 avsplayr.lzh - Player for AVS animations.
262467 balldemo.lzh - Spectrum 512 animation: Kanakas (that office
toy with the swinging, shiny balls.) Converted
from the Amiga.
48439 bugs.lzh - AVS anim.: Bugs Bunny eating a carrot and
saying, "What's up, Doc?"
326594 cat.lzh - AVS anim.:"The Runaway Cat." For you furry
feline fans, it's a Caterpillar tractor, not a
furball. :^)
277405 catnap.lzh - Animation for the Catnap demo. I don't have
the sound for it sorry. Please forgive me. :^)
60818 chasers.lzh - Cyber animation. Requires ANIMATE4 or similar
.SEQ viewer.
224435 circles.lzh - For those that have seen the new MegaSTe
brochure, this is the animation that they show
the screenshot of. It's quite good.
259503 deskvid.lzh - Another Spectrum 512 animation. It's a desktop
video demo.

In the next couple of days, look for:

185488 movie.lzh - A Spectrum 512 animation. This one has four
screens with different animations in each screen.
621663 mvice.lzh - AVS anim.: The Miami Vice theme played by The
Scuzz.
431295 raisins.lzh - AVS anim.: The California Raisins playing their
song.
146739 shinybub.lzh - This one's kinda old, but someone asked for it.
It's the Xanth demo with the four shiny balls
rotating. Shiny Bubbles.
62005 tecdelit.lzh - A good animation from a TV station in San Jose,
CA. Requires a .SEQ viewer like ANIMATE4.
101250 unicycle.lzh - A good Cyber animation of a unicycle playing
with a ball. Requires a .SEQ viewer like
ANIMATE4.
137853 visitor.lzh - A great animation of a UFO flying through a set
of columns. Requires a .SEQ viewer.
449702 xmas_avs.lzh - An AVS anim. for Christmas. Sorry it's a bit
late.

Here's a list of ones I recognize already at atari.archive in
\graphics, for those that didn't know they were there.

206955 3d_512.lzh - Spectrum 512 animation done with Unispec.
Requires Anispec to view.
2071 anispec.lzh - Use to view Spectrum 512 animations done with
Unispec.
395686 colawars.lzh - AVS anim.: Pepsi and Coke go at it.
308968 deja_vu.lzh - Good Cyber anim. of Fuji symbol spinning on a
scrolling platform.
155170 froggie.lzh - A cute frog being a frog. Good .SEQ animation.
154320 manta_2.lzh - A manta ray showing off his fins.
119365 pt7_step.lzh - I think it's a robot. It's pretty good.
149433 walls.lzh - Spectrum 512 animation done with Unispec.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

874. Atari 1040ST for sale -- $400 /bo

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 08:03:23 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <751@ub.d.umn.edu>
Source record: 235275
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I've got an original Atari 1040 ST for sale (just the cpu).

- Original Tos in ROM
- Built-in RF modulator for use with color TV
- Computer/TV switchbox and cable so it's ready to hook
up to the TV and use.
- Internal DS/DD 3.5-in disk drive.
- Mouse
- ST Basic - manuals included

$400 or best offer. We'll discuss the shipping.

I also have Battletech - The Crecent Hawks Inception - $15.

--
Brian Grave bgrave@ub.d.umn.edu

"I bought some powdered water but I don't know what to add..."
- Steven Wright
--
Brian Grave bgrave@ub.d.umn.edu

"I bought some powdered water but I don't know what to add..."
- Steven Wright

875. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 09:27:59 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.91Jan29102759@ram.cs.tu-berlin.de>
Source record: 235277

In article <1096@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:

In article <40250007@hpindda.cup.hp.com> goo@hpindda.cup.hp.com (Michael Goo) writes:

>You might look into a program called UltraScript by IMAGEN. The original
>version of this program allowed the Atari SLM804 laser printer to print
>PostScript files. An ad in the April 1990 issue of STart lists a version
>that supports other printers, including "virtually any dot matrix" printer.
>I assume this means Epsons.

[...] It requires at least 2 Mb of
ST memory. The printer he uses is a HP Deskjet, which gives near laser
quality. I know for sure that NEC 24 needle matrix printers are supported,
and probably also Epsons.

Will you beleive me I have seen it running on 1 Meg ?

BTW: How do I get PD-fonts suitable for Ultrascript?

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

876. Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 10:38:22 UTC
From: oshaughj@p4.cs.man.ac.uk
Message-ID: <9101291038.AA00261@t4c.cs.man.ac.uk>
Source record: 235279

I recently bought a copy of Personal Pascal (second hand). I have since found out that the *.PAS files associated with PP are missing. (been erased). I particularly need AUXSUBS.PAS and GEMSUBS.PAS, could some kind soul mail then to me?

Thanks,
Jamie.

877. Re: Results with packed programs?

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 10:50:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan29.105030.10718@actrix.gen.nz>
Source record: 235292

In article <1991Jan25.145158.10505@chinet.chi.il.us>
saj@chinet.chi.il.us (Stephen Jacobs) writes:
> A year of so back, there were some programs posted (3 of them, I
think) which
> compressed executable files. The word at the time was that while
there were
> some cases in which they wouldn't work at all, they wouldn't
'half-work'. In
> other words, if a program one of them had been applied to ran for a
while,
> that almost guaranteed that it would run the same as the original
version.
>
> Has anyone noted a counter-example? If a program is compressed and
runs under
> (say) TOS 1.2, can it be counted on to run normally under TOS 1.0 and
Rainbow
> TOS? How much confidence should we have in this process?
>
> Steve saj@chinet.chi.il.us

Have had a lot of problems with the PD compacters, will not Pack most files, but now I use DCSquish and have found only one program that will not run when I Squish it, funny is the DC PD Mystic Formater, I have just got the Upgrade from Double Click, this is the Version II of there DC Utilities, also has a Great Program DC Xtract 2.0 will do Zip/Zoo/Lzh and Arc, Note this program does compact as well as Extract, worth every Penny, Note I don't work for DC or any shop to do with it...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

878. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 11:01:21 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan29.110121.10806@actrix.gen.nz>
Source record: 235293

<6985@uqcspe.cs.uq.oz.au> <232@rosie.NeXT.COM>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: sstreep@next.com

Well if the Monitors that I have touched had that sort of voltage I should have been dead many times, The Voltage in a Monitor is not that Dangerous, it only supplies about 500ua, and the Votage in a Colour monitors is about 25KV, and about 12KV in a Mono Monitor, the safe bet it to allways put one hand in your pocket, the High Votage in the monitors, is fully insulated, so there no real problem...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

879. Re: Media change hardware hack

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 11:12:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan29.111213.11120@actrix.gen.nz>
Source record: 235294

In article <3897@orbit.cts.com> schaper@pnet51.orb.mn.org (S Schaper)
writes:
> I would really like to know how to get my Toshiba ND 3561BR to
recognize disk
> swaps even when the write protect window is closed. It does recognize
write
> protected disks and the disk immediately following. I understand that
Gadgets
> by Small put in an F-1 key software fix for this. Is this available or
is it
> part of Spectre GCR? Is there a hardware fix?
> The Toshiba hardware tech rep told me that Atari did something with
pin 2,
> so therein might lie the answer. I seem to remember last spring or
summer
> something about this being posted here, but at that time I did not
know I
> would be trying to cobble together a drive.
> If someone out there has that info could you e-mail it to me? could
you also
> post it? ASAP as else I will have to shell out for a complete drive.
I'd
> rather not (much rather not). If you can't get it to me ASAP, but
still have
> the info somewhere, I'd sure like it when you do find it.
> Thank you very much in advance!
>
>
****
**
> Zeitgeist Busters!
> UUCP: {crash tcnet}!orbit!pnet51!schaper
> INET: schaper@pnet51.orb.mn.org
> Aslan is on the move!
>
****
****

The Simplest way is to disable the Disk in switch, this is what I have
done with the drive in my ST 1040, the only problem is the Drives run
with no disk in them, but I find this is common with Real Atari
drives...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

880. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 11:35:57 UTC
From: lsmichae@informatik.uni-erlangen.de
Message-ID: <1991Jan29.113557.14106@informatik.uni-erlangen.de>
Source record: 235280

avgroeni@cs.ruu.nl (Annius Groenink) writes:

> Is there someone who can give me some information about
>the way Spectrum pictures are showed? I know the file format,
>but that's not enough to write my GIF-Spectrum 4096 converter.
>I'd like to know what exactly is done with the 3 palettes
>that go with each line.
>
> Annius Groenink

Let`s have a lot a the umcompressed format:

<Spectrum umcompessed> .SPU

80 Words Scan line 0 is unused (color set to black)
15920 Words 199 Scanlines
9552 Words 199 * 3 * 16 Colors

25552 Words = 51104 Bytes

Now we one scanline and the according 3 Palettes (16 Colors each):

Color 0 of Palette 0 is the border color and set to black.
Color 0 of Palette 1 is set to black.
Color 0 of Palette 2 is set to black.

Color 15 of Palette 0 is set to black.
Color 15 of Palette 1 is set to black.
Color 15 of Palette 2 is set to black.

The other colors (0 < c < 15) are useable from left_border to right_border
(inclusive):
(All values are x-koordinates of the lowrez screen.)

left_border right_border
Palette 0:
Color c = 2*n+1 (odd): 0 10*c - 6
Color c = 2*n (even): 0 10*c - 1

Palette 1:
Color c = 2*n+1 (odd): 10*c - 5 10*c + 160 - 6
Color c = 2*n (even): 10*c 10*c + 160 - 1

Palette 2:
Color c = 2*n+1 (odd): 10*c + 160 - 6 319
Color c = 2*n (even): 10*c + 160 319

E.g. Point number 147 in the scan line has color 5. From which palette does it come from?
c = 5 (odd)

Palette 0 Palette 1 Palette 2
0 .. 10*5-6 = 44 45 .. 204 205 .. 319

=> This is a color from palette 1.

BTW I would be interested in your gif shower. Please post it when ready.

"May the Schwartz be with you!"
Lars

881. Re: sunclock

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 11:45:24 UTC
From: lsmichae@informatik.uni-erlangen.de
Message-ID: <1991Jan29.114524.14651@informatik.uni-erlangen.de>
Source record: 235281

zafiris@motcid.UUCP (John Zafiris) writes:

>I'm looking to find an ST version of 'sunclock'. The

------> Stuff deleted <------

I'm interested too. I *have* a SUNCLOCK.PRG, but when running it,
it alerts: SUNCLOCK.RSC not found.

Would some please post a recent version of sunclock to comp.binaries.atari.st or
comp.sources.atari.st or give an adress of a ftp-site where I can get it.

Thanx.

"May the Schwartz be with you!"
Lars

882. Re: DM1: Some Spells...

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 11:56:11 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7280@crash.cts.com>
Source record: 235283

In-Reply-To: message from johnu@syma.sussex.ac.uk

stop this stuff you are cluttering this area with game junk!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

883. misc

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 11:56:13 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7281@crash.cts.com>
Source record: 235284

```
?
help
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

884. 2.5Mb upgrade to STE

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 12:22:46 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5271@brahma.cs.hw.ac.uk>
Source record: 235299

In article <4280020@hpgnd.grenoble.hp.com> alex@hpgnd.grenoble.hp.com
(Alexis MERMET-GRANDFILLES) writes:
>Some people say we can use 2 x 1Meg SIMMS and 2 x 256K SIMMS to make
>a 2.5 Meg STE system.
>
>Is it actually reliable and supported by ATARI ?

Atari has a policy of not supporting anything that they don't produce.
ie. 2,2.5 or 4Mb STEs are not for sale therefore if they don't work
you needn't bother asking them about it.

The mixing of SIMMS to get 2.5Mb is screwed up by a bug in TOS 1.6. The ROM
code that sizes up memory assumes that both banks are the same size. I don't
know if this is fixed in TOS 1.62. Would Atari care to comment on that?
Anyway the patch is to put a program in you auto folder that checks the
memory configuration and if it's not 2.5Mb make it so, set phystop to
$2800000 and reset by jumping through $4.

It seems that this policy also extends to hard disks. Atari UK apparently
do not entertain STE hard disk problems unless the HD is an Atari one.
While this is sort of understandable they should at least help the HD
manufacturers to get it right if it's their fault. I believe long DMA cables
(>18") contribute to the problem. I'd really like to know if new STEs have
this problem resolved because I can see it hurting serious ST sales.

>--
>Alexis MERMET-GRANDFILLES
>alex@hpgndxo.hp.com
>--

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

885. AT Speed & Protected Mode

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 12:22:55 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.665151775@krypton>
Source record: 235169

Remember AT Speed & Protected Mode.

Well, it looks as though I have found the problem.

In the AT Speed manuals, it says it supports BIOS functions 87HEX and 88HEX via the INT15 call, These calls relate to shifting blocks of memory especially into extended (i.e. above 1 Meg). To switch the processor into protected mode the function call 89HEX is made via INT15 again. This in turn crashes AT Speed.

With 87HEX and 88HEX it does not switch the 286 into protected mode, but passes some code onto the 68000 to shift the block of memory, rather than get the 286 to do it.

This is also why windows 3 works because it only uses calls 87 and 88.

So, any program out there which works under DOS and switches the processor into protected mode via function call 89HEX will crash, subsequently OS/2 and XENIX will not function either.

Therefore the features of AT Speed over PC Speed, that I can only see is the Speed increase from 4.4 to 6.7(Norton Factor).

CAN ANYBODY FIX THIS ??????????

Thanks.

e-mail:alanh@logitek.co.uk

886. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 12:27:22 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1105@idcapd.idca.tds.philips.nl>
Source record: 235286

In article <RIPLEY.91Jan29102759@ram.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
>In article <1096@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
>
> In article <40250007@hpindda.cup.hp.com> goo@hpindda.cup.hp.com (Michael Goo) writes:
>
> >You might look into a program called UltraScript by IMAGEN. The original
[stuff deleted]
>
> [...] It requires at least 2 Mb of
> ST memory. The printer he uses is a HP Deskjet, which gives near laser
> quality. I know for sure that NEC 24 needle matrix printers are supported,
> and probably also Epsons.
>
>Will you beleive me I have seen it running on 1 Meg ?

Uhhh, no. I tried to run it once on a Mega 1, and it pops up an error noting that there is insufficient memory. What version of US did you use, what printer and what resolution?

Maybe I used an old version, and did IMAGEN some work to reduce memory usage.

Anxious to know more....

> RIPLEY
>--
>Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
>Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
---

887. Re: Bison

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 12:54:39 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Jan29.125439.2391@doe.utoronto.ca>
Source record: 235151

In article <1991Jan28.125346.4904@warwick.ac.uk> csual@warwick.ac.uk (Jas) writes:
>Has anyone got a working version of bison (the PD version of yacc) ? I took a
>copy from atari.archive but it bombs as soon as I run it. I saw something on the
>net a couple of weeks back about a new version of bison coming out (or was it
>for flex?)

The bison binaries which have been out for a couple of years choke on the
CR character which most atari programs insert before LF after every
line of a file :-(. Strip out the CRs, and it should not bomb.

Yes, I want to put out my new port of bison, but I cannot get it to unlink
its temporary files correctly. In the mean time, use byacc, in
atari/gnustuff/tos at atari.archive.umich.edu. It works fine.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

888. Prince of Persia Leaping

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 13:50:04 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4355@syma.sussex.ac.uk>
Source record: 235161
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

From article <91024.222615JM2NRHMC@MIAMIU.BITNET>, by JM2NRHMC@MIAMIU.BITNET:
> Help me please,
>
> I (and a group of friends) are completely stuck in LEVEL 2 of
> Prince of Persia. Our problem is at the VERY VERY VERY END of the
> level. Picture this:
>
> You're at what appears to be the special door to the next level,
> having entered from the right and defeated the guard there. You
> proceed to the left, make a running leap across the HUGE, DEEP chasm.
> Upon landing, you trigger a pressure plate which presumably opens the
> sealed door. Now, HOW DO I GET BACK SAFELY?
>
> The pit is too deep to lower your man into, a standing long jump
> just barely misses the right-hand side, and there is not enough room
> for a running start to execute a running long jump! We are stumped!
>
> Please E-mail replies, If you can.....
>
> Thanks in advance,
>
> John McMillan
>
> ***
> * To tell the truth is dangerous; * JOHN McMILLAN
> * To listen to it is annoying. * jm2nrhmc@miamiu.bitnet
> * - Glorious Danish Proverb * jm2nrhmc@miamiu.acs.muohio.edu

You must learn to do a leap across, catch with your hands and pull
yourself up. To do this you use the shift key on the IBM's or Amiga key
on the AMIGA (dunno for Atari). STand on the edge facing rightward,
press the shift and simultaneously do a standing leap. Pull yourself up
by releasing the up key (I think---its either that or the sideways
arrow). You need to practise this anyway because if you cant do this
now then you'll never get through level 3. You cant save until level 3
so practise 3 by using shift L until you cant get through 3 ok. Level 4
is easier.

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)

johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

From vn Mon Jan 28 12:46:16 1991
Subject: Re: Prince of Persia help
Newsgroups: rec.games.misc,bit.listserv.games-l
References: <36356@netnews.upenn.edu>

From article <36356@netnews.upenn.edu>, by lwl@eniac.seas.upenn.edu (Lydia Leong):
> I downloaded the demo of this from a bbs (NOT a pirated copy, but the official
> demo, which is the beginning title screens plus the first two levels).
> It looks pretty good, but I can't figure out the controls.
> Does it support the mouse? And if not, what keys can be used, and what do
> they do?

Mouse is shift M, keyboard shift K. Non-cheat keys are arrows, shift
spacebar, shift L,Q,R, and cntl G and L.

> Can someone help me out? And can someone tell me the price of the game and
> how much bigger/different it is from the demo?
>
>

13 levels. dunno the price, sorry.

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

> --
> ==
> Lydia Leong | If there is anyone here that I have not
> lwl@eniac.seas.upenn.edu | offended, I deeply apologize. -- J. Brahms
> ==

From vn Mon Jan 28 12:49:45 1991
Subject: Re: UK Scanner Frequencies Wanted

Newsgroups: rec.radio.shortwave
References: <1991Jan24.112147.9808@vaxa.strath.ac.uk>

From article <1991Jan24.112147.9808@vaxa.strath.ac.uk>, by cbap12@vaxa.strath.ac.uk:
>
> Can anyone tell me of a source of frequency lists for the UK ?
>
> The frequencies I would like are from 25Mhz - 1300 Mhz .
>
> Yes I know its illegal to listen to other than broadcast amateur and CB
>
> bands in the UK but i`d like it for reference only.....

Yes I would appreciate this list also. Again only for reference
only. I wouldnt dream of actually switching a scanner on- how
naughty that would be.

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

>
>
> Thanx in advance....
>
>
> Dave
>
> --
> ##
> # `The girl who is easy to get may be hard to take' #
> #~~~~~~#
> # Dave Wishart 3rd Year General Science #
> # University Of Strathclyde, Glasgow G1 1XQ #
> #~~~~~~#
> # JANET: cbap12@uk.ac.strath.vaxa #
> # INTERNET: cbap12%uk.ac.strath.vaxa@nsfnet-relay.ac.uk #
> ##

From vn Mon Jan 28 13:02:35 1991
Subject: Re: DM 1: Help on level 6
Newsgroups: comp.sys.amiga.games

References: <2056@m1.cs.man.ac.uk>
Distribution: comp

From article <2056@m1.cs.man.ac.uk>, by camm@els.ee.man.ac.uk (Ian Camm):
> In article <1346@geovision.UUCP> gh@geovision.UUCP (George Hagilaris (Co-op)) writes:
>>
>>I need help on level 6(?) of DM (the first floor where you encounter those
>>big floating round monsters with the big eyeball). I'm trying to get a key
>>that is in a room behind a gate. I need the key to open the second of two
>>doors at the other end of the hallway. I can't figure out how to keep the
>>gate open so that I can get the key. The room has three pressure pads on the
>>floor, a pit, a green button on the wall, and a lever which turns a block of
>>blue (teleportation) haze on and off. The room looks like this:
>>
>>
>> __ [] - Pressure pad
>> __ | k| <> - Pit
>> |[]B__|==| == - Gate
>> |<> ## L ## - Blue haze
>> |[] [] | B - location of green button
>> | +-----+ L - location of lever
>> |--| k - location of key that I need.
>> | |
>>
>>
>>No matter what combination of movements, lever settings, etc. I try, I can't
>>seem to stop the gate from closing when I walk on the bottom-center pressure
>>pad (and I can't see anyway of getting around walking on it). I need the
>>key for the second of two doors at the other end of the hallway (I already
>>had a key for the first door).
>>
>>Thanks for any help.
>>
>>George
>
> Try placing something on the ground in the blue haze while standing
> infront of the gate.
>
>
> I could, also, do with some help on this level if at all possible.
> There are three trouble spots for me. If I can sort out one of them out, the
> others may sort them selves out.
>
> 1) How do you get passed the 'Test Your Strength' message.
>
See who is your strongest character. Get it throw something
light. I put a throwing star in the right hand and chucked
that. This operates a pad and opens a gate which one accessef
from the other side. At the end of the corridor is abutton
which opens a door allowing you back to get the bow, gem, coin

from the first room.

> 2) The gate that is just alittle further on but has no apparent
> key hole or switch

See above.
>
> and 3) The key to the double doors just after the gate in 2.

Ill have to look that up. cant remember offhand.
>
> If you can help with anyone of these three I would be greatful.
>
> I have actually made it down to the level that needs the (ir?) key
> to enter, but can't find the key so I hope the answers to the above will
> help.
well level 7 is next but you need three more Ra keys apart from the
one you already have (from level 3) inorder to get the firestaff. The
next ra key is in level 9 with the bastard rats in it. You should
be able to do 6 level fireballs by now. I have one double master
wizard at level 9.

See ya,

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
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"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

>
> Cheers,
> Ian
> --
> Ian Camm | JANET: camm@uk.ac.man.ee.els
> Dept. of Electrical Engineering | ARPA: camm@els.ee.man.ac.uk
> University of Manchester, England | UUCP: ...!!ukc!man.ee.els!camm
> Disclaimer: If you think I need one make it up yourself.

889. Re: DM1: Help on level 6

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 13:58:22 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4356@syma.sussex.ac.uk>
Source record: 235162
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

From article <2056@m1.cs.man.ac.uk>, by camm@els.ee.man.ac.uk (Ian Camm):
> In article <1346@geovision.UUCP> gh@geovision.UUCP (George Hagilaris
(Co-op)) writes:

> I could, also, do with some help on this level if at all possible.
> There are three trouble spots for me. If I can sort out one of them out, the
> others may sort them selves out.
>
> 1) How do you get passed the 'Test Your Strength' message.
>
See who is your strongest character. Get it throw something
light. I put a throwing star in the right hand and chucked
that. This operates a pad and opens a gate which one accessef
from the other side. At the end of the corridor is abutton
which opens a door allowing you back to get the bow, gem, coin
from the first room.

> 2) The gate that is just alittle further on but has no apparent
> key hole or switch

See above.
>
> and 3) The key to the double doors just after the gate in 2.

Ill have to look that up. cant remember offhand.
>
> If you can help with anyone of these three I would be greatful.
>
> I have actually made it down to the level that needs the (ir?) key
> to enter, but can't find the key so I hope the answers to the above will
> help.
well level 7 is next but you need three more Ra keys apart from the
one you already have (from level 3) inorder to get the firestaff. The
next ra key is in level 9 with the bastard rats in it. You should
be able to do 6 level fireballs by now. I have one double master
wizard at level 9.

See ya,

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)

johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

890. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 14:53:46 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan29.145346.10244@convex.com>
Source record: 235295

[boy oh boy. ask a simple question and i get STOMPED LIKE A GRAPE!!!]

In article <1709@lee.SEAS.UCLA.EDU> plinio@turing.seas.ucla.edu (Plinio Barbeito/;093091;allsites) writes:
>[heated argument deleted...]
>
>You have a point, and I'll add to it. Case sensitive filenames are
>slower and more clumsy to type out. Only when you have filename completion

oh, pu-lease! now you guys are telling me because you are perhaps not a good typist, i should not have the option of using MY OWN shift key. sheesh, why can't u understand the fundamentals of this question: I WANT TO BE ABLE TO TOGGLE THIS BEHAVIOR. it need not affect u one bit. i already outline a reasonable method for implementing it, thought up in a fit of creativity in like one minute. and if i can figure it out, anybody can, though i seem to be a better typist than some :-).

believe me, i'd much rather have 256 char file names, but that is infinitely more difficult than what i am talking about here, which just requires REMOVING code from TOS, not implementing a whole new file system.

look, do u realize what i am talking about is removing an amount of code that resembles this:

```
for ( ; *ps; ps++)
if (islower (*ps))
*ps = toupper ((int) *ps;
```

nothing fancy-shmancy, just that. all i want is a system call and a global internal variable and for these 3 lines to be implemented:

```
/* this code in TOS */
if (global_var_telling_if_we_want_force_upper_case == TRUE)
{
for ( ; *ps; ps++)
if (islower (*ps))
*ps = toupper ((int) *ps;
}
```

and have a system call:

```
int Fcase (what)
int what;
{
extern int global_var_telling_if_we_want_force_upper_case;
int ret;
```

```
switch (what)
{
case INQUIRE:
return(global_var_telling_if_we_want_force_upper_case);
case SET:
ret = global_var_telling_if_we_want_force_upper_case;
global_var_telling_if_we_want_force_upper_case=TRUE;
return(ret);
case UNSET:
ret = global_var_telling_if_we_want_force_upper_case;
global_var_telling_if_we_want_force_upper_case=FALSE;
return(ret);
}
}
```

now is that too much to ask?

how can having an option to either use it or not be worse than not having the option in the first place? that's why your keyboard has a caps lock key. how is owning a ferrari and a 4x4 worse than owning just a 4x4 (or just a ferrari, assuming u can afford both, etc)?

ok. lets drop this. it is getting far too silly for me...

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

891. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 15:01:36 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Jan29.150136.1645@zip.eecs.umich.edu>
Source record: 235296

In article <1105@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
>> and probably also Epsons.
>>
>>Will you beleive me I have seen it running on 1 Meg ?
>
>Uhhh, no. I tried to run it once on a Mega 1, and it pops up an error
>noting that there is insufficient memory. What version of US did you use,
>what printer and what resolution?
>
>Maybe I used an old version, and did IMAGEN some work to reduce memory usage.
>
>Anxious to know more....
>
>
...
>_ _____
> | / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
> |/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
>* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
>_____

Imagen did release two versions, the first version of UltraScript
was mainly intended for the SLM804 Laser Printer and required
2 Meg, they later came out with a version called UltraScript ST1,
or something like that, which worked one 1 Meg machines with all
the different printers supported...at least that is the way that
I was told and read.

Richard Hall
University of Michigan

892. Re: Status of Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 15:08:44 UTC
From: tony@raid5.uucp
Message-ID: <1991Jan29.150844.13336@raid5.uucp>
Source record: 235174

In article <1991Jan28.102546.5083@maths.bath.ac.uk> djch@maths.bath.ac.uk () writes:
>Could someone email me
>1 what is the most up-to-date version of the sozobon C compiler and libraries
>
>2 the name of any ftp archive site which has the current version.
>
>Many thanks
>
>David Hutchinson

Here's a note from Hans in response to an earlier query...

> Sozobon Questions:
>
> Is Sozobon still under development?

Yes, very slowly.
> Has it been ported to Minix, PC or the Amiga yet?

It has been ported to Minix, and the result offered to
Andy Tannenbaum, but he wasnt interested. It really needs someone to do
a lot of support (not us!).
There are several unofficial ports to the amiga. The problem here
is that Commodore insists on restricting the header files. Without the
header files the compiler is useless. We are not going to waste our time
unless their attitude changes.
The PC is a bitch. 2 people have started ports and given up.
> Just what is it's current status?
Works well under a TOS shell. Does not work under MINT.
Comes with cc,hcc,jas,ld,make,ar,size,assembly level debugger,
libc, gem library, new floating library, stevie.
You probably will want to pick up a shell like Gulam to use with it.
(Dont use shells that upcase args).
Does not come with extensive documentation, support, etc.

You can always get the latest full TOS release by sending
$10 ($12 from overseas) made out to 'Tony Andrews' to

Tony Andrews
4704 Berkshire Court
Boulder, Colorado 80301
USA

However, do not send us questions without also sending a STAMPED
self-addressed envelope (if you want an answer).
> Are the Sozobon lads still working on it.

Johann is working on adding long external names and making it
work on UNIX hosts (including those with the 'wrong' byte order).
> Any chance of the ANSI standard becoming a reality?
What is the purpose of ANSI besides making it possible for a
perfectly good program to generate infinite useless error messages?
Who is volunteering to produce an ANSI libc?
> Is there a new version of Dales dLibs beyond 1.2?
We havent seen one. Dale?
>
> Questions, questions!
>
> The source for 'jas' does not produce a working program (it produces object
> files with only a header). As a result I can't fix the bugs.
Top 1.2 was released with a bug which made it produce a bad 'jas'. A fix
was posted later. If you need the latest fixed release, see above.
Unfortunately, most bulletin boards and archive sites have NOT put in the
fixes.

Johann Ruegg
Sozobon Ltd.

--
Tony Andrews uunet!dunike!onecom!raid5!tony
Array Technology Corp.
4775 Walnut St., Suite B
Boulder, Colorado 80301 USA

893. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 15:49:15 UTC
From: twmanino@eos.ncsu.edu
Message-ID: <1991Jan29.154915.20930@ncsuvx.ncsu.edu>
Source record: 235282

```
In article <2815@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> The thread so far...
>
> >>>If you already have a Quantum 80 or Syquest 44, you have to throw
it in the
> >>>trash, or sell it in "Trading Times"... forget using it in a TT...
>
> >>Don't be ridiculous. The TT has external SCSI; you can hook up other
> >>drives without any trouble.
>
> >BUT... if you already own a Quantum 80, you CAN'T use it as your
> >primary drive...
>
> Horsefeathers! What do you mean by "primary?" SCSI device 0? You can set
> the SCSI device number of the internal drive to 1 and your external drive
> to 0 and that's that. Internal? You can unscrew Atari's drive from the TT
> (and toss it, if you like) and put your Quantum there.
>
[stuff deleted]

> This is another example of people ragging on Atari from a position of
> woeful ignorance. Somebody reports a rumor or speculation based on next to
> no data, and somebody else says, "In that case Atari is stupid/doesn't care
> about customers/deserves to go under." It gets tiresome.
>
> ==========================================
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

No kidding! Why are people so impatient? I realize Atari has given people
a lot of grief about expansion and other assorted things, but people are
assuming too much before things make it to market based on some rumor that
nobody really knows is true yet!!!

On the other hand, if there is discussion in places like this where people like
you at Atari can see what people are/aren't satisfied with (real gripes, not
just whining just to hear oneself whine), it may valid to voice such things.

I do, however, side with you on this one.

-------------------------------------
I've got an ST, and I like it!!!
Tony
```

894. Macros in Neodesk (was Re: CodeKeys ????)

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 16:04:15 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Jan29.160415.23830@cs.mcgill.ca>
Source record: 235288

In article <4074228@zebedee.uucp> geoffc.zebedee@tharr.uucp writes:
>In article <14859@milton.u.washington.edu> ramsiri@blake.u.washington.edu
>(Enartloc Nhoj) writes:

>> I am waiting for mine to show up in the mail anyday. I understand
>> CODEKEYS can record any event. 128 events per macro.. 32 macros..
>> that may be linked. Global and local. I ordered it from Joppa
>> ... written by the wizards at CODEHEAD.

>From this description it sounds very similar to the Macro facility within
>Neodesk 3 - is it, or is it better ?

I have been using Neodesk 3 for quite some time now, but I have one
complaint about it:
The Macro Facility is very badly documented, and I can't get it to do
what I want....

All I need is a macro which runs the first accessory on the desktop.
I go through the motions, save the macro, and then try to run it.
I see a little M on the upper corner of my screen, and nothing happens.

has anyone managed to get it to do something like this?

--
S. Alan Ezust McGill University SoCS depeche@cs.mcgill.ca
"Lick the carpet, dust the dog, mow the windows, shine the socks....
you got to keep things CLEAN." - E. KaSpel

895. Robert Arp "Atari ST Machine Specific Programming In Assembly"

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 16:49:15 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4093@eastapps.East.Sun.COM>
Source record: 235297

I don't know if anyone is aware but Robert Arp wrote a really good manuscript for programming the ST in assembly language (hundreds and hundreds of pages. It never got published :-(but he has uploaded the text and src of the book to many bulletin boards, etc. What I noticed is that it isn't on atari.archive. I've gotten his permission so sometime this weekend I'll correct that little oversight. Hopefully, someone can find good information there!

Cheers,

Joe
-=-

896. Gulam questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 16:55:34 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4094@eastapps.East.Sun.COM>
Source record: 235298

I ran across something weird with Gulam that I'd like to know more about. Here's the situ: I uuencoded a ST binary and split the resulting file into three pieces. Copied those to ms-dos format floppies and brought them home to my Mega/STe. Copies the files onto the HD and ran Gulam so I could 'cat' them together. Right? Wrong. Not. I also tried 'cat filename' and nothing was shown on the screen. Hmmm. 'ue' loads and modifies the files just fine. 'cat' still won't show the file. Created a new file with 'ue' and that does 'cat' properly. What's going on? Hints? Ideas?

Also, atari.archive has Gulam 1.03.04.05 12/18/87. Is that the last version known? Is src available? Seems like a really nice shell and it would be a shame to see it perish.

Thanx.

Joe
-=-

897. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 17:25:48 UTC
From: madsen@admin.usask.ca
Message-ID: <1991Jan29.172548.1100@herald.usask.ca>
Source record: 235300

```
In article <886@TALOS.UUCP>, jerry@TALOS.UUCP (Jerry Gitomer) writes:
|> Path:
|>
herald.usask.ca!ccu.umanitoba.ca!bonnie.concordia.ca!news-server.csri.to
oronto.edu!cs.utexas.edu!samsung!spool2.mu.edu!sdd.hp.com!zaphod.mps.ohi
io-state.edu!rpi!uupsi!pbs.org!TALOS!jerry
|> From: jerry@TALOS.UUCP (Jerry Gitomer)
|> Newsgroups: comp.sys.atari.st
|> Subject: Re: ATARI's current line
|> Message-ID: <886@TALOS.UUCP>
|> Date: 25 Jan 91 17:23:47 GMT
|> References: <120@usna.NAVY.MIL>
|> Organization: NPRI, Alexandria VA
|> Lines: 37
|>
|> m937290@usna.navy.mil (Midn. Norman R. Solis (937290)
|> <m937290@usna.navy.mil>) writes:
|>
|>
|> :What machines is Atari offering these days. I was under the
|> impression that
|> :Atari was doing pretty poorly as a computer business. How much are
|> Atari
|> :systems selling for right now and how can you get one?
|>
|> :- N. Richard Solis
|>
|> :--
|> :| Richard Solis m937290@n1.usna.navy.mil Class of
|> 1993 |
|> :| USNA 33rd Company m937290@csvax2.scs.usna.navy.mil
|> |
|> :| Annapolis, MD 21412
|> |
|> :| (301) 267-5001 GO NAVY, BEAT ARMY!!! Standard
|> disclaimers apply! |
|>
|> You are less than 10 miles away from Maryland's largest
|> Atari dealer -- Toad Computers in Severna Park, MD. Their
|> phone number is (301) 544-6943.
|>
|> Looking at their wintertime catalog I see that Atari is now
|> making three lines of computers; the 68000 based STs, the
|> 68030 based TTs, and the Portfolio (an MS-DOG based handheld
```

|> portable).
|>
|> Since the Tramiel's acquired control of Atari the company
|> seems to have focused on the European market and, in the
|> opinion of many, ignored the domestic market. In Europe the
|> Atari is considered to be a serious computer, in the USA
|> Atari tends to be equated with toy.
|>
|> As someone who runs OS-9 and MINIX on my ST in addition to
|> GEM =I= realize that Atari computers are more than toys.
|>
|> --
|> Jerry Gitomer at National Political Resources Inc, Alexandria, VA
|> USA
|> I am apolitical, have no resources, and speak only for myself.
|> Ma Bell (703)683-9090 (UUCP: ...{uupsi,vrdxhq}!pbs!npri6!jerry
|> |>

In Canada the following are currently available:

1040STE 1Mb/68000-8mz/720k floppy/4096 colours -- $695.00

MEGASTE4 4Mb/68000-16mz/720k floppy/4096 colours
48mbHD -- $2,495.00

MEGASTE1 1MB/68000-16Mz/720k floppy/4096 colours
monochrome monitor -- $1,295.00

TT030/4/40 4Mb/68030-32Mz/720k floppy/48mbHD -- $4,295.00

Note: The MEGASTEs have a 16Mz 68000, come in the same box as the
TT. They have the following builtin:
- 1 Parallel port
- 4 Serial ports
- 1 Mouse
- 2 Joystick
- 1SCSI
- 1 ACSI
- Local talk
- cartridge
- MIDI in
- MIDI out
- 68881 math co-processor
- 1 Internal A24/D16 VME expansion slot

Monitors:

SM124 - Monochrome for ST 640x400 -- $249
SC1435 - 14 inch "STEREO" colour monitor for ST's -- $595
TTM194 - 19 inch Mono Hi-res 1280x960 for TTs -- $1,495
PTC1426 - 14 inch Multi-sync colour 640x480 for TTs -- $879

All prices mentioned are suggest retail prices in Canadian funds.
GST and PST extra

Jorgen Madsen
University of Saskatchewan
Saskatoon, Sask.
Canada

898. Re: 4Meg 1040ST System For Sale - Make Offer

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 17:50:37 UTC
From: marshall@hplsla.HP.COM
Message-ID: <5440149@hplsla.HP.COM>
Source record: 235163

It appears that most of you out there are not particularly interested in buying a complete system, but rather parts.

So, looks like I am now accepting offers on the hardware pieces rather than the system as a whole.

Please Email your offer directly to me. I still have the complete system although I have offers for most pieces.

Thanks again,

Marshall

899. Re: Neodesk vs Pagestream?

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 19:05:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4f7fe7a8.20b6d@apollo.HP.COM>
Source record: 235291

In article <1991Jan28.073757.27686@ims.alaska.edu>, JAY HARRIS writes:
|>
|> I've had bombs reading Pagestream 1.8 font data from disks run thru
|> Neodesk 2.n, most of which showed bogus files. Reformatting and
copying the font
|> files from the OEM desktop seems to, so far, avert this problem. Anyone
|> seen anything similar? Thanks fronm the Great White North.. j harris

There is a bug in the NEO 2.x version having to do with memory management and
the way that NEO does a multi-file copy -- NEO uses all available memory to
read as many files into memory that will fit, and then copies them all out to
the destination, then refills the buffer. In some cases (I don't
remember which)
it does this wrong, which then results in corruption of either the data in some
of the files, or of the file names and directories. I found this out by
hitting
the bug, then calling Gribnif. The solution I used was to do all copies through
Universal Item Selector, called through the acc at the NEO desktop.

NEO 3 appears to not have this bug.

...walt...

Walt Weber Hewlett Packard Response Center
508-256-6600x6772 Chelmsford, MA, USA
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

900. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 19:14:11 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4105@eastapps.East.Sun.COM>
Source record: 235152

madsen@admin.usask.ca () writes:
=jerry@TALOS.UUCP (Jerry Gitomer) writes:
=In Canada the following are currently available:
= MEGASTE4 4Mb/68000-16mz/720k floppy/4096 colours
= 48mbHD -- $2,495.00

The US model has these differences:
= TT030/4/40 4Mb/68030-32Mz/720k floppy/48mbHD -- $4,295.00
=
= Note: The MEGASTEs have a 16Mz 68000, come in the same box as the
= TT. They have the following builtin:
= - 1 Parallel port
= - 4 Serial ports
Two of those serial lines (LAN and Serial2) are actually the same output
device and can't be used at the same time. Still THREE serial lines. What
do I do with them...
= - 1 Mouse
= - 2 Joystick
Just one - like a regular ST.
= - 1SCSI
None. That's the TT.
= - 1 ACSI
= - Local talk
See above.
= - cartridge
= - MIDI in
= - MIDI out
= - 68881 math co-processor
yikes - I *hope* US model has one of these!
= - 1 Internal A24/D16 VME expansion slot

On another note, I have a Mega-4/Ste and would love to know if I have
a floating point chip without opening the case (I'm chicken for the next
three months :-). Is there an available software test?

= SC1435 - 14 inch "STEREO" colour monitor for ST's -- $595
These are really nice. The Stereo is quite nifty although I get better
sound from a "boom-box", which is to be expected.

Joe
-=-

901. Re: misc

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 19:47:28 UTC
From: ebowen@ub.d.umn.edu
Message-ID: <759@ub.d.umn.edu>
Source record: 235153

```
>help
>----

??????????????
--
Eric Bowen CIS: 71570,1244
ebowen@ub.d.umn.edu "All the way, Ma-am Airborne!" Genie: E.BOWEN
```

902. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 19:56:15 UTC
From: ebowen@ub.d.umn.edu
Message-ID: <760@ub.d.umn.edu>
Source record: 235154

I have replied to a number of posts regarding monochrome monitor problems in the past week or so, and had offered to send a text file describing how to adjust them, unfortunately my home system is down indefinitely so I won't be able to do that. However the file is availible on CompuServe, the file name is MONOMON.MOD (I think), so if someone were willing to repost it here there are some disgruntalled MONO owners that would appreciate it.

This is file is a must for anyone that has more than half an inch of black showing arround the edge of there monitor.

--

Eric Bowen CIS: 71570,1244
ebowen@ub.d.umn.edu "All the way, Ma-am Airborne!" Genie: E.BOWEN

903. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 19:58:35 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan29.195835.12226@ecst.csuchico.edu>
Source record: 235156

```
>In Canada the following are currently available:
>
> MEGASTE4 4Mb/68000-16mz/720k floppy/4096 colours
> 48mbHD -- $2,495.00
>
> MEGASTE1 1MB/68000-16Mz/720k floppy/4096 colours
> monochrome monitor -- $1,295.00

We still can't get them in the U.S.!!!! Even though they have apparently
passed Class B.

> Note: The MEGASTEs have a 16Mz 68000, come in the same box as the
> TT. They have the following builtin:
> - 1 Parallel port
> - 4 Serial ports

I thought the MegaSTe had only 2 serial ports, while the TT had all four.
If you have actually seen them, please forgive me.

> - 2 Joystick
> - 1SCSI
> - 1 ACSI
> - Local talk
> - cartridge
> - MIDI in
> - MIDI out
> - 68881 math co-processor

I thought only the TT came with the 68881.

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

904. Re: Rainbow TOS vs. older versions: problem

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 20:03:16 UTC
From: esj@harvee.UUCP
Message-ID: <3365545@harvee.UUCP>
Source record: 235177

In article <1991Jan28.192147.5610@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> In article <1906@ruunsa.fys.ruu.nl> spit@ruunsa.fys.ruu.nl (Werenfried Spit) writes:
> >I have a problem which I think is in Rainbow TOS.
> >When I format disks with Rainbow TOS it quite often
> >happens that my ST2 that is running TOS 1.2 can
> >no longer read the disk when it has become somewhat
> >filled. The problem doesn't occur with our 1040's.
> >
> >Is there anyone who has some idea about what might be
> >happening?
>
> I'd say it's the drive on the Mega. Perhaps it's out of alignment, or the
> drive speed could be off by a couple of RPMs. Rainbow TOS 'twists' the disks
> when it formats, to gain increased speed. I used this when I had my 1040
> (TOS 1.0) using an auxiliary formatting program. You may want to try
> formatting the disks with a formatting program, instead of with the desktop,
> and see if there's any difference.
>
I would agree that it is highly likely that the mega2 drive is out
to lunch. On my mega2, I could not get a reliable backup of my HD
onto floppies. The symptoms were "bad" spots on floppies that
moved tracks, disks that were readable then ureadable and then
readable again without any changes to the system. When I got an
external FD, all my floppy problems "went away" as long as I stick to
the B: drive.
>
>
> --
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
--
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956

905. Re: DM1: Some Spells...

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 20:41:47 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340069@hpfcso.HP.COM>
Source record: 235165

> stop this stuff you are cluttering this area with game junk!!!

Go home, chuckie.

If you haven't tried DM, you're missing out on one of the premier applications ever developed for the ST.

Besides, comp.sys.atari.st is for everyone. Even people who don't know how to write.

I'll bet you think Flight Simulator II is just a game, too.

-- Ray
rrd@hpfitst1.hp.com
(Sprinkle this message liberally with smileys before consuming)

906. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 22:25:41 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340070@hpfcso.HP.COM>
Source record: 235166

> oh, pu-lease! now you guys are telling me because you are perhaps not
> a good typist, i should not have the option of using MY OWN shift key.
> ...
> anybody can, though i seem to be a better typist than some :-).
> ...
> ok. lets drop this. it is getting far too silly for me...

This coming from a guy who doesn't even capitalize the first word of his sentences :-?

> how can having an option to either use it or not be worse than not having
> the option in the first place? that's why your keyboard has a caps lock
> key. how is owning a ferrari and a 4x4 worse than owning just a 4x4 (or
> just a ferrari, assuming u can afford both, etc)?

Well, some applications, upon finding the feature, might insist on using it, and not leaving it up to the user. Someone might write an application that creates internal data files named "foo" and "FoO" and requires them to be distinct.

Realistically, this can probably be avoided, but the point is, it is not a given that people will be able turn the feature off just because it is made optional.

Using the car example, if all there were in the world were ferrari's, then your boss could not expect you to drive through swamps. If the option to own a 4x4 became available, it is possible that your boss will be require you to drive through a swamp.

907. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 23:04:48 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Jan29.230448.10573@cs.ucla.edu>
Source record: 235158

In article <4105@eastapps.East.Sun.COM> gaudreau@east.sun.com (Joe Gaudreau - Sun BOS Software) writes:
`madsen@admin.usask.ca () writes:
`=jerry@TALOS.UUCP (Jerry Gitomer) writes:
...describing the Mega STE...
`= - 1SCSI
`None. That's the TT.
`= - 1 ACSI
`= - Local talk
`See above.

Actually, the Mega STE _does_ have the Localtalk port. It's labeled "LAN"

`Joe
`-=-
--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

908. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-29 23:34:00 UTC
From: bro@eunomia.rice.edu
Message-ID: <1991Jan29.233400.28092@rice.edu>
Source record: 235164

In article <1991Jan29.110121.10806@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>Well if the Monitors that I have touched had that sort of voltage I
>should have been dead many times, The Voltage in a Monitor is not that
>Dangerous,[...]

NO! NO! NO! The chassis of any monitor can conduct high-voltage and/or
high amperage signals through you and KILL! Your continued survival
is no reason to urge others to potentially dangerous actions.

NEVER work on a monitor when it is plugged in unless you REALLY know
what you are doing. Even unplugged monitors may carry dangerous
charges in capacitors for quite some time as well.

Be careful out there.

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

909. Video-key?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 02:50:55 UTC
From: robert@informix.com
Message-ID: <1991Jan30.025055.18424@informix.com>
Source record: 235173

I've seen references to a product called "Video_key". Is this just an RF-modulator for old 520ST's that don't have a built-in modulator, or does this product enable better resolution on a standard TV than you can get using an RF-modulator?

Robert C.
--

Disclaimer: My company has not yet seen fit to elect me as spokesperson. Hmmpf.

910. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 02:53:17 UTC
From: erc@radon.berkeley.edu
Message-ID: <40699@ucbvax.BERKELEY.EDU>
Source record: 235157
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

```
For information on the list format and on submitting your ratings, see
the end of this posting and the article entitled "ABOUT THE VIDEO GAMES
RATINGS REPORT" in the newsgroup rec.games.video.

ATARI GAME RATINGS REPORT

ATARI LYNX
New Distribution Votes Rank Title
..00111120 41 7.0 Blue Lightning
0.01113100 54 6.3 California Games
..00001221 44 8.0 Chip's Challenge
.00112110. 36 5.7 Electrocop
0.0002121. 37 6.4 Gates Of Zendocon
0.0123200. 39 5.7 Gauntlet III
......0134 30 9.1 Klax
..1..1.6.. 6 6.8 Ms. Pac-Man
..1.4.13.. 9 6.0 Paperboy
......2422 5 8.4 Rampage
....0.0520 12 8.1 Roadblasters
..1.2212.1 9 6.4 Robosquash
......55.. 2 7.5 Rygar
...0013110 27 7.1 Slime World
....002121 17 8.0 Xenophobe
......1152 8 8.9 Zarlor Mercenary

ATARI ST
New Distribution Votes Rank Title
.........* 1 10.0 A Day At The Races
.3.....3.3 3 6.7 Airball
..22.5.... 4 4.8 Arctic Fox
....3.33.. 3 6.7 Arkanoid
....*..... 1 5.0 Artura
........*. 1 9.0 Baal
....5..5.. 2 6.5 Barbarian
.......*.. 1 8.0 Bard's Tale I
.....*.... 2 6.0 Batman
* .......*.. 1 8.0 Block-Out
........*. 1 9.0 Blockbuster
.....5...5 2 8.0 Blood Money
.......*.. 1 8.0 Bloodwych
*......... 1 1.0 Breakers
........*. 1 9.0 Cadaver
.......135 6 9.3 Chaos Strikes Back
.....*.... 1 6.0 Demon's Winter
```

```
......*... 1 7.0 Dogs Of War
.......135 13 9.4 Dungeon Master
.....*.... 4 6.0 Empire Strikes Back, The
.....1142. 7 7.9 Falcon
......4.6. 5 8.2 Flight Simulator
* .......*.. 1 8.0 Full Metal Planet
.........* 1 10.0 Gold Of The Aztecs
..2..422.. 5 6.0 Goldrunner
........55 2 9.5 Gunship
......*... 1 7.0 Heroes Of The Lance
.....*.... 1 6.0 Jinxter
...1..313. 6 7.3 Joust
.....55... 2 6.5 Leisure Suit Larry I
.....5.5.. 2 7.0 Leisure Suit Larry II
.......*.. 1 8.0 Lombard Rally
.....5.5.. 2 7.0 Mean 18
........*. 1 9.0 Microleague Baseball
......3..6 3 9.0 Midimaze
.....55... 2 6.5 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
..22.2.2.. 4 5.2 Pawn, The
........*. 1 9.0 Phantasie III
.......521 7 8.6 Populous
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
.....244.. 5 7.2 R-Type
....424... 5 6.0 Return Of The Jedi, The
.....*.... 1 6.0 Rings Of Zilfin
.11..131.. 6 5.5 Roadwar 2000
......*... 1 7.0 Rocket Ranger
....2242.. 5 6.6 Rogue
...5..5... 2 5.5 Rolling Thunder
....*..... 1 5.0 Shadow Of The Beast
.....2242. 5 7.6 Shanghai
.....2222. 4 7.5 Silent Service
......2.52 4 8.8 Simcity
..*....... 1 3.0 Sorcerer Lord
.....63... 3 6.3 Space Harrier II
.......*.. 2 8.0 Space Quest III
* .......*.. 1 8.0 Speedball II
.....55... 2 6.5 Star Wars
...1.51.1. 7 6.3 Starglider
.......*.. 1 8.0 Starglider II
.....5.5.. 2 7.0 Sundog
.......*.. 1 8.0 T.V. Sports Football
.*........ 1 2.0 Terrorpods
...*...... 1 4.0 Tetris
.....513.. 6 6.8 Time Bandit
```

.........* 1 10.0 Ultima IV
.....55... 2 6.5 Wargame Construction Set
.......*.. 2 8.0 Wayne Gretzky Hockey
...3...3.3 3 7.3 Xenon
.......55. 2 8.5 Xenon 2
.5..11.1.. 6 4.2 Xevious

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT" in the newsgroup rec.games.video for more details, including information on how to vote.

Questions, comments, problems, and errors should be directed to the list maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng 1906 milvia street berkeley california 94704
..!uunet!irss.njit.edu!erc ...!ucbvax!radon!erc
erc@irss.njit.edu erc@radon.berkeley.edu

911. SimEarth for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 03:14:34 UTC
From: iho@akbar.cac.washington.edu
Message-ID: <15437@milton.u.washington.edu>
Source record: 235159

Does anybody know if they are planning to port SimEarth to the ST? If the answer is no (no they aren't, not no you don't know), does anybody know if SimEarth will run under GCR?

Thanks in advance.

--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

912. Atari 520ST CPU for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 03:31:53 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991Jan30.033153.4085@isc.rit.edu>
Source record: 235155
Cross-posted to: comp.sys.atari.st,misc.forsale

For sale:

Atari 520ST CPU. This is *NOT* a 520STFM. 1MB RAM upgrade, no RF
modulator. TOS 1.0 ROMS. Includes mouse and extra Yamaha chip.
Perfect working condition.

This includes the CPU only, no disk drive or monitor. You could buy
it as a backup unit.

Asking $175 or best offer. Price includes shipping within the
48 states. Computer does come in original packaging.

If interested, reply via one of the below mothods.

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

913. Re: DM1: Some Spells...

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 05:50:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <38648@cup.portal.com>
Source record: 235171

Everybody stop talking about any Atari ST games...

Chuck Schul doesn't like it.

BobR

914. To Frank Rachel

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 05:50:34 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan30.055034.15707@ecst.csuchico.edu>
Source record: 235160

I sent the check today.

Sorry to post it here, but I didn't have your address.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

915. STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 06:52:57 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40711@ucbvax.BERKELEY.EDU>
Source record: 235167

tari people,

There is a review of the STacy in this mos/ issue of electronic musician and it's not very positive. One thing it did say was Atari software got a D grade (that is GEM, not apps) one complaint the reviewer had was that GEM required a 1/2 to 1 second pause before an initial click in a click-drag manipulation otherwise the drag would fail. Is this a problem I'm not aware of? I have a Mega & a 520 & they seem OK. If their reviewer is indeed seeing things that are ;not there perhaps everyone can write a letter to the magazine.

Sorry I couldn't quote the magazine directly.

916. Re: Warning: HIDORAMA on STart disk

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 08:55:24 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5272@brahma.cs.hw.ac.uk>
Source record: 235186

In article <16081@sdcc6.ucsd.edu> ss60wbi@sdcc4.ucsd.edu (G. "Maddog" Knauss) writes:
> ... Apparently, when a file has it's PROTECT bit set, it ignores both the >HIDDEN and SYSTEM attribues, don't ask me why. I thought I had checked this >before shipping the stupid thing off to Start, but I just tried it and it >doesn't work. You can HIDE and SYSTEM files just fine, as long as they are not >PROTECTED as well. ...

This is a bug in TOS 1.0 and TOS 1.2. It's fixed in TOS 1.4 onwards. You will also find that a write protected program will not get run if it's hidden. That's fixed too.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

917. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 09:09:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b02434@jonh.wimsey.bc.ca>
Source record: 235168

In <1991Jan29.230448.10573@cs.ucla.edu>, Steve Whitney writes:
>In article <4105@eastapps.East.Sun.COM> gaudreau@east.sun.com (Joe Gaudreau - Sun BOS Software) writes:
>`madsen@admin.usask.ca () writes:
>`=jerry@TALOS.UUCP (Jerry Gitomer) writes:
>...describing the Mega STE...
>`= - 1SCSI
>`None. That's the TT.

I'm pretty sure the internal harddrive on the STe is an imbedded
SCSI drive plugged directly to the computer, so there is scsi there.
Whether it was brought out the back of the computer or not, sorry, I
didn't look. Ilike the concept behind the Mega STe1. It's basically
a dealer configuable box, as the cost on 256k simms appearantly is
about 3.00$. Now if someone could come out with a board which used
a bunch of 256k simms to make a 4 meg board that fit the 4 simm
slots, there'd be a use for all those excess simms.......

Someone mentioned here that the 2.5 meg configuration didn't
work due to a bug in tos 1.6. If what I've heard is correct, this
is wrong. The new mmu is part of a larger chip with other custom chips
incorperated into it. I'd say the logic to support the 2.5 meg config
was left out to simplify design, rather than from malice.

>
>Actually, the Mega STE _does_ have the Localtalk port. It's labeled "LAN"
>

A friend of mine is looking for an X Terminal package which supports
the rs232 port on the ST and doesn't have to be purchased with a lan
board of any sort. Does anyone know of a company that supplys this?
I was looking through a book on programming for X, and it seems that
the primitives look a lot like VDI calls. An interesting project would
be an X terminal package that mapped the X communications to a Gem window.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

918. Re: SimEarth for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 09:14:34 UTC
From: jhc00614@uxa.cso.uiuc.edu
Message-ID: <1991Jan30.091434.13252@ux1.cso.uiuc.edu>
Source record: 235170

iho@akbar.cac.washington.edu (Il Oh) writes:

>Does anybody know if they are planning to port SimEarth to the ST? If
>the answer is no (no they aren't, not no you don't know), does anybody
>know if SimEarth will run under GCR?
I've read in an Amiga magazine (yes, I have an Amiga, no flames please)
that both an Amiga and ST version would be released 1/2 year after it was
released for the MAC. Maxis is having a European company do the port for

them.
them. i
>Thanks in advance.
You're welcome.
Jason

>--
> "And now, adding color | Il Hwan Oh
> a group of anonymous, Latin-American | University of Washington, Tacoma
> meat-packing glitterati" | iho@cac.washington.edu
> -- Pink Floyd, Final Cut |

919. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 10:36:49 UTC
From: tgray@pieman.compserv.utas.edu.au
Message-ID: <1991Jan30.203650.28@tamar.compserv.utas.edu.au>
Source record: 235101

In article <40711@ucbvax.BERKELEY.EDU> emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:
< stuff deleted >
>software got a D grade (that is GEM, not apps) one complaint the
>reviewer had was that GEM required a 1/2 to 1 second pause before an
>initial click in a click-drag manipulation otherwise the drag would
>fail. Is this a problem I'm not aware of? I have a Mega & a 520 &
>they seem OK. If their reviewer is indeed seeing things that are
>;not there perhaps everyone can write a letter to the magazine.
>
>Sorry I couldn't quote the magazine directly.

What the reviewer was probably referring to (without realising it) is the way GEM handles a double-click. The first time you click the mouse, GEM waits a preset period of time (as set in the mouse double-click speed, in the control panel) to decide whether you will make a double-click. If you haven't pressed the button again within the time frame, a single-click event is posted - if you have, it is posted as a double-click. This is quite different to the way the Mac OS (for instance) handles a double click. With the Mac, a click posts a select event immediately. If a second click is made within the double-click period, a second, double click event is posted.

If you set the double-click speed of both the Mac and the Atari real slow, you can actually see that the Mac gives visual feedback immediately after the first click of a double-click (eg., an icon changes its visual appearance) whereas the Atari waits until after the second click to give visual feedback.

If the magazine reviewer had set the double-click speed to the slowest setting, he (she?) would have observed the delay you mention, ie. a delay after holding the mouse down before a drag could take place.

It is interesting - this single technique alone causes a large difference in feel between GEM and the Mac OS, and makes GEM seem "sluggish". Perhaps if a patch could be made to GEM to allow a single click to be posted immediately one occurs, with a second post (as a double-click) if another click was observed on the same pixel within the time period, then GEM would feel faster (or smoother). But then again... who knows what other programs would break!

If you were coding your own application, it would not be too hard using the normal AES calls to simulate the Macintosh approach.

Hope that helps!
--

Tony Gray AARNET: tgray@pieman.compserv.utas.edu.au
School of Applied Computing Phone : (003) 260 366
University of Tasmania - Launceston CIS : 74010,1556

920. Re: DM1: Some Spells...

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 11:10:01 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4363@syma.sussex.ac.uk>
Source record: 235109

From article <7280@crash.cts.com>, by chuckie@pro-odyssey.cts.com (Chuck Schul):
> In-Reply-To: message from johnu@syma.sussex.ac.uk
>
> stop this stuff you are cluttering this area with game junk!!!

Although I work at the same university as John Upham, I don't know him,
so there's nothing personal here.

Why should 'game junk' be excluded from this newsgroup? As I understand
it, the area is for all kinds of ST-related discussion except perhaps
for the recently hived-off 'tech' area.

I don't play Dungeon Master, so I tend to skip over messages about it.
I can appreciate that people who have to pay directly to read news might
find messages about topics which don't interest them irritating, but I
don't think we should deliberately narrow the range of discussion.

if push came to shove i would also defend chucks atari revolution
lowercase punctuationless contributions as long as they are balanced by the
occasional leavening of chris mauritz cynicism ok folks i think ive said
enough for now

Cheers,

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
INTERNET: grahamt@syma.sussex.ac.uk JANET: grahamt@uk.ac.sussex.syma
BITNET: grahamt%sussex.syma@UKACRL UUCP: grahamt%sussex.syma@ukc.uucp
Phone: +44 273 678165 Fax: +44 273 685865

921. email-adress of metacomco ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 11:47:01 UTC
From: dingelde@zgdvda.zgdvda.uucp
Message-ID: <4002@zgdvda.zgdvda.uucp>
Source record: 235172

```
Hello !
I need *urgently* the email-adress of metacomco inc. Who has it ?

Greets Dennis

--
Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
(dingelde@agd.fhg.de) Wilhelminenstr. 7 wMw
D-6100 Darmstadt, West Germany ~.~
Phone: +49/6151/155-101 \-/
```

922. Using the mouse in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 11:57:53 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Jan30.115753.20479@csug.rdg.ac.uk>
Source record: 235113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

(Sorry if this is a repost - Trouble locally with rn/pnews)

Hello,
I would like to use the mouse in a TOS program, ie to be able to get the x and y coordinate of the mouse and the state of the two buttons. I have seen the 'xbios #0 initmous' call that sets up (among other things) an address of a routine to handle the mouse input. What I would like to know is how to program this routine, ie how to read the mouse packets. (Also how to reset the mouse to its previous state on program exit). Any help would be appreciated.

Also, please could someone recommend a good book on the 'internal workings' of the ST, such as the low-level stuff like the above, keyboard reading, detailed description of linea, etc. I have the book "Concise Atari ST 68000 Programmers Reference Guide" which contains many things, but not always very accurately or to great detail.

Thanks,
Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	

923. First Word + Page Numbering > 999

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 12:18:46 UTC
From: roys@syma.sussex.ac.uk
Message-ID: <4369@syma.sussex.ac.uk>
Source record: 235110

Does anybody know of or have a utility/patch for First Word+ which wopuld
allow page numbering beyond page 999?

Replies by e-mail please, to: roys@cogs.sussex.ac.uk

All the best,
Roy

924. DM complaint

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 12:42:18 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan30.124218.29769@mailer.cc.fsu.edu>
Source record: 235176

In article <7280@crash.cts.com>, chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>In-Reply-To: message from johnu@syma.sussex.ac.uk
>
>stop this stuff you are cluttering this area with game junk!!!

I disagree. Dungeon Master is a great game, and has probably sold many ST's.
This is a personal computer newsgroup, and folks play games on personal
computers! If you are interested in purely technical discussion, read
comp.sys.atari.st.tech.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

925. Re: Robert Arp "Atari ST Machine Specific Programming In

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 12:52:31 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan30.125231.7869@actrix.gen.nz>
Source record: 235178

Assembly"
Summary:
Expires:
References: <28140.279f603c@kuhub.cc.ukans.edu>
<28208.27a48920@kuhub.cc.ukans.edu> <4093@eastapps.East.Sun.COM>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: gaudreau@east.sun.com

In article <4093@eastapps.East.Sun.COM> gaudreau@east.sun.com (Joe
Gaudreau - Sun BOS Software) writes:
> I don't know if anyone is aware but Robert Arp wrote a really good
> manuscript for programming the ST in assembly language (hundreds and
> hundreds of pages. It never got published :-(but he has uploaded the
> text and src of the book to many bulletin boards, etc. What I noticed
> is that it isn't on atari.archive. I've gotten his permission so
> sometime this weekend I'll correct that little oversight. Hopefully,
> someone can find good information there!
>
> Cheers,
>
> Joe
> -=-

I also have read about them, and from what I read they where up on
Genie, but no way could I find them, I did serches for his name, and
even looked into the User list, but could not find them..???

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

926. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 13:47:35 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan30.134735.1@simvax.labmed.umn.edu>
Source record: 235175

In article <38650@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Apple and
> IBM Corp don't force you into buying what *they* want to sell you.

Remember this bit of stupidity as I answer Bob's questions below...

> Why would Atari design the TT with memory "daughterboards" you can only
> obtain from Atari otherwise..?

Probably the same reason that Apple designed the Macintosh so that it was not 'upgradeable' except through hardware hacks. Know how much it cost to convert a 128K Mac to a 512K Mac? $900. Know how much it cost to convert a 512K Mac to a 1 Meg Mac? $900. Business practices appear to indicate that Atari is following the well-trod path of Apple at this point in time.

> Why would Atari insist on selling you the hard drive THEY want to sell?

Probably the same reason that Apple insisted on selling you the hard drive THEY wanted to sell -- until someone found a way to do things differently, and Apple made enough money in market share to give up the hard-drive business.

> Just another example of how Atari Corp will always remain a backwater
> "other" computer company.

Like Apple Computer Corp.

Sigh... Bob, why don't you go buy a Macintosh and plage someplace like comp.sys.mac? Your blood pressure would sure enjoy the change of place. You're recent posts have been pretty apoplectic.

===
David Paschall-Zimbel davidli@simvax.labmed.umn.edu

927. Re: DM1: Help on level 6

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 13:54:29 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Jan30.135429.3399@daffy.cs.wisc.edu>
Source record: 235184

Hello everyone! How would you people like the following real cheap:

SH204: $200.00; Great second drive, excellent condition and has been
upgraded with the Berkeley Auto Error correction chip
for reporting/correcting on disk errors.

4MEGS of 1 Meg
DRAMS $150.00; 4 Megabytes of 80ns MOTOROLA DRAM chips. Perfect for
that perspective upgrade.

I pay shipping first class priority mail. You sit and wait for it too arrive.

LOOKING FOR:

I am looking for MAC ROMS. at a good price. Anyone know of a place to get
tham, or does anyone want to sell me their MAC 128K ROMS?

--Gregory

928. Re: email-adress of metacomco ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 13:57:41 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Jan30.135741.22098@cs.dal.ca>
Source record: 235180

In article <4002@zgdvda.zgdvda.uucp> dingelde@agd.fhg.de writes:
>I need *urgently* the email-adress of metacomco inc. Who has it ?

I thought they went under. A lot of their software eneded up on the
remainder shelves.

Bill
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

929. Magic Numbers

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 14:13:48 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Jan30.141348.21881@csug.rdg.ac.uk>
Source record: 235114

Hello,
Does anyone know the 'magic numbers' for 'arc', 'zoo', 'lzh', etc files that can be put into /etc/magic on unix systems (and for the similar 'file' program available for the ST). I *did* have them, but have managed to delete them!!

Thanks,
Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	
---

930. Re: PD for profit (was Re: Atari ST software for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 14:46:16 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.91Jan30154616@fb14vax.sbsvax.uucp>
Source record: 235179

In article <21933@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:

|In article <1885@quando.quantum.de> elliott@quando.UUCP (C. David Elliott) writes:
|>
|>If you have a look at some public domain software and read the documentation
|>files and such like, you will usually see the author saying something like
|>
|>>> This program is public domain and should not be sold for profit.
|>
|>To me this means pretty clearly that public domain software shouldn't be sold
|>to make a profit (and if you buy any at profit making-prices perhaps you
|>should look around a bit better first because - at least in the UK and
|>Germany - many PD libraries exist which are run as non-profit making
|>organisations).
Really? If you mean the - most often academic - sites which act as ftp or
mail servers that's true. But a look at those ST related mags (at least
here in Germany) implies that there's a really big market for PD. I guess
many ST users don't know another way to get this software and so they pay
8 to 10 times the price of an empty disk (without shipping). This seems a
bit more than the costs for copying. Some authors are aware of this fact
and explicitly forbid this kind of distribution. Well done.
Are there any other ways? Perhaps user clubs? How is this done in other
countries?

|As soon as an author says a program is public domain, he loses all control over
|it. The phrase "should not be sold for profit" is just the author's opinion
|and carries no legal force. Whether it carries any moral force is up to the
|individual. If someone wants to sell a public domain program, that's between
|him and the buyer, and there's no legal reason he can't do it.

|If you really want to insure that a program can't be sold for profit, keep the
|copyright. Then you can place as many or as few restrictions as you want on
|it's distribution, including prohibiting sale for profit.
I agree. Moreover, I think real PD software hardly exists. Most authors
keep the copyright or declare their programs as 'freeware' or even
'shareware'. Btw., does naming them so carry any legal force (without
mentioning the copyright)?

-Wolfgang

+---+
| Wolfgang Huwig CS Dept./AI Lab University of Saarland |
+ +-----------------------------------+
| Internet: wolf@cs.uni-sb.de | This space intentionally left blank |
+-----------------------------+-----------------------------------+
--

```
+-------------------------------------------------------------------+
| Wolfgang Huwig CS Dept./AI Lab University of Saarland |
+ +-----------------------------------+
| Internet: wolf@cs.uni-sb.de | This space intentionally left blank |
+-----------------------------+-----------------------------------+
```

931. Re: Gulam questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 15:19:04 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jan30151904@ghiggins.hpl.hp.com>
Source record: 235195

(Joe Gaudreau - Sun BOS Software) writes about gulam and cat.

I don't think that 'cat' is straightforward under TOS. I was warned that 'cat' in gulam doesn't work as expected. Someone on the net supplied 'filecat', a utility which *does* perform file concatenation. You should be able to pick it up on atari.archive.

I tried compiling up the GNU file utility 'cat' to see if I could get round the problem that way. It compiled up OK, but running it results in OS errors (sigh).

I believe the author of gulam is no longer working with STs.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.
---

932. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 15:25:24 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <ebER02D8046P01@JUTS.ccc.amdahl.com>
Source record: 235200

In article <1991Jan29.110121.10806@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
><6985@uqcspe.cs.uq.oz.au> <232@rosie.NeXT.COM>
>Sender:
>Followup-To:
>Distribution:world
>Organization: Actrix Information Exchange, Wellington, New Zealand
>Keywords:
>Comment-To: sstreep@next.com
>
>Well if the Monitors that I have touched had that sort of voltage I
>should have been dead many times, The Voltage in a Monitor is not that
>Dangerous, it only supplies about 500ua, and the Votage in a Colour
>monitors is about 25KV, and about 12KV in a Mono Monitor, the safe bet
>it to allways put one hand in your pocket, the High Votage in the
>monitors, is fully insulated, so there no real problem...
When dealing with high voltage equipment the potential for shock IS REAL.

But there are some very high voltage capacitors that store a whole hell of
a lot of charge. Enough so to knock you flat on your arse. Before you
stick you hand in a monitor ground those caps to bleed off that charge.
This is assuming you are working on an unpluged monitor.

If it is not unpluged then don't open it up unless you know what the hell
you are doing.
>
>--
>Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */

933. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 16:00:54 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4114@eastapps.East.Sun.COM>
Source record: 235183

```
stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
=(Joe Gaudreau - Sun BOS Software) writes:
=`madsen@admin.usask.ca () writes:
=`=jerry@TALOS.UUCP (Jerry Gitomer) writes:
=...describing the Mega STE...
=`= - 1SCSI
=`None. That's the TT.
=`= - 1 ACSI
=`= - Local talk
=`See above.
^^^^^^^^^

=Actually, the Mega STE _does_ have the Localtalk port. It's labeled "LAN"
Yea, I know. Check out the 'See above', which is now below:

=(Joe Gaudreau - Sun BOS Software) writes:
= - 4 Serial ports
Two of those serial lines (LAN and Serial2) are actually the same output
device and can't be used at the same time. Still THREE serial lines. What
do I do with them...

Which is to say, the Serial2 and the LAN are the same device, just with two
different connectors.

Steve,
(())_-_(()) nice bear. I like the statue even better when
| (* *) | he's wearing sun glasses, a hat, while juggling.
UCLA Bruin--= { \_@_/ }
`-----'
Joe
-=-
```

934. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 16:10:13 UTC
From: jerry@TALOS.UUCP
Message-ID: <901@TALOS.UUCP>
Source record: 235181

Bob_BobR_Retelle@cup.portal.com writes:

:Allan Pratt wrote a message pretty much spelling out how Atari Corp plans
:to try to lock their customers into buying what Atari Corp wants to sell
:them, NOT what the customers may want...

If Atari, or anyone else, ignores what their customers want they will wind
up going out of business. The TT, the Portfolio, and the new 16-bit game
machines indicate that Atari =isn't= going out of business. Ergo, Atari
is selling what the customers want, although perhaps this does not
coincide with what =you= (or I) might want.

:It's really too bad that Atari Corp, as a third-rate computer company can't
:learn to accomodate their customers as their competition does. Apple and
:IBM Corp don't force you into buying what *they* want to sell you. They'll
:sell you the system you want, and allow you to upgrade it as you want.

You have obviously not looked at either a MAC Classic or a PS/1.

:Why would Atari design the TT with memory "daughterboards" you can only
:obtain from Atari otherwise..?

Atari will not, and cannot, stop you or anyone else from going into
business making and sellng daughterboards that replace those Atari
sells for the TT.

:Why would Atari insist on selling you the hard drive THEY want to sell?

Perhaps they want to minimize cost for the typical purchaser, perhaps they
want to maximize profit, perhaps they just want to make sure that the TT
users have a hard disk that is "performance tuned" to the processor.

:Just another example of how Atari Corp will always remain a backwater
:"other" computer company.

I don't agree, but to each his own opinion.

--
Jerry Gitomer at National Political Resources Inc, Alexandria, VA USA
I am apolitical, have no resources, and speak only for myself.
Ma Bell (703)683-9090 (UUCP: ...{uupsi,vrdxhq}!pbs!npri6!jerry

935. Re: MiNT, what is current status?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 16:14:55 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Jan30.111455.8445@uwovax.uwo.ca>
Source record: 235185

In article <2691@krafla.rhi.hi.is>, adamd@rhi.hi.is (Adam David) writes:
> Is there anyone who would care to inform me/us better about MiNT. The last
> version posted was 0.6 but 0.7 is on the server at umich and probably elsewhere.

Yes, 0.7 is the current version.

> Specifically:
> What is wrong with 0.6?

Several bugs (e.g. in memory management) and inefficient code (again, mostly
in memory management).

> Is there a reason (?bugs etc.) why 0.7 hasn't been posted?

No reason in particular; it just didn't seem like a big enough change to
post, and most people have access to atari.archive or some similar site.
There is a major bug in the new 0.7 code for handling minix filesystems,
so that's another reason not to post (Steve Henson has found and fixed the
bug for 0.8).

I'll post 0.8 when it's ready (don't expect it real soon).

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

936. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 16:23:57 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Jan30.112357.7718@umiami.ir.miami.edu>
Source record: 235182

In article <4105@eastapps.East.Sun.COM>, gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes:
> madsen@admin.usask.ca () writes:
> =jerry@TALOS.UUCP (Jerry Gitomer) writes:
> =In Canada the following are currently available:
> = MEGASTE4 4Mb/68000-16mz/720k floppy/4096 colours
> = 48mbHD -- $2,495.00
>
> The US model has these differences:
> = TT030/4/40 4Mb/68030-32Mz/720k floppy/48mbHD -- $4,295.00
> =
> = Note: The MEGASTEs have a 16Mz 68000, come in the same box as the
> = TT. They have the following builtin:
> = - 1 Parallel port
> = - 4 Serial ports
> Two of those serial lines (LAN and Serial2) are actually the same output
> device and can't be used at the same time. Still THREE serial lines. What
> do I do with them...
> = - 1 Mouse
> = - 2 Joystick
> Just one - like a regular ST.
> = - 1SCSI
> None. That's the TT.
> = - 1 ACSI
> = - Local talk
> See above.
> = - cartridge
> = - MIDI in
> = - MIDI out
> = - 68881 math co-processor
> yikes - I *hope* US model has one of these!
> = - 1 Internal A24/D16 VME expansion slot
>
> On another note, I have a Mega-4/Ste and would love to know if I have
> a floating point chip without opening the case (I'm chicken for the next
> three months :-). Is there an available software test?
>
> = SC1435 - 14 inch "STEREO" colour monitor for ST's -- $595
> These are really nice. The Stereo is quite nifty although I get better
> sound from a "boom-box", which is to be expected.
>
> Joe
> -=-

Question:
Not mentioned in the specs for he MEGA/STE are the new anolog 15 pin ports. I suspect they have been droppped then as worthless because the MEGA/STE doesn't have them. I mean what point is there to upgrading the ST if the new ports you put onto it aren't carried over into the higher end models???

Mark Santora
DLK0MS9S@UMIAMI.edu

937. 68030 SST to STE, can it be done?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 17:04:46 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan30.170446.5940@santra.uucp>
Source record: 235192

Is it possible to install the 68030 SST to STE? I know that there are
adapters that make this physically possible, but does it work?
Where can I get such an adapter? (PLCC to DIL)

Please followup this article, because I may not be the only one needing
this article.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

938. ST + CD-ROM (and other optical drives)

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 17:32:45 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan30.173245.6528@santra.uucp>
Source record: 235197

I think I soon will need a CD-ROM.
So please everybody having knowledge and/or experience about
CD-ROMs + ST, please answer.

What drives available? Where? Prices? Compatibility?

(one that works under Spectre is also considered...)

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

939. Re: GEM key sequences

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 17:44:10 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Jan30.174410.190@cs.olemiss.edu>
Source record: 235193

In article <1540005@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:
>Here is a summary of information I got from a question a few months
>ago (sorry to take awhile; didn't get the feeling anybody was too
>interested). Basically the question was "what key sequences does GEM
>respond to?":
>
>"Classic" GEM keys:
> alt-help screen dump
> esc re-read disk for active window
> mouse left + shift select additional files
>
I thought everybody knew about the left mouse button:
Left mouse hold+ right mouse select things in inactive window
(Shift works here, too I think)
Left mouse hold+ right mouse dbl clk launch from inactive window

And even neater is the "mouse program trick"
Double click an executable, then either hold the mouse button down or
push the mouse up to the GEM menu bar and let go. The program won't
start until you let go of the mouse button or move the mouse from
the menu bar.

If you've seen this, is there an abort sequence, i.e. OOOPS?
I've looked for about a year, ALT-this-that-or-the-other, CNTRL-(same)
Space, etc, double click, you name it. Maybe there isn't one, but
it sure would be nice

>
>--Jeff Wright HP Circuit Technology R&D
> wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

!!!

940. Re: Directory compress routine ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 17:45:25 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan30.174525.29272@convex.com>
Source record: 235194

In article <5050688@zebedee.uucp> zebedee.geoffc@tharr.uucp writes:
>Does anyone have a program that will compress a TOS directory so that all
>the directory entries for the files lie at the start of the directory ?
>I know that the reorder option of Neodesk 3 does this but I would like a
>program I can use from a CLI to do the same job (to cut down on having to
>quit back to Neodesk).

i am not exactly sure what u mean, but consider this:

```
find mydir -type d -print >xxx
find mydir -type f -print >>xxx
zoo aI archive <xxx
```

i am not sure of the zoo options. this is known to work on unix. zoo,
nice program it is, allows u to read the list of files from stdin (can
lharc do this?). the first find program lists all directories starting
in mydir, the next one lists files. so you get a list which may look like:

```
mydir dir
mydir/mgif dir
mydir/tmp dir
mydir/edit dir
mydir/mgif/Makefile file
mydir/mgif/README .
mydir/tmp/font-36x80 .
mydir/tmp/font-8x9 .
mydir/tmp/font-hack
mydir/edit/elvis.zoo
mydir/edit/emacs-readme.jrd
mydir/edit/emacs39.lzh
mydir/edit/emcs1855.0
mydir/edit/emcs1855.1
mydir/edit/emcs1855.2
```

is this what u mean? all the directories are first in the list. note that
i don't think that this can be put in a gulam script, because (at least
the version i have) does not handle redirection from inside a script. other
shells can do this, however.

i think there is an st find(1). i have my own (of course).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

941. Re: Tape Mechanism

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 18:18:53 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1991Jan30.181853.9332@gumby.cc.wmich.edu>
Source record: 235105

In article <1991Jan16.184447.14109@d.cs.okstate.edu> cummins@d.cs.okstate.edu (John Cummins) writes:
>
> I'm wanting to add a tape backup system to my ICD Host Adapter based
> SCSI hard disk system. Does anyone know what kind (brand name/ model no.)
> of SCSI tape drive ICD sells in their FaST Backup setup?

The tape drive ICD uses is the TEAC MT-2ST/N50 streaming cassette unit, available in single-quantity prices around $400. But I wouldn't rush out to buy one just yet. As someone else here mentioned, ICD uses a custom ROM in the units it ships, which at the very least has a special device ID that its backup software queries for, and that off-the-shelf TEAC drives do not have. Also, ICD does not sell their backup software separately, so you'd have to write your own.

It's my understanding that ICD plans to unbundle their FaST tape backup package sometime during the 1st quarter of '91, probably to coincide with the release of the new 2.0 version of their backup software.

> I'm interested in one
> but I want a reputable mechanism as it will see daily use. ICD doesn't
> seem to know (or care to disclose) the mechanism they use so I'm worried that
> it may be a cheapo unit....

The TEAC drive is definitely NOT a "cheapo unit" and should stand up to daily use for years. This is the same drive that's in widespread use on both Macs and PCs, and has received excellent reviews for drives in its class (150 megs, 6-7 megs/minute).

I've been very happy with the one I've had here at work for about a year. I'm not diligent enough to back up every day, but at twice a week I've never had a glitch. The tapes are rated at 1,000-2,000 passes, which translates into 10-20 years at my frequency. Plus, I rotate three tapes, which gives me some backup redundency and extends things even further.

They really are extraordinarily fast, averaging 6+ megs/minute in real-life use. Their only serious limitation is that the current backup software is totally sequential. This means that if you back up, for example, 60 megs onto a tape, when you come back later to restore one small file located at the end, it takes 10 minutes to scan for EOT. The same thing is true if you want to append save sets onto one tape. I have no idea if the v2.0 software will alleviate this situation.

Dave Small and Charles Johnson seem to like their ICD tape backups a lot, and I have no serious complaints about mine (I just don't append save sets, which means I "waste" large chunks of 150 meg tapes). The

packages go for ~$770-780 at places like Joppa, Micro-Tyme, and Toad. Which isn't a bad price for an assembled: drive, host adapter, power supply, enclosure, backup software, cable, and one tape. Especially if you then amortize that cost by dropping in a 3.5" hard drive in the same box, as I did. Tapes run $25-35, depending on where you get them. Plan on buying at least one or two extra tapes (I have about a dozen tapes, but this is for a business, and some are kept off-site).

[One additional proviso just occurred to me. Most hard drives these days have transfer rates in the 500+ kB/sec range. But if you happen to have an older drive that runs < ~300 kB/sec (my old 20-meg Mini-Scribe clocked in around 200 kB/sec), the FaST tape backup isn't fast any more. I.e., things slow WAY down. The reason is that the hard drive can't keep up with the SCSI tape, so the tape has to stop, turn around, back up, then get back up to speed and resync before writing again. This happens over and over again. I wouldn't recommend the FaST unit for drives in this category.]

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Paradigm Software Products (makers of Omni-Banker ST)
Kalamazoo, MI 49009

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

942. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 18:19:51 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan30.181951.2045@convex.com>
Source record: 235196

In article <7340070@hpfcso.HP.COM> mjs@hpfcso.HP.COM (Marc Sabatella) writes:
>This coming from a guy who doesn't even capitalize the first word of his
>sentences :-?

hey, it made e. e. cummings a star :-)

>Well, some applications, upon finding the feature, might insist on using it,
>and not leaving it up to the user. Someone might write an application that
>creates internal data files named "foo" and "FoO" and requires them to be
>distinct.

No. A well written application will test the tos version and bypass this.
a poorly written application will not, but then these are not even guaranteed
to run on any os other than what it was developed on (i.e. "undocumented"
variables, locations, etc which apratt wisely warns us about). so why
even bother keeping the guys who write lousy code in business by buying
their products? i am sure DC/Beckmeyer/et al would not be around if they
were not careful, and did not write good code. let the market decide.

>Realistically, this can probably be avoided, but the point is, it is not a
>given that people will be able turn the feature off just because it is made
>optional.

People WILL be able to turn it on/off. right from the desktop or with a 10
line (trivial) application. the system can be booted with feature disabled.
the only thing i can think of which may break is if the state is saved to
DESKTOP.INF and u try using the new version .inf on an older tos. this may
be analogous to the blitter state. what happens in that case? will tos 1.0
die when reading a tos 1.2 .inf, if the blitter state is saved in the file?

it sounds like u think that adding new features to an OS is bad, since
new applications which use them will not run on older systems (unless
they are well written - see above). so why even bother upgrading an OS?
and u can get TOS upgrades (i.e. Rainbow TOS). infact, why even bother
getting new equipment 20 years from now? today's software won't run on
it in all likelihood. and what about things like MiNT, a really nice
piece of work. MiNT applications will not run without MiNT (essentially
an OS upgrade). the only difference here is that MiNT does not cost
anything. a bona fide TOS upgrade may cost $100, if that.

note that i realize that a disk saved with mixed case file names may be
impossible to read on an older TOS. in that case, it should be up to the
purveyor of the disk to decide how it should be written. if it is
commercial s/w, then it is marketing decision. many, many programs do
not run on 520s. that does not make them bad programs. it just means that
for people to use them, they must have the correct hardware/OS. and people

buy (or at least should, in most cases) computers because of the software they want to use.

i REALLY don't want to talk about this anymore. i know it is 1) feasible, 2) won't really break anything (at least i have not heard any convincing arguments), so the point is now moot and really up to atari.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

943. Re: email-adress of metacomco ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 18:32:41 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jan30183242@ghiggins.hpl.hp.com>
Source record: 235111

Yes, they have ceased trading.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.
---

944. FTL's recent activities (was Re: DM1: Some Spells...)

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 19:14:59 UTC
From: news@aurs01.UUCP
Message-ID: <59486@aurs01.UUCP>
Source record: 235120

chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>In-Reply-To: message from johnu@syma.sussex.ac.uk
>
>stop this stuff you are cluttering this area with game junk!!!
From: whitcomb@aurs01.UUCP (Jonathan Whitcomb)
Path: aurs01!whitcomb

Gee, I forgot that the ST is only a serious applications computer.

[translated into chuckese]
im sorry i should post only important stuff like "help" 8^B

[On with the show...]

FTL seems to consistantly put out fine quality games. Oids, Sundog,
Dungeon Master and Chaos Strikes Back are all top notch. Could
anyone provide a profile of the organization and describe their
current projects? It would be nice to read about an Atari related
success story for a change!

****
Jonathan Whitcomb UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 I'm not a software engineer,
Raleigh, NC but I play one on TV.

945. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 19:59:39 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jan30.195939.21567@chinet.chi.il.us>
Source record: 235102

In article <1991Jan29.195835.12226@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>In Canada the following are currently available:
>>
>> MEGASTE4 4Mb/68000-16mz/720k floppy/4096 colours
>> 48mbHD -- $2,495.00
>>
>> MEGASTE1 1MB/68000-16Mz/720k floppy/4096 colours
>> monochrome monitor -- $1,295.00
>
>We still can't get them in the U.S.!!!! Even though they have apparently
>passed Class B.
>
Cumpu-seller West, in St Charles, IL, has offered the MEGASTE4 for sale from stock. The company is an interesting case, by the way. They are the direct successor to Computer Cellar, which went out of business largely because the PC software business was too cutthroat, but partly because of the bad state of the new ST hardware business. I have no Idea whether any Mega Es are left in stock.
Steve saj@chinet.chi.il.us

946. STe for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 20:42:58 UTC
From: wmc@phx.mcd.mot.com
Message-ID: <14491@mcdphx.phx.mcd.mot.com>
Source record: 235187

My earlier posting:

>
> Atari STe system for sale, $1000 + shipping:
>
> 1040 STe, expanded to 4MB with internal SIMMs
>
> Megafile 60 hard disk drive
>
> SM124 and SC1224 mono and color monitors, with monitor switch
>
> I'm not interested in breaking up the system at this time.
>

OK, I've received a few responses that lead me to believe this stuff will
all sell, but not all to one person, SO...

I will break up the system, but only if all the parts sell. Here is the
individual price list. (None of these prices include shipping).

STe (4MB) $450
Megafile 60 $450
SM124 mono monitor $100
SC1224 color monitor $150

The monitor switch goes to the first person to claim one of the monitors.

The price for the complete system is still $1000 plus shipping.

Reply to wmc@phx.mcd.mot.com, or call (602)438-3226 7am-2pm MST weekdays.

947. umoria 5.2.2

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 20:54:03 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jan30.205403.911@chinet.chi.il.us>
Source record: 235104

For those who want the earliest access to a distribution kit of the current version of umoria (that's 5.2.2), it's spending a brief period before massive release on SCAT bbs, in the suburbs of Chicago, IL. Phone number (708)231-7227. It's packed up with the oldest version of arc I could find, so ANYONE should be able to unpack it. Compiled with Mark Williams C, but the space penalty that imposes was made up for by compressing the executable file. There don't seem to be any major bugs, but I thought that when I distributed 4.87, so why believe me?

If you pick this up, please don't redistribute it beyond an immediate group that you can tell personally if a problem shows up. And by all means, if any problems show up, tell me immediately. At present, I plan to start spreading this around in a big way around Feb 10, unless something bad happens.

I/O is still through a pseudo-curses that uses the VT52 emulator, so it works in any video mode that cooperates with the VT52 emulator (I think that's everything except 320 x 200 color).

Again: I'll be sending this lots of places SOON, but this is a chance for the least patient people to get it early, and to catch machine-dependent bugs before they spread to too many copies.
Steve saj@chinet.chi.il.us SCAT: stephen jacobs
Genie: S.JACOBS6

948. ALT_BOOT.PRG 4.0e GREAT!

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 20:56:32 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15479@milton.u.washington.edu>
Source record: 235188

Ah..! To solve my boot dilemma with SOFTLINK.. i have
found ALT_BOOT 4.0e to do the trick. I simply keep the
program's icon on my NEODESKtop, run it after my first partition,
and boot subsequent partitions according to my needs. This
is a very easy and so far, clean program to run. My next step is
to see if i can automate the process a bit with either
a batch file in NEODESK or with CODEKEYS.

949. Architectural drawing program wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 20:58:48 UTC
From: eckmann@ashley.ucsb.edu
Message-ID: <8644@hub.ucsb.edu>
Source record: 235189

I'm looking for a program for architectural drawing. Any suggestions?

- -

Steve Eckmann | internet: eckmann@cs.ucsb.edu | phone: (805) 961-4394

950. Degas/Deskjet driver wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 21:00:12 UTC
From: eckmann@ashley.ucsb.edu
Message-ID: <8645@hub.ucsb.edu>
Source record: 235190

I'm looking for an HP Deskjet printer driver that works with Degas? Does anyone have such a program?

- -

Steve Eckmann | internet: eckmann@cs.ucsb.edu | phone: (805) 961-4394

951. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 21:23:31 UTC
From: apratt@atari.UUCP
Message-ID: <2818@atari.UUCP>
Source record: 235191

>Allan Pratt wrote a message pretty much spelling out how Atari Corp plans
>to try to lock their customers into buying what Atari Corp wants to sell
>them, NOT what the customers may want...
>
> [...]
>Just another example of how Atari Corp will always remain a backwater
>"other" computer company.

Bob_BobR_Retelle wrote a message pretty much pissing in my coffee, NOT
contributing anything useful to the discussion or giving any thought to
what I was saying.

Just another example of how Usenet tries my patience by people whining
without thinking and flaming without meaning.

Sorry that my posting is almost as content-free as BobR's, but I couldn't
let this go totally unanswered.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

952. Re: GEM key sequences

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 22:29:24 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan30.222924.20265@ecst.csuchico.edu>
Source record: 235103

tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:

- I thought everybody knew about the left mouse button:
- Left mouse hold+ right mouse select things in inactive window
- (Shift works here, too I think)
- Left mouse hold+ right mouse dbl clk launch from inactive window

As a bit of trivia, this apparently started out as a bug in GEM, but
they left it in for the later TOSs. As many know, NeoDesk
has this feature and even exapnds on it letting you resize, move,
expand, scroll, close windows.

Strange how these things evolve. No wonder Atari tends to call them
'features' instead of 'bugs.' ;^)
--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

953. Re: ST + CD-ROM (and other optical drives)

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 22:40:02 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan30.224002.20453@ecst.csuchico.edu>
Source record: 235112

- I think I soon will need a CD-ROM.
- So please everybody having knowledge and/or experience about
- CD-ROMs + ST, please answer.
-
- What drives available? Where? Prices? Compatibility?

I've seen the Atari CD-ROM. It's strange seeing the Atari logo on such an exotic device.

Computer Rock in San Francisco advertises them in ST Informer, but they haven't had them or have been able to get them for months and months. I overheard the tech saying to a customer on the phone that Atari is redesigning it or something. (How's that for a big fat rumor? :^) I'm sure you can get them over in Europe better than we can here, but then you probably knew that already.

I guess you don't need to know about prices (around $600) and compatibility (I think High Sierra and ISO-something-something -- the major ones) since they're difficult to get.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

954. Re: GEM key sequences

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 22:45:31 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.91Jan30234531@basilisk.cs.tu-berlin.de>
Source record: 235199

In article <1991Jan30.174410.190@cs.olemiss.edu> tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:

In article <1540005@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:

I thought everybody knew about the left mouse button:
Left mouse hold+ right mouse select things in inactive window
(Shift works here, too I think)
Left mouse hold+ right mouse dbl clk launch from inactive window
Difficulty in distinguishing left from right lately, haven't you ? :-)

If you've seen this, is there an abort sequence, i.e. OOOPS?
I've looked for about a year, ALT-this-that-or-the-other, CNTRL-(same)
Space, etc, double click, you name it. Maybe there isn't one, but
it sure would be nice
As for TOS 1.4, you can abort copy/move-tasks with Undo.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

955. Re: Re: DM1: Help on level 6

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 22:55:17 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340071@hpfcso.HP.COM>
Source record: 235122

I just remembered something about these two questions:

> I could, also, do with some help on this level if at all possible.
> There are three trouble spots for me. If I can sort out one of them out, the
> others may sort them selves out.
>
> 1) How do you get passed the 'Test Your Strength' message.

You don't. I mean, you can, but don't bother. See below.

> 2) The gate that is just alittle further on but has no apparent
> key hole or switch

(My son taught me this one) Face the gate. With the crossbow, shoot a
Slayer (big green arrow) through the gate. Quickly jump to one side, because
the arrow will go through an invisible teleporter and materialize behind you.
If you don't jump out of the way, you'll end up shooting yourself in the back.
If you want, you can turn and watch the arrow sail past a few times.

The slayer will finally come to rest on a pad two steps behind the door, and
the door will open. The stuff down the passageway is good, but not essential.

If I remember correctly, there's a side passage at the pad. If you take a
step or two down the side passage, you will find yourself zapped down the
passage to the "Test Your Strength" sign.

-- Ray
rrd@hpfitst1.hp.com

956. Re: GEM key sequences

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 23:13:12 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7088@uqcspe.cs.uq.oz.au>
Source record: 235107

In <1991Jan30.174410.190@cs.olemiss.edu> tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:

>Double click an executable, then either hold the mouse button down or
>push the mouse up to the GEM menu bar and let go. The program won't
>start until you let go of the mouse button or move the mouse from
>the menu bar.

>If you've seen this, is there an abort sequence, i.e. OOOPS?
>I've looked for about a year, ALT-this-that-or-the-other, CNTRL-(same)
>Space, etc, double click, you name it. Maybe there isn't one, but
>it sure would be nice

I think you should give up on that one, I think it is just a result
of the GEM event handler not returning control to the desktop until
the mouse is released, or the mouse is out of the menu bar object.

Warwick.
--

This .signature intentionally left blank

---

957. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 23:22:00 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Jan30.232200.5156@daffy.cs.wisc.edu>
Source record: 235115

rosenkra@convex.com (William Rosencranz) excerpt:

>No. A well written application will test the tos version and bypass this.
>a poorly written application will not, but then these are not even guaranteed
>to run on any os other than what it was developed on (i.e. "undocumented"
>variables, locations, etc which apratt wisely warns us about). so why
>even bother keeping the guys who write lousy code in business by buying
>their products? i am sure DC/Beckmeyer/et al would not be around if they
^^^^^^^^^
>were not careful, and did not write good code. let the market decide.

I tend to disagree, I have beckmeyer hard disk accelerator and it NOW
doesn't work with my brand new Mega STe.

I don't even know of one that does, except Atari's really absurd
cache program, which doesn't work worth a dam.

--Gregory

958. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 23:44:18 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Jan30184418@pogo.ai.mit.edu>
Source record: 235108

In article <1991Jan29.233400.28092@rice.edu> bro@eunomia.rice.edu (Douglas Monk) writes:
NEVER work on a monitor when it is plugged in unless you REALLY know
what you are doing. Even unplugged monitors may carry dangerous
charges in capacitors for quite some time as well.

A TV or monitor can retain a lethal charge for more than 2 years after
it is unplugged (especially older TV models). There are ways of
safely discharging caps and tubes, refer to a TV repair manual for
more information.

entropy

959. Re: Some questions...

Newsgroup: comp.sys.atari.st
Date: 1991-01-30 23:55:43 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.91Jan31005544@basilisk.cs.tu-berlin.de>
Source record: 235106

In article <8324.27a065e6@jetson.uh.edu> rcte2p@jetson.uh.edu (Paul S. Sears) writes:

2) I am interested in UUCP. What do I need to get things set up to get my
email and stuff? Arangements with the university should not be a problem. I
need information on what software I should use, what requirments there will be
of my system and some sort of shell program that can simulate a 'crontab' to
automate my uucp transfers...
The newest version of Mercury UUCP Modules is just coming over the
net. There are many additional utilities available for this system.

3) Does anyone know anything about X-Windows on the ST? I have tried and used
Unix Windows but I gave it up because of its slower speed than Uniterm. Or has
anyone optomized UW. I also have a suggestion to anyone that is... Have the
mouse curser off until the mouse is moved. It is annoying to see the mouse
flicker as the screen windows update.
You forget the purpose of UW, I guess. Anyway, There is an implemenation
of X for the ST and it is absolutely too slow to use it over a serial
line - I have seen it once on a direct link (9600 baud) and several times
with an Ethernet LAN-card. Even with a LAN-connection it is very slow.

That uw is slower than UniTerm is mostly due to the uw-protocol.
I agree on the mouse-flickering and intend to get away from it.

A few days ago I could lay my greedy hands on the source of the newest
uw-client I'm aware of and I am currently in the process to force them
into Turbo-C (which is quite a pain.).
(BTW: Does anyone know how to reach Bosch & Katzung via eMail ?)

4) What and where do I find a good C shell and C compiler? I have looked at
Sorzobon(sp?) and it seems ok.. I just am looking for more of an intergrated
environment. Has anyone written a GEM based shell to use for this?

If your equipment can cope with it you could get gcc. Another
alternative could be Turbo-C which is a decent development-system
and you still wear your cloths after purchasing it (that is, it
isn't overly expensive.)

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

960. usenet/mail binaries for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 00:11:53 UTC
From: eric@abode.UUCP
Message-ID: <32@abode.UUCP>
Source record: 235117

I have been trying to get the files that were recently posted to comp.binaries.atari.st so you can use the ST to get usenet news and send mail. The binaries that were most recently posted on that newsgroup was supposed to be an eleven (11) part set. My site has only received parts 1-7 and I have not received any others in the last two days. Can someone send me parts 8-11?

Thanks

Eric

--
Eric C. Bennett uucp: {elroy|cit-vax}!wciu!abode!eric
El Monte, Ca Internet: eric@abode.wciu.edu

If you can read this you aren't looking through the hubble space telescope!

961. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 00:31:25 UTC
From: buggs@cup.portal.com
Message-ID: <38672@cup.portal.com>
Source record: 235198

Gee, all these wonderfull machines and NO? upgrade path/policy.
Real bummer, I'd like to have a TT or MegaSTe, but I have this Mega4 sittin' here...

BTW, what's the goin' rate for a used Mega4 with TOS1.4?
HEY, I WANT to trade up for a new machine! Don't look good though....

962. TEMPLEMON

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 00:31:52 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Jan30193152@pogo.ai.mit.edu>
Source record: 235118

To users of TEMPLEMON:

OK so maybe I'm stupid but I just found out that you can still do a print-screen with TEMPLEMON installed. Just press ALT-SHIFT-HELP instead of ALT-HELP and you'll get a normal screen dump.

Happy hacking,

entropy

963. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 01:32:29 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan31.013229.23221@actrix.gen.nz>
Source record: 235121

<1991Jan29.110121.10806@actrix.gen.nz> <1991Jan29.233400.28092@rice.edu>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: bro@eunomia.rice.edu

In article <1991Jan29.233400.28092@rice.edu> bro@eunomia.rice.edu
(Douglas Monk) writes:
> In article <1991Jan29.110121.10806@actrix.gen.nz>
Roger.Sheppard@bbs.actrix.gen.nz writes:
> >Well if the Monitors that I have touched had that sort of voltage I
> >should have been dead many times, The Voltage in a Monitor is not
that
> >Dangerous,[...]
>
> NO! NO! NO! The chassis of any monitor can conduct high-voltage and/or
> high amperage signals through you and KILL! Your continued survival
> is no reason to urge others to potentially dangerous actions.
>
> NEVER work on a monitor when it is plugged in unless you REALLY know
> what you are doing. Even unplugged monitors may carry dangerous
> charges in capacitors for quite some time as well.
>
> Be careful out there.
>
> Doug Monk (bro@rice.edu)
>
> Disclaimer: These views are mine, not necessarily my organization's.

The Chassis of Atari Monitors are Earthed so there is no Real Problems
you are talking about TV's that have live chassis, this I will agree
that they can be dangerous, you must use a Isolating Transformer to work
on these, Well I am a Eng. and have worked on many a Monitor and a lot
of HV Equipment, I would not state something that is Dangerous, as long
as you use a LONG insulated Trimmer (Plastic Knitting Needle Filed to a
Screw Driver) will work, but must be 10" long.
Well I have been Zaped many times, gee I even glow in the dark !..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

964. Tex/LaTeX & *.sty files..

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 01:54:11 UTC
From: Yonderboy@cup.portal.com
Message-ID: <38673@cup.portal.com>
Source record: 235119

I have finally got TeX running.. Well at least it comes up and starts giving me error messages now..

I got the StTeXbin.zoo file from Atari.archive.

Firt thing I tried to do was use LaTeX to process the TeX doc files for UniTerm 2.0e. TeX came back with an error message stating that I needed some *.sty file to process! What's up with these *.sty files?

And could some TeX guru fill me in on what VirTeX or LaTeX is exactly (as related to "normal" TeX? Does anybody have any books they suggest on either TeX or LaTeX?

...thanks ahead for any help...
........yonderboy@cup.portal.com

965. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 01:58:47 UTC
From: iho@cac.washington.edu
Message-ID: <15508@milton.u.washington.edu>
Source record: 235116

tgray@pieman.compserv.utas.edu.au (Tony Gray) writes:
> emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:

[text regarding the poor grade GEM got deleted]

>>Sorry I couldn't quote the magazine directly.
>
>What the reviewer was probably referring to (without realising it) is the
>way GEM handles a double-click. The first time you click the mouse, GEM
>waits a preset period of time (as set in the mouse double-click speed, in
>the control panel) to decide whether you will make a double-click. If
>you haven't pressed the button again within the time frame, a single-click
>event is posted - if you have, it is posted as a double-click. This is
>quite different to the way the Mac OS (for instance) handles a double
>click. With the Mac, a click posts a select event immediately. If
>a second click is made within the double-click period, a second, double
>click event is posted.

GEM has more serious problems than that with its double click. My father,
who is 60 years old and has unsteady hands, can't double click on his 1040
if his life depended on it. I think GEM doesn't recognize a double click
if the mouse is moved between the clicks, even if they occured within the
required timespan. I've never seen anyone have problems double clicking
on the Mac.
--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

966. All in this together

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 02:15:11 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Jan31.021511.7990@chinet.chi.il.us>
Source record: 235139

Just to reinforce the idea that ST and Amiga users/lovers are joined by a common interest: the stock of Atari Corporation rose substantially in Tuesday's trading, apparently on the basis of *Commodore's* good earnings. We might as well be nice to each other.
Steve

967. Re: Gulam questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 07:46:56 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2980@laura.UUCP>
Source record: 235123

In article <4094@eastapps.East.Sun.COM>, gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes:
|> I also tried 'cat filename' and nothing was shown on the screen.
|> Hmmm. 'ue' loads and modifies the files just fine. 'cat' still won't
|> show the file. Created a new file with 'ue' and that does 'cat'
|> properly. What's going on? Hints? Ideas?

The Gulam 'cat' does not work properly. I once wrote a replacement which can be retrieved from the panarthae archive server as volume6/cat. Its also available for anonymous FTP from atari.archive.umich.edu.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

968. Re: Directory compress routine ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 07:53:34 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2981@laura.UUCP>
Source record: 235124

In article <1991Jan30.174525.29272@convex.com>, rosenkra@convex.com (William Rosencranz) writes:

```
|> find mydir -type d -print >xxx
|> find mydir -type f -print >>xxx
|> zoo aI archive <xxx
|>
|> i am not sure of the zoo options. this is known to work on unix. zoo,
|> nice program it is, allows u to read the list of files from stdin (can
|> lharc do this?).
```

The Atari ST Zoo is even smarter than the Unix Zoo: You can type

```
zoo a// archive mydir
```

to get 'mydir' with all files and subdirectories into 'archive.zoo'.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

969. DM1 - The lord chaos!

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 08:57:51 UTC
From: clive@aldetec.oz.au
Message-ID: <340@aldetec.oz.au>
Source record: 235125

Well, at last, the dragon is dead, I have the firestaff...
But HOW do you kill the lord chaos? I have tried fluxcaging
him but he just jumps right out when I try to fuse him!

any ideas you guys???

It is nice to see some less serious talk on the group

_____. _--_|\ .____
Clive Salvidge | / \ | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd | _.--._/ | ACSnet : clive@aldetec.oz
Western Australia | v | Voice : +61-9-4451888
_____< Due to a lack of imagination, this space is blank ! >_____

970. Re: PostScript on the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 09:06:34 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1112@idcapd.idca.tds.philips.nl>
Source record: 235136

In article <1991Jan29.150136.1645@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:

>Imagen did release two versions, the first version of UltraScript
>was mainly intended for the SLM804 Laser Printer and required
>2 Meg, they later came out with a version called UltraScript ST1,
>or something like that, which worked one 1 Meg machines with all
>the different printers supported...at least that is the way that

Is it possible to upgrade the 'old' US version to the new one? Does anyone know which printers are supported in the newer version? If upgrades are possible, what is the upgrade fee?

Maybe somebody has an email address of IMAGEN Corp, to enable me to ask them directly.

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
---

971. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 10:28:39 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan31.102839.23604@convex.com>
Source record: 235129

In article <1991Jan30.232200.5156@daffy.cs.wisc.edu> carter@cat34.cs.wisc.edu (Gregory Carter) writes:
>I tend to disagree, I have beckmeyer hard disk accelerator and it NOW
>doesn't work with my brand new Mega STe.

dave b. is a business man, out to make $$$. i am sure if any s/w he writes does not work on a new model, he will have an upgrade soon after of even before the hardware reaches the street. why don't u call them up and ask about upgrades? and i am sure that if it IS version dependent that i is that way for a very good technical reason: like that is the only way to do it (using undocumented, changable TOS attributes). and it is VERY difficult to predict the future nature of an OS :-). how can u expect any s/w company to write code NOW for systems years away? be reasonable.

why do u people think that just because u pay $39 for a piece of s/w, it should work on any computer atari ever makes for the next 10 years? of course you may need to buy upgrade s/w to stay current, especially system-oriented s/w like caches. that's life...

the mere fact that DC/beckmeyer/et al are still in business while others have floundered and died means that the buying public accepts their products, and recommends the to their friends. if not, they would be dead.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

972. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 10:33:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b042nu@jonh.wimsey.bc.ca>
Source record: 235126

>
>I tend to disagree, I have beckmeyer hard disk accelerator and it NOW
>doesn't work with my brand new Mega STe.
>
>I don't even know of one that does, except Atari's really absurd
>cache program, which doesn't work worth a dam.
>
>--Gregory

It seems to be bash Atari month.

I'd like to know in what way you find Atari's CacheXXX program absurd and
non-functional? I recently switched to it after finding the cache built into
my ICD booter to be less than optimal. I find Cachexxx to work much better
and uses less memory other than cache buffer space. Of course reading the
docs explains how to set up a variable data-fat buffer area for real fine
tuning.
Does it really break on the mega, or have you even tried it?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

973. Re: Environment variables in GEM

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 10:55:26 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.665319326@cip-s02>
Source record: 235127

mike@abekrd.UUCP (Mike Quinn) writes:

>An increasing number of programs require special environment variables before
>they will function correctly (at all). I want to be able to set-up these
>variables within my GEM desktop and then just execute .TTPs as required.

>Do I just add lines to ASSIGN.SYS, or is life not that simple ? If that is
>the answer what format should the line be, is it just:

>VARIABLE=value

>like the path commands?

The safest way to set env vars is to use a command shell that can do this.
Desktop doesnt support the feature, although AES does (RSC files will be
sought on all folders that are in PATH if not found). The Okami Shell makes
use of env vars, and so does Gulam. Forget any shell that does not.

Some tech info wanted?
The pointer to a process's environment is in the basepage (Offset 0x2c I
suppose). It points to a memory area which has the following format:

{VarName=Value\0}\0

, meaning there is a set of \0-terminated character strings, each of the
format "Name=Value". The set itself is \0-terminated, so a double \0
indicates the end of the list.
Sometimes another \0 is included after the '='.
When a program is executed using Pexec, the last argument of Pexec is
placed in the new process's basepage to make the env pointer. If the last
argument is NULL, the calling process's env pointer will be used, so make
sure to pass NULL instead of "" when executing programs from programs that
do not make use of the environment.

Using the environment is merely a lot of what we call in german "pointerfummelei".

Hope to have helped you

Okami-San

974. Re: someone explain, PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 11:05:30 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.665319930@cip-s02>
Source record: 235128

bkr@mcshh.hanse.de (Bjoern Kriews) writes:

>> problems with STalker after using TuneUp Optimizer

>I can't explain your situation - the only (IMHO) possible explanation
>would be that your fat is so much garbled that it always points to the
>old data - even if this would be true - strange !

This might be the solution, a friend warned me to use TuneUp because it
uses to reorganise the disk and crash before it can update the FAT.
Dreadful sorry... :-(

975. ST comm. with Portfolio using par. interface

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 11:07:30 UTC
From: news@prles2.prl.philips.nl
Message-ID: <2502@prles2.prl.philips.nl>
Source record: 235137

It would be very interesting to be able to transfer files
visa versa between the Atari ST and Portfolio using the
Parallel interface card.

As I have been told this doesn't work, even not with the supplied
MSDOS portfolio software under PCDITTO on the ST.
It seems that it is possible to make some connections on the
parallel interface cable, und thus enabling bidirectional
communication via the par. interf.
Does anybody have any info on this, and which signals are used normally
with a real PC machine.
Is there a Public domain program for the ST or PCDITTO to communicate
with the Portfolio + Par. Intercafe (with build in software),
or have info to enable me to write meself.

Fons Bruls, Philips Nat. Lab, Holland

976. Re: Atari 1040ST system for sale.

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 11:16:07 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7327@crash.cts.com>
Source record: 235131

```
In-Reply-To: message from zs01+@andrew.cmu.edu

how about $700 with shipping included?
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

977. Huh newsletter

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 11:16:08 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7328@crash.cts.com>
Source record: 235132

```
Huh newsletter is here on this bbs 7074374734.the new atari newsletter check
it out.will attempt to send to all via this place.
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

978. Re: OOPS; C escape code *syntax* needed...

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 11:20:42 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.665320842@cip-s02>
Source record: 235130

kuento@kuhub.cc.ukans.edu writes:

>I apologize - he wasn't very good at explaining to me what he needed
>to know:
> He has an Epson FX86E printer, and knows one version of the codes,
>but he doesn't know which form (hex, octal, etc) should be used in the
>C program, and he doesn't know whether straight conversion from one
>system to another is possible. He needs examples of source code that
>show the proper programming syntax for using the escape codes, and how
>exactly to convert codes, if it's needed. He says he can get some of
>them to work in hex, others work in octal, some don't work in either,
>and he's not sure if it's the codes that are wrong or (more likely)
>the syntax he's using works with some codes and not others. Thanks again,

The system in which a number is displayed doesnt change anything about the
number itself, and in C it is possible to use numbers in oct, dec and hex
very easily. For instance, if you wish to send a number to the printer
in binary format (that means send the number 123 and not the string "123"),
use the following form
fputs("\123",fp);
where 123 is the number in octal and fp is a FILE* opened for the printer.
(you can use any 3-digit octal number after the backslash.)
If you have the number in a different format, no problem:

printf("%c",(char)123); sends decimal 123
printf("%c",(char)0x123); sends hex 123
printf("%c",(char)0123); sends octal 123 as well.

For example, to send a control string like ESC 1, use
printf("%c%c",(char)27,(char)1);

But watch out: some printer codes don't require the number in binary but
in ascii, so you would have to send to send the ascii code for the character
'1' (which is 48) instead of the number 1. No problem with C: simply change
1 to '1' to get the ascii code. You could do things more simply then, however:
printf("%c%c",(char)27,'1') will do the same as
printf("%c%d",(char)27,1) or as
printf("%c1",(char)27) or even as
fputs("\0331",fp)

So find out first if the printer code is binary or ascii. Epson printers
usually understand both.

BTW: the cast to char in the examples above shouldnt be vital but is recommended.

Sayonara

Wolfram

979. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 12:43:50 UTC
From: jvt@its.bt.co.uk
Message-ID: <!##&N}-@uzi-9mm.fulcrum.bt.co.uk>
Source record: 235064

In article <1991Jan29.110121.10806@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>Well if the Monitors that I have touched had that sort of voltage I
>should have been dead many times, The Voltage in a Monitor is not that
>Dangerous, it only supplies about 500ua, and the Votage in a Colour
>monitors is about 25KV, and about 12KV in a Mono Monitor, the safe bet
>it to allways put one hand in your pocket, the High Votage in the
>monitors, is fully insulated, so there no real problem...

There is a saying "Its the volts that jolts but the mils that kills".

Don't trash safety advice. That saying only holds true for a normal
healthy adult. High voltage working is not for the uninitated who
may not understand the risks.

My advice is simple:
if you do not know where the risks are either do not touch or
enlist the help of someone who does. Don't get him to do it though
as you will not learn for the next time.

John.
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

980. Researching PD Software For Ensoniq Synthesizers

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 12:52:16 UTC
From: rost@aqua.enet.dec.com
Message-ID: <3865@ryn.mro4.dec.com>
Source record: 235140

I am currently researching an article for the Transoniq Hacker magazine. The subject is a survey of public domain software for any of the various Ensoniq keyboards (ESQ-1, SQ-80, Mirage, EPS, VFX).

I would like to hear from anyone on the net who has in their posession any PD programs, such as patch/sample editors, patch/sample librarians, utilities, etc. for *any* personal computer that is in the public domain. I am *not* interested in non-functional demos that you may have, such as patch librarians that cannot write back to the synth. I am also not interested in patches or samples themselves (not for the article anyway...).

The information I need on these programs is:

1. Name of the program, version number, the author (if known) and his address.

2. Your source for the program.

3. What hardware configuration is needed to use the program (memory size, monitor type, MIDI interface type, disks, etc.).

4. Brief description of what it does.

5. Whether or not you have access to dump the program to me over the net.

6. For Atari and IBM programs, whether or not you would be willing to copy the program onto a 3.5" floppy I would provide.

Please make all replies by E-mail.

Brian Rost @aqua.dec.com

508-467-6289

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

981. Re: email-adress of metacomco ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 12:55:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan31.125544.12970@actrix.gen.nz>
Source record: 235133

In article <4002@zgdvda.zgdvda.uucp> dingelde@agd.fhg.de writes:
> Hello !
> I need *urgently* the email-adress of metacomco inc. Who has it ?
>
> Greets Dennis
>
> --
> Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
> (dingelde@agd.fhg.de) Wilhelminenstr. 7 wMw
> D-6100 Darmstadt, West Germany ~.~
> Phone: +49/6151/155-101 \-/

They are no longer in Business, I don't know if any one took over there
products ...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

982. Re: Losing folders...

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 13:06:02 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan31.130602.16049@actrix.gen.nz>
Source record: 235134

In article <8440512@nuthaus.UUCP> nut@nuthaus.UUCP (Adam G. Tilghman)
writes:
>
> Periodically my ST finds itself unable to chdir from the
> root directory of my HD partitions... This has a dire
> effect on my programs, to say the least. It has only recently
> shown up - it conicides with my installation of Mercury UUCP,
> which is fairly disk intensive. I don't think that it's the
> 40-folder bug, since I have FOLDR999.PRG installed, but who
> am I to say? The system is a Mega ST2, TOS 1.2, Turbo16, Mono, ICD
> 4.6.2 software, with no other AUTO or .ACC programs loaded. Has
> this problem been sighted before?
>
> -- adam
> --
> = Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
> = USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
> = nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

Have you reFormated your drive ?? this could fix a week sector, do you
get ICD error massages ??, also there should be no need to use FolderFix
with the ICD Booter as this has it built in ..also it would be a lot
better to get your TOS upgraded to 1.4, as this problem with the folder
fix has allmost been eliminated, can't crash your system now, you get a
warning message, Note Folder999 will chew up a bit of Ram !!

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

983. Re: email-adress of metacomco ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 13:07:04 UTC
From: wilsona@cs.glasgow.ac.uk
Message-ID: <7598@vanuata.cs.glasgow.ac.uk>
Source record: 235063

I read that HiSoft (UK) were taking on the support of metacomco products,
although when I queried them about metacomco Pascal, the support that was
offered was 'Send us 80 quid and we'll send you Personal Pascal' !
They do sell and support Lattice C.

Alan Wilson

984. TT disk drive swap

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 13:58:08 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <11158@hydra.Helsinki.FI>
Source record: 235135

Has anyone tried / succeeded in replacing TT's (or st's)
ancient 720kb disk drive with a 1.44Mb probably PS/2 compatible
one !!! - - - and gotten it working too ??

--> Yes I'm reading this regularly, as all six TT owners of Finland <--

985. Re: Gulam questions

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 14:27:52 UTC
From: comeau@crc.skl.dnd.ca
Message-ID: <1991Jan31.142752.5468@crc.skl.dnd.ca>
Source record: 235065

On the subject of Gulam, perhaps someone can suggest a work-around to a problem I've had. Suppose I execute a Gulam script (a "*.g" file), then subsequently edit that script. If I try to execute the script again, Gulam displays the message "Old buffer" and executes the script as it was before I edited it.

What I want, of course, is for Gulam to execute the new version of the script. I should point out that I use STeVIe for editing, and not Gulam's built-in "ue" editor.

Thanks for any help.

Phil Comeau - comeau@crc.skl.dnd.ca - (613) 831-0888

986. Re: Directory compress routine ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 14:41:49 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.91Jan31154149@beauvoir.cs.tu-berlin.de>
Source record: 235138

In article <2981@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:

The Atari ST Zoo is even smarter than the Unix Zoo: You can type

zoo a// archive mydir

to get 'mydir' with all files and subdirectories into 'archive.zoo'.

Sure? I know there are -backup and -restore, but that one is new
to me. Anyway, it would be great to make this a standard feature
of zoo.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

987. Re: Some questions...

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 15:21:49 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan31.152149.20086@mailer.cc.fsu.edu>
Source record: 235143

In article <RIPLEY.91Jan31005544@basilisk.cs.tu-berlin.de>, ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
>
>If your equipment can cope with it you could get gcc. Another
>alternative could be Turbo-C which is a decent development-system
>and you still wear your cloths after purchasing it (that is, it
>isn't overly expensive.)
>

Has TurboC been released with english docs?!? The last I heard, they were available in german only.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

988. Re: Goodies!

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 15:59:42 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <27A83EEE.7382@ics.uci.edu>
Source record: 235141

In article <1991Jan29.073105.9137@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>101250 unicycle.lzh - A good Cyber animation of a unicycle playing
> with a ball. Requires a .SEQ viewer like
> ANIMATE4.

This is part of the Dream sequence from Pixar's "Red's Dream."
Pretty good job too.

Does anyone know if the 'China Doll' animation is at atari archive?

--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

989. Gulam, can I get the source?

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 16:07:22 UTC
From: tn03@uafhcx.uucp
Message-ID: <5913@uafhp.uark.edu>
Source record: 235142
Cross-posted to: comp.sources.wanted,alt.sources.wanted,comp.sys.atari.st

Can I get the source to Gulam? I'd love to try to port it to Coherent.
How can I reach the author? Please respond via email as I don't read
these newsgroups.

Thanks in advance!

James E. Ward
shinobi!shadow@engr.uark.edu
!uark!shinobi!shadow

990. Re: Losing folders...

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 16:13:40 UTC
From: frans@nlsca.UUCP
Message-ID: <887@nlsca.UUCP>
Source record: 235051

In <8440512@nuthaus.UUCP> nut@nuthaus.UUCP (Adam G. Tilghman) writes:

> Periodically my ST finds itself unable to chdir from the
>root directory of my HD partitions... This has a dire
>effect on my programs, to say the least.
>.........
>Has this problem been sighted before?

Maybe.
We have about 5 or 6 different machines here and we all have lost
some subdirs here and there. Especially STe's seem to have the problem.
When we dove into it it turned out that in the directory, from a
certain entry onwards, everything had moved up one byte! So the Nth
file was missing the first char of its name and evreything after it
had moved one byte. So indices into the FAT, time/date stamps, length
etc was /completely/ f*ked up. We had this about five or six times now,
(in one year) but nobody believes us. It looks like a severe timing
problem.
** Atari guys, are you listening? **
Remember the ~10% of the Ste's last year that hed a timing problem
with the DMA? It was fixed by adding a capacitor somewhere...
Well on those machines it was reproducable. I made a little
something that kept making and deleting subdirs and after an hour
or so it went bang.
Any body else?
--
Frans Meijer, Sweelinck Conservatory | "Military intelligence is
Amsterdam <frans@nlsca.uucp> | a contradiction in terms."
<frans@nlsca.nluug.nl> | - Groucho Marx

991. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 16:31:11 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Jan31.163111.2442@ccu.umanitoba.ca>
Source record: 235145

A small (and I hope reasonable) request for Bob Retelle and other members of the comp.sys.atari.bashers.club:

Would it be possible for you to add a uniquely identifying string to the subject line of all your posts and followups? Something short and to the point, like "[abc]". This would serve two purposes:

1. My enjoyment index for comp.sys.atari.st increased dramatically when I created a KILL file with these two lines:
/cmm1@cunixa.cc.columbia.edu/h:j
/Bob_BobR_Retelle@cup.portal.com/h:j
However, I'm usually no more interested in the followups to your posts than the originals themselves. I can weed out most of the followups by changing the "h" to an "a" in the lines above, but then rn has to scan the full body of each article for your address, which can take an annoyingly long time if I haven't had a chance to catch up on the news for a few days and there are a lot of articles pending. If you were to put "[abc]" in the subject line, then rn could catch all of your posts as well as followups to them just by scanning the headers.

2. If all ABCers adopted this convention (are you listening, Chris?), then rn could do a _single_ pass through the headers to weed out all of the bash trash, saving considerably more time.

Come to think of it, there might be a third benefit:

3. On those rare occasions when you want to contribute something useful to the group, you could simply omit the "[abc]" in the subject and the rest of us could read what you have to say, instead of junking all of your posts indiscriminately.

Retelle and Mauritz should obviously be charter members of the Atari Bashers Club. Others could be nominated by net consensus, should the need arise (and assuming a cooperative spirit all around). And of course, everyone is free to admit themselves to the Club on an occasional or permanent basis, simply by sticking the appropriate string in their subject line.

So what do you say, guys?

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

992. ST Xformer Cable

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 16:58:46 UTC
From: dh108@cssol.cs.city.ac.uk
Message-ID: <1991Jan31.165846.18873@cs.city.ac.uk>
Source record: 235079
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Reply To: dh108@cssol.cs.city.ac.uk (KEATES M G)
Organization: City University, London

Can anyone send me details of this useful thing. Specifically I
would like to know the connector types, pin to pin connections,
and the wire colours for each pin (if I'm disecting existing cables),
so that I can knock one together instead of mail ordering it.

While I'm at it, can anyone in the States tell me whether the following
were ever released by Epyx for the 8-bit Atari :-

Summer Games II
Winter Games
Impossible Mission.

Did Microprose release Gunship?

Finally, can someone give the address of what they consider the best
international mail-order firm for 8-bit stuff in America.

Thanks in advance for any help,
Mark Keates.

993. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 17:09:09 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340072@hpfcso.HP.COM>
Source record: 235068

> GEM has more serious problems than that with its double click. My father,
> who is 60 years old and has unsteady hands, can't double click on his 1040
> if his life depended on it. I think GEM doesn't recognize a double click
> if the mouse is moved between the clicks, even if they occured within the
> required timespan. I've never seen anyone have problems double clicking
> on the Mac.

Uh, have you ever seen your father (or any other 60-year-old with unsteady hands) double click on a Mac?

If you take your hand off the body of the mouse to do the clicks, the chance of accidentally moving it between clicks goes down. Awkward, but if his life depended on it...

Your father might find a trackball invaluable here. Even the unsteadiest of clicking fingers won't move that sucker if you keep your hand off the ball.

In any case, this clicking business is a pretty lame thing to center a review on. Hopefully he spent a good deal of time on quality of the hardware, application software, and price. Since the review was specifically of STacy, concentrating on STacy-specific things (like portability, the LCD screen, the trackball, etc) would also have been nice.

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

994. Re: TeX'ing gulam.tex

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 17:47:18 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <28452@cs.yale.edu>
Source record: 235148

In article <1991Jan28.194542.8428@uwovax.uwo.ca> 4203_5132@uwovax.uwo.ca writes:
>
> How do I LaTeX (or TeX to be more accurate), the file gulam.tex that
>you get with the distribution archive? When I type
>
> % tex gulam.tex
>
> On our Mips 2000, it says that it can't find 'texinfo.tex', the first
>line of the file is an \include statement for that file. I would
>imagine that system paths are set up properly, so am I missing a file
>or what? Help please.

texinfo.tex is a macro package that is used (and distributed) with the
Gnu software documentation. If you have emacs sources, it's probably
alredy sitting on your machine. If not, you should be able to ftp it
from prep.ai.mit.edu. It's also at atari.archive.umich.edu in
gnustuff/tos/Doc.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

995. Re: MegaSTE feature (Was: ATARI's current line)

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 18:06:26 UTC
From: dwh@ataritx.uucp
Message-ID: <1991Jan31.180626.8804@ataritx.uucp>
Source record: 235060

In article <1991Jan29.195835.12226@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>> Note: The MEGASTEs have a 16Mz 68000, come in the same box as the
>> TT. They have the following builtin:
>> - 4 Serial ports
>
>I thought the MegaSTe had only 2 serial ports, while the TT had all four.
>If you have actually seen them, please forgive me.

The MegaSTe has 3 ports - two implemented with a Zilog SCC (one of which is hardware compatible with LocalTalk, but can be strapped to be a standard RS232), and one with an ST compatible 68901. The TT uses an additional 68901.

>I thought only the TT came with the 68881.

The MegaSTe has at least a socket for the 68881/2. I _think_ it is populated.
> Ed Krimen .....

--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

996. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 18:29:19 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan31.182919.26588@ecst.csuchico.edu>
Source record: 235149

rosenkra@convex.com (William Rosencranz) writes:

- why do u people think that just because u pay $39 for a piece of
- s/w, it should work on any computer atari ever makes for the next 10
- years?

Exactly. The same goes for $399 programs for the Mac and MS-DOS
machines. Even though you pay much more for them, they can't be
guaranteed to work on future machines.

(Gee, I finally agree with something William has to say. ;^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

997. Re: Goodies!

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 18:37:48 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan31.183748.26673@ecst.csuchico.edu>
Source record: 235150

jvance@bonnie.ics.uci.edu (Joachim Patrick Vance) writes:

- Does anyone know if the 'China Doll' animation is at atari archive?

Is this the one with the three digitized dolls spinning around at
once? It's not a .SEQ file, but a data file with a non-standard
format?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

998. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 19:02:40 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan31.190240.26828@ecst.csuchico.edu>
Source record: 235053

```
- Not mentioned in the specs for he MEGA/STE are the new anolog
- 15 pin ports. I suspect they have been droppped then as worthless
- because the MEGA/STE doesn't have them.

I hear there's a company developing a VME card with the analog 15-pin
ports for the MegaSTe. ;^)

- I mean what point is there to upgrading the ST if the new ports you
- put onto it aren't carried over into the higher end models???

My guess is that not many people buying a TT or even a MegaSTe will
miss them. I have an STe and I obviously don't use them, and never
intended to, quite frankly. I don't even take advantage of the
4096-colors, stereo sound, or blitter (although it's nice to see a
demo now and then), since I don't play many games. I bought the STe
for Rainbow TOS and cheap-and-easy RAM upgrades, and I'm looking at
the MegaSTe for some acceleration and a nice, extended keyboard. If
it had 1.4meg drives, I'd like that too, but it doesn't. There are
'more important' gripes I'd have over the MegaSTe than whether it had
the 15-pin analog ports, like increased resolution like the TT has
(can anyone explain why it doesn't? There MUST be a good, probably
technical, reason why.). Then again, Atari IS promoting it as business
machine.

--
Ed Krimen ..........................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

999. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 19:12:31 UTC
From: A.French@newcastle.ac.uk
Message-ID: <1991Jan31.191231.4324@newcastle.ac.uk>
Source record: 235078

```
>[stuff deleted]
>But there are some very high voltage capacitors that store a whole hell of
>a lot of charge. Enough so to knock you flat on your arse. Before you
>stick you hand in a monitor ground those caps to bleed off that charge.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Do this with a resistor of suitable dimensions, NOT a screwdriver!! This will
take a chunk out of the screwdriver, not to mention what will happen to you or
the capacitor...
==============================================================================
= A.French@newcastle.ac.uk | Disclaimer: It wasn't me =
= Andy, The World Famous Poet | =
==============================================================================
```

1000. Re: Degas/Deskjet driver wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 19:38:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4f8a1480.20b6d@apollo.HP.COM>
Source record: 235144

In article <8645@hub.ucsb.edu> Steve Eckmann writes:
|> I'm looking for an HP Deskjet printer driver that works with Degas? Does
|> anyone have such a program?

One of the issues of START magazine had a generalized-all-purpose
printer-driver-generator written by Tom Hudson (author of Degas). He probably
got tired of getting requests like "I need a driver for my <strange device>".
I have it on disk at home, but you might check atari.archive for the program
there (sorry, don't remember the name).

|> Steve Eckmann | internet: eckmann@cs.ucsb.edu | phone: (805) 961-4394

...walt...
Walt Weber Hewlett Packard Response Center
508-256-6600x6772 Chelmsford, MA, USA
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1001. Re: Directory compress routine ?

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 19:51:23 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jan31145123@acae127.cadence.com>
Source record: 235054

In article <2981@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:

> In article <1991Jan30.174525.29272@convex.com>, rosenkra@convex.com
> (William Rosencranz) writes:
> |> find mydir -type d -print >xxx
> |> find mydir -type f -print >>xxx
> |> zoo aI archive <xxx
> |>
> The Atari ST Zoo is even smarter than the Unix Zoo: You can type
>
> zoo a// archive mydir
>
> to get 'mydir' with all files and subdirectories into 'archive.zoo'.
>

or in gulam you can use the recursive file name reg exp match ("...")

zoo a archive mydir\...
to achive the same effect. Make sure you use a version of zoo that
recognizes either the atari or mwc long command line conventions and
in gulam 'set env_style mw'.

cheers,

--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1002. DM1: Level 10

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 20:38:46 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4380@syma.sussex.ac.uk>
Source record: 235146
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

The excitment is building as level 13 approaches....
Anyway, on level 10 using x-ray vision i noticed a couple of secret
rooms next to each other with items in there but i couldn't access them.
There is apparently also a two-square room with a force field and one
item in it that i couldnt get to.
Presumably the two alternative passages which start with "choose a door"
are not both visitable in one session ??

I've visted them both (from seperate starts) and they each have two
bits of food. I tried throwing
stuff through the grated door to drop on the pressure pad but this didnt
operate it so i guess only one path is possible. any ideas ??

anyway onto level 11 tonight...

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

1003. 1040ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 20:42:14 UTC
From: bgr@uncle-bens.rice.edu
Message-ID: <1991Jan31.204214.19664@rice.edu>
Source record: 235147
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

```
1040 ST (1987 vintage)
Memory: 1MB
Disk: 720k internal
TOS: 1.0

1224 Color Monitor
Epson LQ800 printer, cable
spare ribbon, tractor feed
Mouse, Epyx joystick, 10' extension cords
G.E. 6-outlet surge-protected power supply

WordWriter 2.0
Zoomracks II
Dungeon Master
Barbarian
2 Infocom games
A couple other games

~200 disks of misc. public domain SW

$850 takes all, I ship.
Less w/o printer.

Bob Rhode
(713)630-8715 (leave msg)
email: bgr@owlnet.rice.edu
```

1004. MAC ROMS

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 21:04:33 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Jan31.210433.9003@daffy.cs.wisc.edu>
Source record: 235062

I just blew 300 bucks on a Spectre GCR and I have looked almost everywhere for MAC ROMS. This things is going to be quite useless without them, if I can't get them.

Please, if anybody knows where I can get them email me immediately.

--Gregory

1005. Re: FTL's recent activities (was Re: DM1: Some Spells...)

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 21:55:49 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7117@uqcspe.cs.uq.oz.au>
Source record: 235059

In <59486@aurs01.UUCP> news@aurs01.UUCP (news) writes:

>chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>>In-Reply-To: message from johnu@syma.sussex.ac.uk
>>
>>stop this stuff you are cluttering this area with game junk!!!
>From: whitcomb@aurs01.UUCP (Jonathan Whitcomb)
>I'm sorry, I should post only important stuff like "help" 8^B

This group is hardly a high volume one, is it - we can even afford to
have articles condemning articles - WITH FOLLOW-UPS!

I say put what you want on the group, as long as people continue to
discuss it, it has grounds for discussion, as long as there isn't
any place more suited. (I am NOT fishing for comp.sys.atari.st.games)

BTW, I like the bug-eyed, buck-toothed smily...

```
:vO
\_____
/ \
( HELLO )
\_____/
_____
/ \
( HAVVO )
\_____/
/
8^B
```

(But press shift one to many times, and he gets his lights punched
out... 8^B ... *^B :)

Sorry about that digression...

--

This .signature intentionally left blank

1006. Re: STe for sale

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 21:59:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan31.215900.28546@ecst.csuchico.edu>
Source record: 235052

In article <14491@mcdphx.phx.mcd.mot.com> wmc@phx.mcd.mot.com (Wayne Cronin) writes:
>
> STe (4MB) $450

That's one damned good deal!! I sold my unexpanded 1040 for that price six
months ago.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1007. Re: GEM key sequences

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 22:26:40 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540006@hpcc01.HP.COM>
Source record: 235067

Here's an expanded list based on e-mail input and some experimentation
at home. If you want to test your skill, try to copy a file from a
non-foreground window to another window without raising the source
window and without using the mouse :-).

Legend:
alt = Alternate
ctl = Control
del = Delete
[cursor] = any of up, down, left, right arrows

"Classic" GEM keys:
alt+Help screen dump
Return accept default dialog button (the one
with the bold outline)
Esc re-read disk for active window; ALSO,
erase GEM text input field
left click+Shift toggle file selection (allows multiple
selections)
hold mouse right+left click select file from background window

"Classic" GEM keyboard equivalents to mouse actions:
alt+Insert left mouse button
alt+ClrHome right mouse button
alt+Shift+[cursor] move pointer by 1 pixel
alt+[cursor] move pointer by 8 pixels
alt+Insert+[cursor] left drag

TOS 1.4 GEM keys:
left drag+ctl move instead of copy
ctl+alt+del warm reboot
ctl+alt+shift+del cold reboot
dbl-click left+Shift run program in background window with
current directory set to background
window directory

Show file keys:
space page forward
return line forward
q exit show
d half-page foreward (TOS 1.4 only)

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

1008. Re: Degas/Deskjet driver wanted

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 22:48:16 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340073@hpfcso.HP.COM>
Source record: 235070

> I'm looking for an HP Deskjet printer driver that works with Degas? Does
> anyone have such a program?

Try Migraph.

Migraph, Inc.
200 S. 333 St.
Suite 220
Federal Way, WA 98003

phone (206) 838-4677

They sell GDOS fonts and drivers for a variety of printers, including the
DeskJet.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

1009. FOR SALE: 520ST main units (2)

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 22:56:17 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <4929@umbc3.UMBC.EDU>
Source record: 235058

I have two 520ST CPU units for sale:

Unit 1 has 2.5 megs (Z-RAM upgrade)
Unit 2 has 1 meg (Piggyback RAM)

Units include mouse and power supply, and also have RF modulators built-in.
NOTE: These units do not include disk drives.

I am taking offers for these little darlings, so just drop me a line at my
signature address or call me at (301) 455-1506 for some personal interaction.

Thanks!

Chuck Rickard
(chuck@umbc5.umbc.edu)

Chuck Rickard
(chuck@umbc5.umbc.edu)

1010. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 22:59:27 UTC
From: rohde@spaghetti.cis.ohio-state.edu
Message-ID: <87874@tut.cis.ohio-state.edu>
Source record: 235055

In article <2818@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>> [...]
>>Just another example of how Atari Corp will always remain a backwater
>>"other" computer company.
>
>Bob_BobR_Retelle wrote a message pretty much pissing in my coffee, NOT
>contributing anything useful to the discussion or giving any thought to
>what I was saying.
>

Agreed. . .I find it hard to believe a person with this attitude can be
a sysop on one of the Atari forums on Compuserve...But it would suprise me
more if there were multiple Bob Retelle's in the networked Atari world...

Joe
(Just my piece of wasted bandwith)
--
:-- rohde@cis.ohio-state.edu ---- rohde@muon.eng.ohio-state.edu --:
: "Happiness is being famous for your financial ability to indulge :
: in every type of excess. The part I think I'd like best is crushing:
: people who get in my way." -- Calvin (& Hobbes) :

1011. Re: PD for profit (was Re: Atari ST software for sale)

Newsgroup: comp.sys.atari.st
Date: 1991-01-31 23:32:39 UTC
From: seitz@netcom.UUCP
Message-ID: <22444@netcom.UUCP>
Source record: 235066

In article <WOLF.91Jan30154616@fb14vax.sbsvax.uucp> wolf@fb14vax.sbsvax.uucp (Wolfgang Huwig) writes:
>Moreover, I think real PD software hardly exists. Most authors
>keep the copyright or declare their programs as 'freeware' or even
>'shareware'. Btw., does naming them so carry any legal force (without
>mentioning the copyright)?

Nope. The copyright must me explicitly mentioned. "Freeware" and "shareware" have no legal meaning.
--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

1012. Sam Tramiel funny

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 00:08:25 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Feb01.000825.17805@chinet.chi.il.us>
Source record: 235077

For those lucky people who didn't try to participate in Sam Tramiel's real time conference on Genie on 1/30/91: Genie kept crashing and logging people off. The question delivery mechanism broke. It was a mess. Sam took it *relatively* well (as did about half of the rest of us). Anyway, someone asked how he felt at being the subject of so much attention that it broke a major on-line service. First he said that they should get better software. Then that they should get a better computer......like a TT.

For reference: I think Genie runs on a few connected Amdahls.

There was a little news, but nothing that would surprise regular readers of c.s.a.st.
Steve saj@chinet.chi.il.us

1013. Answer to "what does CACHEnnn do?"

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 02:29:23 UTC
From: apratt@atari.UUCP
Message-ID: <2821@atari.UUCP>
Source record: 235076

carter@cat34.cs.wisc.edu (Gregory Carter) writes:
>I don't even know of [a disk accelerator] that does, except Atari's really
>absurd cache program, which doesn't work worth a dam.

You might not understand what CACHEnnn does. If you think it is supposed
to do something that it doesn't do, you will think it does it badly.

Try this: without running CACHEnnn say "show info" on a disk (floppy or
hard). Now say it again. Took a while, right? Had to hit the disk both
times, right?

Now run CACHEnnn (with nnn at least 020) and and do it again. The second
time you "show info," the disk isn't accessed, because the information is
in memory already. That's an example of what CACHEnnn does.

(This demonstration won't work with a write-protected floppy, because the
second "show info" will actually read the disk to detect media change.)

CACHEnnn doesn't do much good on a machine with TOS older than 1.4 because
those versions used the cache badly: adding more buffers to a badly managed
cache doesn't help. But STe's have TOS 1.6 or 1.62, so that's not an issue.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1014. Re: TT disk drive swap

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 03:32:32 UTC
From: david10@garfield.cs.mun.ca
Message-ID: <1991Feb1.033232.23214@garfield.cs.mun.ca>
Source record: 235056

In article <11158@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:
>
> Has anyone tried / succeeded in replacing TT's (or st's)
> ancient 720kb disk drive with a 1.44Mb probably PS/2 compatible
> one !!! - - - and gotten it working too ??
>
>
> --> Yes I'm reading this regularly, as all six TT owners of Finland <--

According to the latest version of ST World I have (British version - Quarter 4, 1990, Issue 53), there is a chip called HD-MODUL available from CompuWare. It piggybacks on the ST's (sorry, no mention of the TT) disk contoller, enabling the ST to format and use any 1.44Mb drive (includes formatting software). Works with both internal and external drives.

The article also lists The Atari Workshop in London as a distributor. Anyone in England able to elaborate on this?

Dave C

--
Dave Churchill * * * "To get your free sample,
david10@garfield.cs.mun.ca * * * send five dollars to . . ."
david10@odie.cs.mun.ca * * * - The Simpsons
My opinions are just that - mine. * * *

1015. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 03:54:03 UTC
From: seitz@netcom.UUCP
Message-ID: <22475@netcom.UUCP>
Source record: 235057

In article <2818@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>Bob_BobR_Retelle wrote a message pretty much pissing in my coffee, NOT
>contributing anything useful to the discussion or giving any thought to
>what I was saying.
>

Bob was a little harsh (as usual), but he does raise a valid point. Why
did Atari require a daughterboard? I'm sensitive to this having just paid
$275 to upgrade my ST from 1Mb to 2Mb. Of this, only $50 was for the
extra RAM. $175 was for a daughterboard (including installation) and
$50 to replace the 1Mb of RAM that had to be deactivated on the motherboard.
Why do I have to play the daughterboard game again with the TT?
--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

1016. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 06:06:09 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15588@milton.u.washington.edu>
Source record: 235061

In article <22475@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
>
>Bob was a little harsh (as usual), but he does raise a valid point. Why
>did Atari require a daughterboard? I'm sensitive to this having just paid
>$275 to upgrade my ST from 1Mb to 2Mb. Of this, only $50 was for the
>extra RAM. $175 was for a daughterboard (including installation) and
>$50 to replace the 1Mb of RAM that had to be deactivated on the motherboard.
>Why do I have to play the daughterboard game again with the TT?
>--
> Matthew Seitz

You don't HAVE to play the "game"... You don't HAVE to buy
a TT.

Do what I am going to do: buy the Gadgets 33Mhz 68030 that
COMES WITH the co-processor and 8 FREE simm slots.

I was seriously thinking I was going to buy the TT as soon as
it comes out.. within the next 5 or so years, in other words.

But, I would rather support David Small who seems EXTREMELY
interested in supporting his customers and providing them
with a variety of options. He's even open to suggestions!
He actually "listens" to what people want and are willing
to buy.

But we shouldn't jump to conclusions prematurely: the TT
is not on the shelves, so WE really don't know what options
we will have. I don't think ATARI knows what they're going
to give us either, to wit Allen's recent comment that he
didn't "know if it were true or not" that one could buy
a diskless TT. He did emphasize that you MUST buy a
daughter board for memory from ATARI, in other words,
your TT doesn't come with empty simm slots.

I think we know that much.

Someone correct me if I am wrong, please.

kevin
ramsiri@blake.acs.washington.edu

1017. GEMINI 1.2, where is it??

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 06:17:22 UTC
From: euaanu@eua.ericsson.se
Message-ID: <1991Feb1.061722.318@eua.ericsson.se>
Source record: 235073

I read in the December issue of ST Magazine about the new version
of Gemini, 1.2, and now I am wondering why it hasn't been posted
to the net or to atari.archive. Is it because it hasn't been
translated to english or what??
I think it is a very nice desktop replacement but unfortunately
I can't use GCC or G++ from it. Hopefully it can be done in
in the new version.

/Arto

1018. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 06:26:43 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb01.062643.893@ecst.csuchico.edu>
Source record: 235069

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

- I'm pretty sure the internal harddrive on the STe is an
- imbedded SCSI drive plugged directly to the computer, so there is scsi
- there.

I've heard it's a ST-157N 48meg drive. What I'd like to know is if
it's the 28ms or the 40 ms version.

- Whether it was brought out the back of the computer or not,
- sorry, I didn't look. Ilike the concept behind the Mega STe1. It's
- basically a dealer configuable box, as the cost on 256k simms
- appearantly is about 3.00$. Now if someone could come out with a board
- which used a bunch of 256k simms to make a 4 meg board that fit the 4
- simm slots, there'd be a use for all those excess simms.......

A Computer Science graduate who now works for CSUC told me a few
months ago that they were working on such a hack, to have 4 256K SIMMs
assigned to one slot.

- Someone mentioned here that the 2.5 meg configuration didn't
- work due to a bug in tos 1.6. If what I've heard is correct, this
- is wrong. The new mmu is part of a larger chip with other custom chips
- incorperated into it. I'd say the logic to support the 2.5 meg config
- was left out to simplify design, rather than from malice.
^^^^^^
Yeah. I think a lot of people believe that the Tramiels are 'out to
get them.' The inconveniences are usually due to cost-cutting
schemes which the average user wouldn't be concerned about.

Oh, BTW, I've heard it's TOS and not the MMU that causes the bug.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1019. Atari entries in '100' list

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 07:21:37 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb01.072137.1063@ecst.csuchico.edu>
Source record: 235075

The January 21st issue of _MicroTimes_, a Northern California computer magazine, included their 4th annual "100," a list of Industry leaders "for a turbulent 1990," compiled by their editors. So, in the same list as Jonathan Seybold and John Sculley is everyone's favorite person, Uncle Sam Tramiel. His paragraph reads:

Sam Tramiel

President
Atari Computer

Tramiel took a lot of heat from unhappy ST users in 1990 over his apparent decision to emphasize Atari's historically strong European market at the price of near-invisibility in the US. Leaving aside the probability that Tramiel will have the last laugh in 1992 when the company's an EC household word, by COMDEX Atari was showing and shipping some new ST technology, maintaining its commitment to technical excellence at low cost, and apparently making serious attempts to mend its fences with its fanatical and long-suffering user base.

Seeing Sam Tramiel in the list was not as surprising as seeing Donald Thomas's name in it. He gets the award for the longest title, and at least one of the longest entries in the list.

Donald Thomas

Computer Marketing Manager
Atari

Owner
Artisan Software

Author
The Revolution Handbook

Thomas is the quintessential hardcore Atari ST user. By day he works at Atari helping customers with Portfolios, Atari's DOS-based videocassette-sized computers. By night, he works in his ST-filled house in Manteca, running his ST software company, Artisan. He also spearheads something called The Revolution.

Lots of Atari users have long been frustrated at the company's failure to aggressively promote the machine in the US -- a frequent comment being that the company is doing so well in Europe that it doesn't have to worry about the US market. For most American ST users, moving to Dusseldorf for better hardware and software availability is not one of the options.

As an ST aficionado and software developer, Thomas worried about the prospect of the ST not only failing to achieve the installed base it deserved, but utterly vanishing from the face of the continental US. So he did something about it. He published, online (CompuServe and GEnie) and in hard copy, /The Revolution Handbook/. Which, among other things, exhorted ST users to be vocal about their product and support needs. A frequently recommended activity is writing letters to Atari President Sam Tramiel.

In a recent profile in /STart/ magazine, writer E.J. Koch explains the delightful irony of the situation: "The company is close-mouthed regarding Thomas's efforts. Sam Tramiel refused to comment, but offered Thomas as his spokesperson regarding The Revolution. Tramiel is in the strange position of having his customers usurp his business plans. On one hand, any publicity the Revolutionaries generate supposedly benefits his sales, but on the other hand, he's being pressured to spend advertising money where the customers, not the company owners, think best. And to top it all off, he is Thomas's boss."

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1020. Re: Gulam, can I get the source?

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 08:31:50 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2985@laura.UUCP>
Source record: 235071
Cross-posted to: comp.sources.wanted,alt.sources.wanted,comp.sys.atari.st

In article <5913@uafhp.uark.edu>, tn03@uafhcx.uucp (Sven Thjostarsson) writes:
|> Can I get the source to Gulam? I'd love to try to port it to Coherent.
|> How can I reach the author?

Some time ago, on Mon Nov 13 20:28:27 1989, the author of Gulam,
pmateti@crimson.wright.edu (Prabhaker Mateti), posted the following to this
very newsgroup:

|> Over the past two years, I have recd several enquiries about
|> improvements and bug fixes to Gulam. To all those, and the many
|> others who found it useful and said so: I am grateful.
|>
|> I would like to release a corrected version. The question of "when"
|> is governed by two factors. One is that I no longer use ST on a daily
|> basis. Two, I have not seen "correct" solutions to the many problems
|> attributed to Gulam (such as the one re stdin/out redirection). I
|> would like to recv "capsules" of solutions to such problems. Bugs
|> caused strictly by the internals of Gulam are, of course, mine to fix.
|>
|> Meanwhile, if there are others who have "fixed" Gulam, I have no
|> problem if they post the binaries of such versions. I still hold the
|> copyrights to the original src, and I am not giving permission to post
|> the src. Authors of modifications, of course, do NOT need my
|> permissions to post their mods (either in src or as binary patches).
|>
|> The src of Gulam is available, as always free of cost, to individuals.
|> However, having seen public comments by some who recd the src, I will
|> be selective in who I will send the src to. It is not an easy program
|> to understand without the design documentation, which I am not yet
|> ready to release.
|>
|> prabhaker mateti, wright st u res ctr, 3171 research blvd, kettering, oh
|> 45420
|> pmateti@cs.wright.edu (513) 259-1379 (513)
|> 873-2491

I hope this answers at least a few questions.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1021. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 10:15:56 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.665403356@cip-s02>
Source record: 235072

mjs@hpfcso.HP.COM (Marc Sabatella) writes:

>Well, some applications, upon finding the feature, might insist on using it,
>and not leaving it up to the user. Someone might write an application that
>creates internal data files named "foo" and "FoO" and requires them to be
>distinct.

In addition, many programs convert all filenames to lowercase before presenting them to the user (especially command shells)(the Okami Shell leaves the decision whether or not to convert to lowercase to the user). In this case, "foo" and "foO" would turn into the same filename. But do you really plan to use filenames that differ only in their cases?
New programs would certainly not rely on filenames being case indepentant in order to stay compatible. So they will certainly not trust in foo and foO being different files. Using files that differ only in their case would be discouraged on an OS with optional case insensitivity anyway because turning the feature off would suddenly make a lot of files have the same name.

As for myself, I dont really miss case insensitive filenames, I'd rather see a Unix filename convention that doesnt force filenames to the filename.ext convention. How about the difficulty of implementing that? In the disk directory, the filename "foo.bar" is written "foo bar", and programs (like Fsfirst) replace the spaces by a singe dot. If the directory entry was "foo.bar.baz", it should be possible to recognize that this is not a standard TOS filename, so an OS extension should be able to handle filenames in both MSDOS and Unix convention.

Back to the case insentivities, there is however one advantage given by filenames being not case sensitive: if you are using a command shell which has, say, an internal command named "test" (it will have if it resembles the Bourne Shell) (guess which Shell does?) and you have a program called test.prg, then typing "test" on the command line will invoke the internal command, so you have to run test.prg by typing c:/bin/test.prg or something if filenames are case sensitive, but if they are not, you can simply type "Test" to invoke the external command (which is I suppose a lot easier to type even for people who do not like to use the shift key.)

1022. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 11:24:18 UTC
From: jvt@its.bt.co.uk
Message-ID: <=M#&4^=@uzi-9mm.fulcrum.bt.co.uk>
Source record: 235082

In article <15508@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>GEM has more serious problems than that with its double click. My father,
>who is 60 years old and has unsteady hands, can't double click on his 1040
>if his life depended on it. I think GEM doesn't recognize a double click
>if the mouse is moved between the clicks, even if they occured within the
>required timespan. I've never seen anyone have problems double clicking
>on the Mac.

This is somewhat drifting from the point but....

I agree that can be a serious problem. It seems that GEM takes the
click on the pixel rather than the icon. A solution for your father
and anyone like him is to use a tracker ball. In this you can set the
pointer position and then remove your hand from the ball to click.
Any movement of the unit does not alter the pointer position and so
should over come the problem. The same could be achieved by lifting
the mouse of the desk to click, but that is getting silly.

John
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

1023. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 11:52:12 UTC
From: jvt@its.bt.co.uk
Message-ID: <ZM#&B*=@uzi-9mm.fulcrum.bt.co.uk>
Source record: 235083

In article <1991Jan29.233400.28092@rice.edu> bro@eunomia.rice.edu (Douglas Monk) writes:
> NEVER work on a monitor when it is plugged in unless you REALLY know
> what you are doing. Even unplugged monitors may carry dangerous
> charges in capacitors for quite some time as well.

This is TRUE and a safe practise is always to discharge large value caps
before working on equipment no matter how long it has been since the
equipment has been switched on. Remember: Tubes have capacitance.

In article <ENTROPY.91Jan30184418@pogo.ai.mit.edu> entropy@ai.mit.edu (entropy) writes:
>A TV or monitor can retain a lethal charge for more than 2 years after
>it is unplugged (especially older TV models). There are ways of
>safely discharging caps and tubes, refer to a TV repair manual for
>more information.

Long - yes, That long - **no way**. As above I always advise caution
but scare mongering based on half fact helps nobody. Lets keep this
advice to sensible levels, after all working on HV equipment is
quite safe as long as proper procedures are applied. The objective
must be to help people to learn, not to unnecessarily scare them off
ever opening the cover.

John
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

1024. Re: DM1 - The lord chaos!

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 11:56:38 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb1.115638.15991@informatik.uni-erlangen.de>
Source record: 235074

clive@aldetec.oz.au (Clive Salvidge) writes:

>Well, at last, the dragon is dead, I have the firestaff...
>But HOW do you kill the lord chaos? I have tried fluxcaging
>him but he just jumps right out when I try to fuse him!

>any ideas you guys???

You have to fluxcage the fields *surrounding* lord chaos. This is easy if you
guide him into an edge like this:

wall: # ##########
you: o ##########
lord chaos: @ ##@.
flux cage: . ##..
##o
##

Now you can fuse lord chaos and enjoy the *nice* end sequence.

Lars

```
+-----------------------------------+-----------------------------------+
| Lars Michael | | | | |
| lsmichae@faui43.uni-erlangen.de | | | | "Down with ATARI, |
+-----------------------------------+ / | \ Long live the ST !" |
| "May the Schwartz be with you!" | / | \ |
+-----------------------------------+-----------------------------------+
```

1025. Re: Losing folders...

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 12:25:27 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb1.122527.5076@actrix.gen.nz>
Source record: 235088

From what I read Atari replaced the DMA chip, as there was a faulty batch, they also stated that the DMA cable must not be longer than 12", that is very funny as there cable is 19" long, I have read that some machines had the Atari Mod: done but they still did not work with Atari hard disks, also read that Atari came out with a New main PCB for the STE...I did read that ICD investigated the fault, most were because of noise,(Data Books on TTL do state not to run TTL more than 12"), but did find the byte shifting problem was posibly the DMA chip ..also noted that a few dealers were replacing the DMA chip with some from older machines. I would like to bye a STE, but will wait till all the bugs have gone, Unable to get Atari to state if TOS 1.62 has the PoolFix problem removed...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1026. Database source wanted

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 12:26:59 UTC
From: ole@pac.uucp
Message-ID: <1991Feb1.122659.13407@pac.uucp>
Source record: 235084

Hi there !

I'm looking for C-sources of (dBase/Clipper compatible) database tool. Any
hint may be helpfull !

In anticipation, Ole.

e-mail: mcvax!unido!tub!pac!ole snail mail:
ole@pac.uucp Ole Noculak
ole%pac%tub.BITNET@MITVMA.MIT.EDU PAC Technology GmbH
Fritschestrasse 27-28
phone: +49 30 342 00 31 D-1000 Berlin 10
fax: +49 30 341 07 99 Federal Republic of Germany

1027. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 14:01:32 UTC
From: PHB100@psuvm.psu.edu
Message-ID: <91032.090133PHB100@psuvm.psu.edu>
Source record: 235080

In article <40711@ucbvax.BERKELEY.EDU>, emerson@gandalf.Berkeley.EDU (Emerson Mei) says:
>
>reviewer had was that GEM required a 1/2 to 1 second pause before an
>initial click in a click-drag manipulation otherwise the drag would
>fail. Is this a problem I'm not aware of? I have a Mega & a 520 &
>they seem OK. If their reviewer is indeed seeing things that are
>
I've noticed this also...to click and drag you must ckick and hold until the icon changes to an outline only then can you drag the icon around. I can put up with it, but it is very different from the macs at work and there is always a period of adjustment of 3 or 4 attempts before I get into the new habit.

In the dark no one can hear the color of your eyes.
Disclaimer: This is me. Do I sound like anyone else?

Paul Baughman PHB100@psuvm.bitnet

1028. Looking for the Talon Supercharger for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 14:20:33 UTC
From: swood@terminator.cc.umich.edu
Message-ID: <1991Feb1.142033.7802@terminator.cc.umich.edu>
Source record: 235085

Sorry for the waste of Bandwidth, but I am looking for the individual that posted the Supercharger for sale a while back. I told you that I may be getting the money soon, and today or tomorrow is when I am supposed to be getting it.

I have recently changed sites, and thus my mail is probably bouncing. Anyone else that may have any of the following equipment, I am interested in starting to purchase again:

Talon Super Charger
Z-Ram
Hard-Drives
Book "ST Internals"
Master Tracks Pro

swood

1029. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 15:14:50 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Feb1.151450.4419@cs.dal.ca>
Source record: 235081

In article <665330668.2246@minster.york.ac.uk> pete@SoftEng.UUCP (pete) writes:
>I've used 3 M2 compilers on the Atari ST over the past few years.
>I can only wholeheartedly recommend one of them.
>
>I have used an old version of the TDI (Modula-2 Software) compiler, which was
>OK but rather idiosyncratic - it used a very weird desktop environment
>and needed a DA to control it. However it had great documentation and
>good libraries. Don't know if it's still available though.

TDI vanished several years ago. I had their development system (version
3 I think). Unfortunately, some of the bugs in version 1 that got fixed
in version 2 reappeared in version 3, so a lot of my code broke. It had
some nice features and was reasonably fast if you compiled in a RAM
disk, but due to lots of disk access it was slow compiling to disk.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1030. Uniterm 2.0e help

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 15:23:25 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb1.152325.4730@ncsuvx.ncsu.edu>
Source record: 235096
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am using the latest version I can find of Uniterm. In the function editor how does one put a carriage return at the end of a key

Like for example: if you want to get 'vax*' written and entered into the computer when you press F1 how can you get the carriage return in?
Thanks
Saurabh
smisra@eos.ncsu.edu

1031. Re: GEM key sequences

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 16:18:07 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Feb1.161807.2308@cs.olemiss.edu>
Source record: 235086

In article <RIPLEY.91Jan30234531@basilisk.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
>In article <1991Jan30.174410.190@cs.olemiss.edu> tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:
>
> In article <1540005@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:
>
> I thought everybody knew about the left mouse button:
> Left mouse hold+ right mouse select things in inactive window
> (Shift works here, too I think)
> Left mouse hold+ right mouse dbl clk launch from inactive window
>Difficulty in distinguishing left from right lately, haven't you ? :-)
>
>Greetings,
> RIPLEY
And to think I used to be a drill-team commander! Duhhhhh.
Scene at job interview:

Interviewer: Hold up your RIGHT hand.

[Tony holds up both hands, the left one a little lower than the right.]

Interviewer: Goot. Now, hold up your LEFT hand.

[Tony holds up both hands again]

Interviewer: Something fishy here. Forget it. I don't want to hire you!

Tony: Yeah, well, I wouldn't want to work for anyone who makes me tell
my right from my left anyway. Why do you think I quit the Air Force?

!!
Okay-- so your mail is bouncing when you send to 4dsci1.ocis.olemiss.edu---
So I forwarded my mail from tacky.cs.olemiss.edu, and now you can mail to my
old address: tony@tacky.cs.olemiss.edu Thanks!

1032. For Sale!

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 16:21:57 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Feb1.162157.12414@daffy.cs.wisc.edu>
Source record: 235092

I have 4 Megs worth of 80ns DRAMS for sale, 150 bucks.

I also have an SH204 Hard Disk for sale for 200.00.

Anybody want a nice drive for backing up their partitions?

--Gregory

1033. Re: Answer to "what does CACHEnnn do?"

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 16:31:20 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Feb1.163120.12474@daffy.cs.wisc.edu>
Source record: 235093

I am familiar with the specifics of CACHENNN thank you Alan.

What I would like to know is, what kind of cache program will work
with TOS 2.05 RELIABLY?

Does anyone sell one? And whats the # to call?

--Gregory

PS: <ALT-FLAME> Has anyone nocticed that, with 4 MEGS of memory on an
ST, that its such a HUGE WASTE except for running dum demo's
or making BIG RAM DISKS? Thank God we have Mr. Small so we can
actually make all that room USEFUL.

1034. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 16:39:33 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Feb1.163933.12550@daffy.cs.wisc.edu>
Source record: 235094

Well, EXCUSE ME Johnny boy!

Fact is GUY, I just got a Mega STe, and CACHEnnn makes exactly ZIPPO
performance difference in my hard drive.

I hardly see that as Atari bashing, and I don't have any hard disk cache
program for it, which I could really use.

I didn't make ANY comment on HOW the software was written EXCEPT that
for ME its USELESS on my machine. WHICH IT IS. What the hell does
that have to do with me liking Atari or not?

YOU IDIOT!

--Gregory

1035. Re: Losing folders...

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 16:47:44 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Feb1.164744.12605@daffy.cs.wisc.edu>
Source record: 235095

I have a TRIPLE shielded 19'' cable for my machine which works REALLY well, its a data spec, and haven't had any problems with data loss at all. When you look at this baby you can tell its BUILT nice.

--Gregory

1036. Using GDB

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 17:08:26 UTC
From: dinapoli@rodan.acs.syr.edu
Message-ID: <1991Feb1.170826.791@rodan.acs.syr.edu>
Source record: 235091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy! I've been having a problem getting GDB to work on my MEGA 4.

If I compile with the -gg switch, the resulting symbol files cause
gdb to crash when I attempt to load them.

If I compile with the -g switch I get the following error message when
I attempt to link the executable...

Bogon alert! wrote 213 symbols, expected to write 235

I'm not sure about those numbers, but that was the general error message.
the executable is produced, and the symbol file created with sym_ld does
load properly into gdb. But when I attepmt to run the executable from gdb,
I get "Program terminated with code #ffffff95" (again, not sure of the
number).

Does anyone know how to create good symbol files and good executables???
I can't use the -mshort flag because I need to have 32-bit ints (if that
makes a difference).

thanks for your help!

Ron D.

1037. Re: SimEarth for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 17:29:50 UTC
From: bill@mwca.UUCP
Message-ID: <1800@mwca.UUCP>
Source record: 235087

In article <15437@milton.u.washington.edu> iho@akbar.cac.washington.edu (Il Oh) writes:
>Does anybody know if they are planning to port SimEarth to the ST? If
>the answer is no (no they aren't, not no you don't know), does anybody
>know if SimEarth will run under GCR?

Don't know if they plan to port it, but reports on the Gadgets RT on GEnie are
that it runs perfectly on the GCR.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

1038. Re: GEM key sequences

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 18:02:09 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb01.180209.8726@ecst.csuchico.edu>
Source record: 235097

wright@hpcc01.HP.COM (Jeff Wright) writes:

- "Classic" GEM keys:
- alt+Help screen dump

How about this one: press ALT-HELP again to stop the screen dump.

Ralph Turner mentioned this once in ST Informer.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1039. Re: Questions, things for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 19:07:28 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340074@hpfcso.HP.COM>
Source record: 235208

>>It's also probaly the most powerful sequencer bar none. The only
>>thing I would not recommend it for is if you want to do a lot of time
>>signature changes. I don't but it doesn't look as flexible as it
>>should (any comments out there?).

Back then I responded:

>I have had no problem with them. There are various gotchas alluded to in the
>manula, but in my opinion, they are obvious, and the manual gives them far too
>much attention, making it look like they are difficult to deal with when in
>fact it is trivial. The problems have do do with offsets in the arrange list,
>and if you're doing notation, you probably aren't using arrange mode anyhow.

Now I've changed my tune slightly (no pun intended).

I am trying to put together a songbook, and would like to keep the individual songs in one .SON file, so I can control formatting et al globally. I had planned to go with one song per pattern, theoretically giving me 99 songs.

But I'm having trouble getting the time signature changes or double/repeat bar lines for each song to be independent. Because they are global to the song and not to the pattern, time signature changes or double/repeat bar line markings in one pattern affect all the other ones. So I turn on Arrange Mode, and Global Positions, so now I can get independent settings for each line of the arrange list, but I can't get all 99 patterns in an arrange list. Another really gross option would be to start each pattern "n" at bar "n"*100.

I thought of storing each song as a pattern, so I could keep the formatting settings global in the .SON file, but this shouldn't do any good, since I would assume the time signature changes and bar lines markings would not be saved as part of the pattern, but rather as part of the song. I suppose I should check this out, though.

Does anyone else have clever workarounds for this? Kevin, did you run into this when you were trying to do your book on Notator?

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

1040. Re: Uniterm 2.0e help

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 19:23:32 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91032.112332REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 235089
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The Uniterm manual suggests that you should try cntrl-M.

Terry Reeves

Disclaimer: The thoughts and opinions expressed above have nothing to do with SLAC or its policies.

1041. Re: TeX'ing gulam.tex

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 20:51:50 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Feb1155150@acae127.cadence.com>
Source record: 235090

In article <28452@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
> texinfo.tex is a macro package that is used (and distributed) with the
> Gnu software documentation. If you have emacs sources, it's probably

please note that gulam.tex cannot be run with the vanilla texinfo.tex
file from FSF. we had but a few hacks in there. So please use the
texinfo.tex that was distributed with gulam in comp.binaries.atari.st.
There seem to be a few archive that dont have the complete
distribution. I'll be glad to mail out the missing file to maintainers
of those archives.

cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1042. Flames

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 21:03:03 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Feb1.210303.13564@daffy.cs.wisc.edu>
Source record: 235201

Thanks for the flames people! Well, let me state, that as far as I am concerned Atari is heading the right direction with their STe.

I really enjoy my machine(Mega STe), otherwise I wouldn't be writing about my current situation.

PLUS might I add, the new desktop (TOS 2.05) is nothing short of VERY USEFUL. I am very pleased with it.

But for that matter on to someting a little less trivial:

Does anybody KNOW where I can get information about the internals on the MegaSTe? I have so much I want to do, yet can't do it because I actually don't have the faintest idea where everything is?

--Gregory

1043. UUDECODE Help !

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 21:09:14 UTC
From: redmond@ius1.cs.cmu.edu
Message-ID: <11753@pt.cs.cmu.edu>
Source record: 235098

I can get stuff from atari.archive, but I don't have UUDECODE (or whatever it's called). Where do I get it ?

Thanks,

Red/.

1044. Status on goods

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 23:14:02 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Feb1.231402.14274@daffy.cs.wisc.edu>
Source record: 235206

```
32 80ns DRAMS ; $150
SH204 ; SOLD
COLOR Sc1224 ; $150 (With Monitor Master)

--Gregory
```

1045. just a test, ignore it.

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 23:14:33 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991Feb1.181433.1@wharton.upenn.edu>
Source record: 235202

```
This is just a test.

email: zeibari@wharton.upenn.edu
```

1046. color monitor problems

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 23:27:42 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991Feb1.182742.1@wharton.upenn.edu>
Source record: 235100

Hi!
My color monitor, SC1224, is constantly making high pitched sounds.
I have taken it to my local dealer and he said that all ATARI monitors
make those sounds. I doubt this. My friend has one of the older color
monitors and it doesn't make any rude squeals. If I lightly slap the
monitor the sound goes away. I know, I know that isn't the way to fix
something but what else can I do? Also, when there are no squeals coming
from the monitor the speaker constantly hums. What can be done about that?

HELP!!! -> Greg.

email: zeibari@wharton.upenn.edu

1047. Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-01 23:58:38 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Feb1.235838.18571@lsuc.on.ca>
Source record: 235205

I've begun considering the purchase of a flight simulation program
for my 1040ST. The only point I'm considering right now is which programs
are not distributed on copy protected floppies. That is to say I don't
mind "lookup something in the manual" type protection or "dongle"
protection, but I refuse to buy a program distributed on a floppy that
cannot be backed up. So far I've had "Falcon" recommended. Are
there any others I should consider?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1048. Re: Dbase on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 00:27:42 UTC
From: rodent@netcom.UUCP
Message-ID: <22530@netcom.UUCP>
Source record: 235099

techno@lime.in-berlin.de (Frank G. Dahncke) writes:
>D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:

>>I was just wondering. Is there anything like 'Dbase' on the ST or a
>>similar database programming language.

>Yes, there is. It's Superbase Professional by Precision Software. It's
>better but still compatible with dBase.

Superbase Pro is NOT compatible with dBase - only the data files are.
There is a program called dBMan which is 100% dBase compatible, also
with many useful extensions. In fact, dBMan is available for 40
platforms, from the ST and Amiga through Unix machines all the way up
to mainframes. All programs and data are compatible across all platforms.

dBMan comes with a compiler, report generator, and assorted utilities.
It has more features than you can shake a stick at. If you have serious
database needs, check it out.

>| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |

Ben Discoe, computer scientist/deep ecologist

1049. Missing file for dvi2tty

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 01:03:28 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb2.010328.16772@doe.utoronto.ca>
Source record: 235207

Sorry about forgetting to include dvi2tty.h in the recent dvi2tty sources posted to comp.sources.atari.st--and thanks to everyone who pointed it out. I have posted the missing file, and it should show up in a week or two. In the meantime, I will also post it here. I understand that there is a much newer version of the program, and someone might want to port that one instead. I will go hunting for it when I have time.

dvi2tty.h

```
=== CUT HERE ===
#define Copyright "dvi2tty.c Copyright (C) 1984, 1985, 1986 Svante Lindahl.\n\
Copyright (C) 1988 M.J.E. Mol"

#include <stdio.h>

#define TRUE 1
#define FALSE 0
#define nil NULL

/*
* ERROR CODES , don't start with 0
*/

#define illop 1 /* illegal op-code */
#define stkof 2 /* stack over-flow */
#define stkuf 3 /* stack under-flow */
#define stkrq 4 /* stack requirement */
#define badid 5 /* id is not right */
#define bdsgn 6 /* signature is wrong */
#define fwsgn 7 /* too few signatures */
#define nopre 8 /* no pre-amble where expected */
#define nobop 9 /* no bop-command where expected */
#define nopp 10 /* no postpost where expected */
#define bdpre 11 /* unexpected preamble occured */
#define bdbop 12 /* unexpected bop-command occured */
#define bdpst 13 /* unexpected post-command occured */
#define bdpp 14 /* unexpected postpost */
#define nopst 15 /* no post-amble where expected */
#define illch 16 /* character code out of range */
#define filop 17 /* cannot access file */
#define filcr 18 /* cannot creat file */
#define pipcr 19 /* cannot creat pipe */

/*------------------------------------------------------------------------*/

typedef char bool;
```

```
typedef struct prlistptr { /* list of pages selected for output */
int pag; /* number of pages */
bool all; /* pages in intervall selected */
struct prlistptr *prv; /* previous item in list */
struct prlistptr *nxt; /* next item in list */
int adr; /* nr of byte in file where bop is */
} printlisttype;

/*--------------------------------------------------------------------------*/

extern bool outputtofile; /* output to file or stdout(dvi2tty.c)*/
extern bool pageswitchon; /* user-set pages to print(dvistuff.c)*/
extern bool sequenceon; /* not TeX pagenrs (dvistuff.c) */
extern bool scascii; /* Scand. nat. chars (dvistuff.c) */
extern bool noffd; /* output ^L or formfeed (dvistuff.c) */

extern printlisttype *currentpage; /* current page to print (dvi2tty.c) */
extern printlisttype *firstpage; /* first page selected (dvi2tty.c) */
extern printlisttype *lastpage; /* last page selected (dvi2tty.c) */

extern int ttywidth; /* screen width (dvi2tty.c) */
extern int foo; /* temporary 'register' (dvi2tty.c) */
extern int opcode; /* dvi opcode (dvistuff.c) */

extern FILE *DVIfile; /* dvi file (dvi2tty.c) */
extern FILE *output; /* output file (dvi2tty.c) */

/*--------------------------------------------------------------------------*/

/* dvi2tty.c */
void errorexit();

/* dvistuff.c */
void dvimain();
--
////////////////////////////////////////////////////////////////////
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
////////////////////////////////////////////////////////////////////
```

1050. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 01:51:24 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <21046@hydra.gatech.EDU>
Source record: 235203

I'm a subscriber to EM and haven't seen a review of the STacy in the last
7 issues (Aug. 90 thru Feb. 91). Could it be just another Atari basher?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1051. CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 02:02:57 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Feb2.020257.21993@rodan.acs.syr.edu>
Source record: 235204

A while back someone asked about the availability of cd-rom
players for the ST...Does anyone know if ATSpeed with work
with any CD-Rom drives?...If so, which ones?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

1052. Re: Status of Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 03:46:25 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Feb02.034625.16079@vpnet.chi.il.us>
Source record: 235213

In article <1991Jan29.150844.13336@raid5.uucp> tony@raid5.UUCP (Tony Andrews) writes about Sozobon C:
|> Just what is it's current status?
| Works well under a TOS shell. Does not work under MINT.

I don't know if this is common knowledge, but the thing not working under MiNT may be fallout of the dLibs runtime - I use Sozobon C pretty much religiously here on Pell, and I also run MiNT. The only modifications I've done are to write my own cc frontend (part of Orc's toolkit, which I will gladly post to .sources. if people want) and to recompile hcc & top, then linked those three with my own C runtime library. It works fine, without any nastiness. (I run 1.0 - I was bit fairly badly by 1.2 and backed off from it.)

|> Any chance of the ANSI standard becoming a reality?
| What is the purpose of ANSI besides making it possible for a
| perfectly good program to generate infinite useless error messages?

Prototypes are really quite nice. Lotsa C progams of interest are being written these days with prototypes - it's rather a pain to try to unprototype them.

| Who is volunteering to produce an ANSI libc?

I've a good subset of the ANSI libraries. If Dale is reading the net, I'd be happy to fling bits at him to help him fill out dLibs (which is pretty close to complete anyway) with all of the appropriately ANSI functions and behaviors.

.david parsons
(also orc@bach.sql.sybase.com,
orc@jazz.sybase.com,
or orc!pell@bach.sql.sybase.com)

1053. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 04:25:34 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Feb1.232534.7746@umiami.ir.miami.edu>
Source record: 235212

In article <1991Feb1.235838.18571@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I've begun considering the purchase of a flight simulation program
> for my 1040ST. The only point I'm considering right now is which programs
> are not distributed on copy protected floppies. That is to say I don't
> mind "lookup something in the manual" type protection or "dongle"
> protection, but I refuse to buy a program distributed on a floppy that
> cannot be backed up. So far I've had "Falcon" recommended. Are
> there any others I should consider?

Jim,
As an owner of many filght sims for the ST I would say the bast one out
there is the F-19 Stealth Fighter. It is excellent and is easily more
entertaining and last longer than Falcon. However, Falcon is good too. I
play that a lot as well. If you are just interested in more of a shoot'em
up get the F29 Retaliator. It lacks real depth, but it is a good time
consumer. But for the long haul, go with F-19.

Mark Santora
DLK0MS9S@Umiami.edu

A serious talk with Atari Customer Support

"Who is the US manager of Atari?"
"I don't know let me check..."
(5 minutes pass)
"Hello? Let me put you through to my supervisor..."
etc...

1054. PCDITTO2 Fix

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 05:39:09 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <7139@uqcspe.cs.uq.oz.au>
Source record: 235209
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I had a problem with PCDITTO2 (and PCD1), which is now fixed.
PCD2 ran OK, except it would not recognise the hard disk.
My H/d is a Megafile 20, with 2 partitions: C 14Meg, and D 6 Meg.
Mostly I use D for PC stuff.
PCD ran programs from floppy with no complaint, and allowed me to change
directory to C or D. But when I tried to run something - say "dir", from
C: or D: it gave the message "Divide overflow". Likewise if I tried to
access the hard disk while in an A: directory.
After much blood, sweat, and tears, and backups and reformats and
repartitionings and backup restores I fixed it, as follows.
The Mgafile manual advises that the Megafile 20 should be treated as an
SH205. PCDITTO2 AHDFIX says that it should be applied (AHDFIX.PRG, that is)
to SH204 only. Eventually I ran HDX to remove and then install the H/D
driver, and IMMEDIATELY after quitting HDX, ran AHDFIX. That did the trick!
I had tried, once before, in desperation, to run AHDFIX, but I hadn't
realised that it MUST be run IMMEDIATELY after running HDX or any of the
zeroing or partitioning or formatting processes.
BTW: PCD2 runs every PC program I have tried so far:
in particular: MSWORD, QUATTRO, QED, TurboPascal, all the compressor/archivers, Fastback,
and many others.
But there are now much better PC emulators around.
Hope all this helps.

****
|| Marshall Harris
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@batserver.cs.uq.oz.au ||
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

1055. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 08:52:24 UTC
From: iho@cac.washington.edu
Message-ID: <15655@milton.u.washington.edu>
Source record: 235210

mjs@hpfcso.HP.COM (Marc Sabatella) writes:

>Uh, have you ever seen your father (or any other 60-year-old with unsteady
>hands) double click on a Mac?

He has no trouble with the Mac double click. Incidentally, he uses an ST
because he says it's got the only usable accounting system he's seen on
a microcomputer (Best business management system). Too bad the company
doesn't really do ST development any more.

>If you take your hand off the body of the mouse to do the clicks, the chance of
>accidentally moving it between clicks goes down. Awkward, but if his life
>depended on it...

Actually, it goes up. Unless you're pretty deft with your fingers (like us
youngsters), you nudge the mouse when you click. I find I've been anchoring
the mouse with my thumb and pinkie without thinking about it all along.

>Your father might find a trackball invaluable here. Even the unsteadiest of
>clicking fingers won't move that sucker if you keep your hand off the ball.

The trackball is not as nice an interface as is the mouse, in my opinion.
--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

1056. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 10:49:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b07sr4@jonh.wimsey.bc.ca>
Source record: 235223

In <1991Feb1.163933.12550@daffy.cs.wisc.edu>, Gregory Carter writes:
>Well, EXCUSE ME Johnny boy!
>
>Fact is GUY, I just got a Mega STe, and CACHEnnn makes exactly ZIPPO
>performance difference in my hard drive.
>
>I hardly see that as Atari bashing, and I don't have any hard disk cache
>program for it, which I could really use.

To which I quote...
>I don't even know of one that does, except Atari's really absurd
>cache program, which doesn't work worth a dam(sic).
>
>--Gregory

Sure looks like some kinda bash to me

>
>I didn't make ANY comment on HOW the software was written EXCEPT that
>for ME its USELESS on my machine. WHICH IT IS. What the hell does
>that have to do with me liking Atari or not?

Well, from your article quoted above, I don't think the above statement
really quite washes, does it. No mention of " Atari's really absurd
cache program" breaking specifically on a mega ste. Just that it doesn't
work "worth a dam(sic)." Strange if it is broke on the Ste as it works
fine on the TT. I pointed out that in recent tests I'd found that "Arari's
really absurd cache program" worked better for me than ICD's much acclaimed
caching booter. I asked if you'd tried it.
I response to your request for info on cache programs to try as possible
replacements, there's Cold Hard cache, sometimes called cachev3, also Keith
Ledbetter's Lcache, and Dcache from Germany. These are available on most
BBS's and on the commercial services as well. I'm sure some or all are
probably available on atari.archive as well.
Dave Beckermeyer reads this group, so perhaps he'll offer you an upgrade
to your accelerator.
>
>YOU IDIOT!
>
>--Gregory
" I know you are, but what am I?"
--Peewee Herman

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca

or ubc.cs!van-bc!jonh!jhenders

1057. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 11:25:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b07ue2@jonh.wimsey.bc.ca>
Source record: 235224

re: Falcon

The latest version, 1.2 of Falcon, is unprotected except for the use of a code wheel. It even installs on the hard drive, though there may still be a problem with the ICD booter, which is larger than the others and originally didn't work. Falcon has various reality level's making it anything from a straight arcade game, to a full blown simulation. There are also 2 extra mission disks, handy when you get bored with the first game. I recommend Falcon highly.
Some people like F16 Combat Pilot, but I found the scenery to be a bit less detailed, to the point where it's difficult to tell if you're flying at 20 feet or 2000. F19 also is nice, but the focus is stealth and the plane doesn't dogfight very well. There's also Fighter Bomber and a really pretty one from Ocean whose name slips my mind. These are the sims I know about that are worth looking at. Some people like Flight Simulator 2, but if you're looking for a combat plane, look elsewhere. Also to be passed on, IMHO, are JET, and Chuck Yeager's Flight Simulator.
Battle of Britain is nice, but it bogs down a bit when things get busy. Really slick on the TT though. Haven't tried it on the Mega Ste. Due very soon is Flight of the Intruder, from Rowan Software, for Spectrum Holobyte. This promises to be really nice. As a final suggestion, if you do buy Falcon, make sure you get the US version, rather than the European import.

Just a few suggestions from a flight sim fanatic.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

1058. newsletter

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 12:16:13 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7361@crash.cts.com>
Source record: 235211

```
i am posting the newsletter soon huih atari newsletter.need help 8 bit news
for next issue where are all the atari support.i need writers darn it.also st
people show yourself.man it is hard around here!!!
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1059. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 14:35:19 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb2.143519.13305@actrix.gen.nz>
Source record: 235222

<ebER02D8046P01@JUTS.ccc.amdahl.com>
<1991Jan31.191231.4324@newcastle.ac.uk>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: A.French@newcastle.ac.uk

In article <1991Jan31.191231.4324@newcastle.ac.uk>
A.French@newcastle.ac.uk (A. French) writes:
> >[stuff deleted]
> >But there are some very high voltage capacitors that store a whole
hell of
> >a lot of charge. Enough so to knock you flat on your arse. Before
you
> >stick you hand in a monitor ground those caps to bleed off that
charge.
>
^^
>
> Do this with a resistor of suitable dimensions, NOT a screwdriver!!
This will
> take a chunk out of the screwdriver, not to mention what will happen
to you or
> the capacitor...
>
==========
=======
> = A.French@newcastle.ac.uk | Disclaimer: It wasn't me
=
> = Andy, The World Famous Poet |
=
>
==========
=======

The SM 124 Monitor uses a Power Transformer for insulation, Note : the
Output Voltage is 11.8 Volts, I don't think that this will Kill any one
I have worked on a Few of these monitors, Some of you are getting facts
wrong about these monitors, They don't use Switched Mode PSU, so they
don't have the High votage that these PSU have, The EHT is 10.5 KV, and
this is Fully Insulated...I don't see what is the Problem ???

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1060. SoftLink

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 15:19:58 UTC
From: wao@cbnewsm.att.com
Message-ID: <1991Feb2.151958.11041@cbnewsm.att.com>
Source record: 235214

What is Softlink? Is it similar to Revolver? If so which one
is considered to be better. By the way I own and use Revolver.

Thanks
Bill Oswald
aloft!wao

1061. IBM readable disks

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 16:12:44 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.665511164.larserio@kvart.ifi.uio.no>
Source record: 235215

PROTECT5.PRG is a resident virus-killer protector and it makes disks
readable on IBM's AND writes random serial numbers...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1062. Hard-copy prg for EPSON LQ-500 compatible printers

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 16:50:46 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4031@cernvax.cern.ch>
Source record: 235216

Hi netters!

I've written a small (~2k) prog. to do screen dumps on EPSON
LQ-500 compatible printers. So it works on my BROTHER M-1224L
and also on an EPSON LQ800. It is avaible on
atari.archive.umich.edu under atari/printing/hc24_v11.lzh
(thank you John!)

I've forgotten to mention (in the small doc) that it works
only in hi-rez mode.
Put-it in your AUTO folder and forget-it:-) With SPOOL.PRG,
you get the hand back after ~7 seconds. The circles on the
screen are also circles on the paper :-)

Enjoy
Roger hohr@cernvax.cern.ch

1063. evnt_button() returns 0: why???

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 16:56:10 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4032@cernvax.cern.ch>
Source record: 235217

Hi,
I'm confused with evnt_button, especialy 'cause the different
I have don't tell me the same thing. And I'm in the situation
of the 'Subject' line.

Help!
Thanks in advance.
Roger hohr@cernvax.cern.ch

1064. Re: ST Xformer Cable

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 17:07:20 UTC
From: wilmott@u2.rutgers.edu
Message-ID: <Feb.2.12.07.18.1991.4736@u2.rutgers.edu>
Source record: 235218
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm not sure if Gunship was ever released for the 8-bit. Winter Games wasn't released by Epyx, but some other company did make a clone of it, though I forget who it was (Winter Olympics I think the game was called). Not very good anyway. Summer Games II - nope.

As for the best mail order Atari place in the US, for selection and price, I think I'd have to nominate:

B&C ComputerVisions
3256 Kifer Road
Santa Clara, CA 95051

Write and ask for their free catalog (or call 408-749-1003). A good selection of software, both commercial (even a few NEW things from independent developers/enthusiasts) and PD, and lots of hardware (refurbished systems, upgrades, cables, power supplies, repair parts, accessories, peripherals, etc)

-Ray

1065. Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 19:01:13 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb2.190113.9621@ncsuvx.ncsu.edu>
Source record: 235221
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Somoeone wrote here on the net that Spice the circuit
simulation program was available for the ATARI ST and is
free. Where can I find it? Thanks for any tips

Saurabh
smisra@eos.ncsu.edu

1066. Re: SoftLink

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 19:48:07 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15668@milton.u.washington.edu>
Source record: 235220

In article <1991Feb2.151958.11041@cbnewsm.att.com> wao@cbnewsm.att.com (william.a.oswald) writes:
>What is Softlink? Is it similar to Revolver? If so which one
>is considered to be better. By the way I own and use Revolver.
>
>Thanks
>Bill Oswald
>aloft!wao

SOFTLINK is a product by C-LAB, the makers of CREATOR and NOTATOR midi software. The SOFTLINK.prg came with the update to 2.2 version of NOTATOR (and CREATOR). REVOLVER and SOFTLINK are quite different. SOFTLINK allows for limited MULTITASKING: you can run multiple midi programs concurrently and exhange midi datat real-time.. and you can also run GEM and TOS programs while running midi programs CONCURRENTLY. Softlink partitions your RAM, but doesn't revolve it out to disk. SO, there are a couple of the differences between the two programs. C-LAB *WAS* working on another 'level' of SOFTLINK that would multitask GEM and TOS.. but dropped development when they heard ATARI was putting out a multitasking autofolder program. Well.. we never did see that ATARI program.. and C-LAB hasn't returned to the development of a more powerful SOFTLINK.

AN example of what i have been able to do with SOFTLINK:

Run NOTATOR in partition 1 Playing a sequence
Run TEMPUS in partition 2 printing a file
Run STalker as an accessory in parition 3 in BBS mode
and have a friend log on remote and run gulam off my system.

kevin
ramsiri@blake.acs.washington.edu

1067. ATARI MEGA 4ST MONO + 30 MB HD + HP LASERJET IIP FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 20:12:40 UTC
From: ia4@cunixa.cc.columbia.edu
Message-ID: <1991Feb2.201240.241@cunixf.cc.columbia.edu>
Source record: 235219
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,rec.music.synth

Keywords: Midi, Software, Immediate Sale, etc.

I have an Atari Mega4 ST 4MB RAM and 30 MB Megafile Hard Drive, with new Atari Hi-Rez mono monitor. It is in excellent condition, sparingly used, and generally a good machine. I say that as over the last few years I have moved from the basic 520ST thru the 1040ST to the Mega4. Each machine served me well and each was sold because I was upgrading.

This Mega 4 was bought expressly to use with my synth and drum machine to create the next great symphony....alas that never happened. :-(I have the original Dr. T's KCS v. 3.0 with Quickscore and rights to upgrades etc.

I used it with a Laserjet IIP (for printing the scores of the above mentioned great symphony!). So I guess that has to go also because it is not a PostScrpt printer. For my use I recently got
the ultimate upgrade, a Mac II fx. The ST looks good sitting next to the II fx but is being used merely to check email. The monitor is even newer than the computer as at one time I had a color monitor that I sold to get this better resolution mono one.

All devices work very well and have never given me any trouble.

I would like to sell the whole combination together if a reasonable offer is made. Or I can sell the computer system and printer separately. But the latter will be sold only if I sell the computer. If I keep it then I will keep the printer too.

The printer has not yet gone through its original toner cartridge (Yes, the symphony was coming along much too slowly :-(

If you are interested then please email me with a reasonable offer. I am not certain what current prices are so cannot make a

1068. Bug in GFA BASIC 2.0 interpreter

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 21:48:40 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <21089@hydra.gatech.EDU>
Source record: 235225

I just found a bug in the GFA BASIC (Ver. 2.0) Interpreter. When run from a shell with environment variables set and the environment string is greater than ~280 bytes, an address error message will display when attempting to display alert boxes. Apparently the interpreter copies the environment string and if too long it will overwrite some code.

The version of the interpreter I have is 2.027.

1069. Re: case insensitivity in TOS

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 22:53:57 UTC
From: kurt@ritcsh.csh.rit.edu
Message-ID: <1991Feb2.225357.2698@ritcsh.csh.rit.edu>
Source record: 235226

In article <1991Feb1.163933.12550@daffy.cs.wisc.edu> carter@cat34.cs.wisc.edu (Gregory Carter) writes:
>Well, EXCUSE ME Johnny boy!
>
>I didn't make ANY comment on HOW the software was written EXCEPT that
>for ME its USELESS on my machine. WHICH IT IS. What the hell does
>that have to do with me liking Atari or not?

Actually, you called the program absurd. Calling a program absurd is a reflection on how its written and/or what it does.... If a program is bad, then yes, it is poorly written. So yes, you did make a comment on the software.
>
>YOU IDIOT!

Now this was totally uncalled for, he didn't resort to name calling and if you have a problem with that, take it to alt.irrational...
>
>--Gregory

--Kurt Mosiejczuk kurt@nick.csh.rit.edu

1070. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-02 23:13:20 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb2.231320.13563@uvm.edu>
Source record: 235229

From article <1991Feb1.151450.4419@cs.dal.ca>, by silvert@cs.dal.ca (Bill Silvert):
> In article <665330668.2246@minster.york.ac.uk> pete@SoftEng.UUCP (pete) writes:
>>I've used 3 M2 compilers on the Atari ST over the past few years.
>>I can only wholeheartedly recommend one of them.
>>
>>I have used an old version of the TDI (Modula-2 Software) compiler, which was
>>OK but rather idiosyncratic - it used a very weird desktop environment
>>and needed a DA to control it. However it had great documentation and
>>good libraries. Don't know if it's still available though.
>
> TDI vanished several years ago. I had their development system (version
> 3 I think). Unfortunately, some of the bugs in version 1 that got fixed
> in version 2 reappeared in version 3, so a lot of my code broke. It had
> some nice features and was reasonably fast if you compiled in a RAM
> disk, but due to lots of disk access it was slow compiling to disk.
>
>
> --
> William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography

The ads that came with my copy of Lattice C (ported by HiSoft),
indicate that HiSoft took TDI's orphan over as well as Lattice's (SAS
owns Lattice now). Any comments from over the pond? How's the
current version?

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1071. SIMMFIX.PRG Help

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 01:08:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb03.010829.14698@ecst.csuchico.edu>
Source record: 235230

SIMMFIX.PRG a *248-byte* file refuses to run on some occasions. It doesn't run sometimes from the AUTO folder. When I ran it from the desktop to see if it would run from there, I got a TOS Error #35 error (TOS doesn't think it's a program). Sometimes, however, it does run, but it seems to be random. I at first thought that perhaps the fastload bit was set and was causing some problems, but the bit wasn't set.

SIMMFIX always runs first in the AUTO folder. I've also tried it from floppy and I get the same result: sometimes it boots and sometimes it doesn't. Any ideas??

Or, if anyone has a similar program (or a program that just sets _phystop to 2.5megs) please point me in the right direction or send me a copy. Thanks a bunch.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1072. PC Ditto I and II for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 02:13:46 UTC
From: hong@wam.umd.edu
Message-ID: <1991Feb3.021346.18503@wam.umd.edu>
Source record: 235228

Hi, I have a copy of PC Ditto I (the software version) and a copy of PC Ditto II (the hardware version for sale). They both works, but I is slow and II won't fit in my machine and I don't like some hardware hangup out of my machine, but it did work before I took it out.

Anyway they are both up for best offer.

Please email me at hong@wor.umd.edu if you are interested.

Sze Hong

1073. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 03:01:24 UTC
From: techno@lime.in-berlin.de
Message-ID: <3DTN3ZC@lime.in-berlin.de>
Source record: 235227

jimomura@lsuc.on.ca (Jim Omura) writes:

> I've begun considering the purchase of a flight simulation program
>for my 1040ST. The only point I'm considering right now is which programs
>are not distributed on copy protected floppies. That is to say I don't
>mind "lookup something in the manual" type protection or "dongle"
>protection, but I refuse to buy a program distributed on a floppy that
>cannot be backed up. So far I've had "Falcon" recommended. Are
>there any others I should consider?

Yes, get Lucasfilm's "Their finest hour: The Battle of Britain". Will run
perfectly from harddisk.

Hope this helps,

Techno

>Byte Information eXchange: jimomura
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1074. neodesk vs pagestream

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 05:44:09 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <1991Feb3.054409.12763@ims.alaska.edu>
Source record: 235231

that show bogus files. This on 1040 @2.5M w/TOS1.0. The same files copied w/ the std desktop onto disks formatted by std desktop appear to behave. This whole affair sure has made me long for an accessible power switch!!! Any congruent experiences?? from beneath meters of snow, in far flung Fairbanks
J Harris

1075. MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 06:29:24 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb03.062924.15318@ecst.csuchico.edu>
Source record: 235232

Here's some info on the MegaSTe from Gregory (carter@garfield.cs.wisc.edu).

For those of you who are curious about the new and rather hard to
find Mega STe in the US, here are some performance figures:

Quick Index 1.8

Tos 1.0 Tos 1.4 Tos 1.6
Cpu Memory 165% ---- -----
Reg 205% ---- -----
Divide 204% ---- -----
Shifts 208% 207% -----
Dma 64K Read 5680% ----- -----
Gemdos Files 1583% 1607% -----
Disk RPM 2408 ----- -----
TOS text 121%/536%(Turbo) 386%(Turbo) 342%(Turbo)
string 118%/1911%(Turbo) 1288%(Turbo) 1181%(Turbo)
scroll 181%/195%(Turbo) 140%(Turbo) 110%(Turbo)
GEM Dialog 209%/460%(Turbo) 437%(Turbo) 276%(Turbo)

The MEGA STe is really an awesome machine. Its very fast, Atari has mightily
improved the hard disk controller, I get three times the thruput than
on my old SH204, and the drive itself that came with it is a 157N, a very
nice 50 megabyte hard drive.

Through the VME slot on the back, I popped out the card, and looked inside
too see SIMM's, a nice 90 WATT power supply, and a vacant 68881 socket.
I noticed too, that the, (cannoy confirm have to rip the whole machine
a part which I may do this weekend), but the floppy drive looks like
a 1.4 megabyte drive, sony mechanism. The floppy drive controller
chip is socketed so even though its a WD 1772, it may be easily removed
in the future for a better flopyy controller.

I am a US developer, so I got mine under the wire, ONE LEFT. In fact, there
were only 10 MACHINE shipped to thr US, by developer request. The rest
went to the European and Canadian community. You cannot not NOBODY CAN
get one in the US. If some guy tries to con you, wait till around
April/May, when they should be made available in the US.

The Spectre GCR works very nice with this machine. You get hard disk
performance of something between a IIfx and IIsi. 600-700 kiloBYTES per
second. 33ms access time.

I am very pleased. The retail value of the machine is $1979.99. TOS 2.05's desktop is REALLY NICE, hell, its even USEFUL. It packs HOT KEYS, item grouping which is MacLIKE, very MAC LIKE and command key equivalents. I think much better than NeoDesk. The copy operations are VERY efficient and quick. You can select your own ICONS for different things on the desktop color them, hell even color your windows individually. Now the desktop looks pretty and functional in color!

The Machine has 8Mhz/16Mhz/16Mhz with cache options. YOU should see how SNAPPY this thing is with TURBO ST installed at 16Mhz cache on. You could now use an ST for a very good X Terminal(If youcould find the software).

The keyboard feel is very MAClike. The key tops are smaller so you can type faster and quicker. They are no longer MUSHY. Keyboard is very nicely laid out as far as physical form is concerned. It can mold itself to the front of the cpu housing, for a perfect fit or can simply be place in any position you want. (Its also MUCH better built than the MEGA's old flimsy keyboard design).

The preliminary documentation for the machine is not complete yet. Many of the examples in the documentation manual is a bit misleading. For example, the back of the Mega STe in the documentation is shown to have two fan ports, and the VME slot is labled wrong.

What is also confusing is that the mono mode indicated in the manual says two colors are available on the MEGA STe, from a palette of 4096, at 640x400?! I of course can't test this as I only have the SM124 to work on.

I am very satisfied with the layout of the machine, the reset key is in an easily accessable location, along with the keyboard port, which makes positioning the keyboard much more intelligent than on the MEGA ST machines.

Now here is the port listing from the DOCS:

Processor: 16Mhz 68000

Math CoProcessor 68881/2(Optional)

Memory 2 or 4 Depending on Model

Graphics 320x200x16
640x200x4
640x400x2

Color 4096 Colors

Interfaces Midi IN/OUT

VME-compatible Eurocard
(Comes filled/Serial Port)

Monitor port (RGB)

Television port

Parallel port

1 Serial Port

2 Modem(RS232C)

Floppy disk port

LAN Interface

ACSI DMA port
(10 Megabits per second)

ROM Cartridge port
(128K)

Mouse/Joystick port

Stereo RCA ports

Sound Generator Pulse Coded Modulated
sound (8bit DA Converter)

3 voices from 30Hz to
above audiable range

Keyboard 95-key intelligent
keyboard using its own
microprocessor.

Power Consumption 95 WATTS MAX.

Physical characteristics Hieght: 3.54; Width 19.29
Depth 11.41

--Gregory

--
Ed Krimen .....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1076. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 12:13:55 UTC
From: glmwc@marlin.jcu.edu.au
Message-ID: <1991Feb3.121355.5874@marlin.jcu.edu.au>
Source record: 235233

In article <1991Feb03.062924.15318@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Here's some info on the MegaSTe from Gregory (carter@garfield.cs.wisc.edu).
>
>--------------------------
>
>The Spectre GCR works very nice with this machine. You get hard disk
>performance of something between a IIfx and IIsi. 600-700 kiloBYTES per
>second. 33ms access time.

I'm just curious, are all ST hard disks this slow ? 33ms.

>
>I am very pleased. The retail value of the machine is $1979.99. TOS 2.05's

This seems to be a lot for a 68000 based machine.

>
>Now here is the port listing from the DOCS:
>
>Graphics 320x200x16
> 640x200x4
> 640x400x2
>
>Color 4096 Colors

What's the story with 640x400x2 ? An amiga can do 640x400x16 AND even 640x400x4096, without any additional hardware.

>
>--Gregory
>
>---------------------------------
>
>--
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

Matt Crowd.

1077. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 12:51:08 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Feb3.125108.7822@ugle.unit.no>
Source record: 235234

In article <1991Feb2.143519.13305@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
|>
|> The SM 124 Monitor uses a Power Transformer for insulation, Note : the
|> Output Voltage is 11.8 Volts, I don't think that this will Kill any one
|> I have worked on a Few of these monitors, Some of you are getting facts
|> wrong about these monitors, They don't use Switched Mode PSU, so they
|> don't have the High votage that these PSU have, The EHT is 10.5 KV, and
|> this is Fully Insulated...I don't see what is the Problem ???
|>
|> --
|> Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

Monitors newer than 1988 do have a switched mode psu. There are also several
places in the monitor which have voltages up to 600 volts and which are NOT
insulated.
Stig Vidar Hovland - stigvi@lise.unit.no

1078. PATCH utility needed

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 13:20:30 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991Feb3.132030.6405@tertius.in-berlin.de>
Source record: 235245

Hi netlanders,

I'm trying to port some Unix code to the atari. most of the sources is
delivered with PATCH files. I know that there is a PATCH-utilitiy available
on the Unix stations. So my question is: is the PATCH-utility available for
the atari, if not, can someone point me to sources of the utility (hopefully
without patches :-), so that I can port them to the atari ?

Thanks in advance

Ralf

Ralf Gaertner e-mail: gaertner@fhi-berlin.mpg.dbp.de
FHI Berlin

1079. HD Backup

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 14:49:14 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1991Feb3.144914.27815@rodan.acs.syr.edu>
Source record: 235235

Having just gone through my first (and last, I hope) HD crash, I'm suddenly
in the market for a good backup utility. What is good, and will it back up
the ibm area of my HD? I'm using the SC with my ST.
Thanks
Matthew

--
But I still like my ST... HP-48SX GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are"! mjducey@rodan.acs.syr.edu

1080. Required GemDraw to MacDraw Converter

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 16:46:33 UTC
From: jf@ap.co.umist.ac.uk
Message-ID: <1991Feb3.164633.28223@cns.umist.ac.uk>
Source record: 235001
Cross-posted to: comp.sys.mac.misc,comp.sys.ibm.pc.misc,comp.sys.atari.st

Having replaced my Atari ST with a Mac Classic, I need a way of getting my lecture slides from Gem format (actually EasyDraw, but fairly similar) to the PICT format used by Macs - we've got SuperPaint, but if I could convert it to MacDraw format that would suffice. Note I am only interested in the object files, and not in the bitmat (.IMG) stuff. Has anyone got such a program - it doesn't really matter which machine it runs on, since we still have the ST's around. Alternatively, we have access to many flavours of Unix.

I hope someone knows of something, because I'd be loath to type it in again!

Thanks in Advance.

John Forrest
Dept of Computation
UMIST

1081. Spectre recognizing SCSI devices

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 20:06:31 UTC
From: kron@netcom.UUCP
Message-ID: <22698@netcom.UUCP>
Source record: 235236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just started using Spectre GCR (V 2.65C) and I find that some software thinks my Hard Disk partitions are floppy disks (I tried the HD backup software that comes with the system disks and it said it couldn't find any SCSI devices). I also tried to install MPW using the MPW installation procedure and it kept telling me to copy it to the Hard Disk (which is where it was).

Any body else run accross this? Am I missing something in the manual?

--
Kenneth Kron kron@netcom.UUCP

1082. Double clicking with unsteady hands (was Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 20:14:26 UTC
From: kron@netcom.UUCP
Message-ID: <22699@netcom.UUCP>
Source record: 235237

From article <15508@milton.u.washington.edu>, by iho@cac.washington.edu (Il Oh):
> tgray@pieman.compserv.utas.edu.au (Tony Gray) writes:
>> emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:
>
>
> GEM has more serious problems than that with its double click. My father,
> who is 60 years old and has unsteady hands, can't double click on his 1040
> if his life depended on it. I think GEM doesn't recognize a double click
> if the mouse is moved between the clicks, even if they occured within the
> required timespan. I've never seen anyone have problems double clicking
> on the Mac.
> --
> "And now, adding color | Il Hwan Oh
> a group of anonymous, Latin-American | University of Washington, Tacoma
> meat-packing glitterati" | iho@cac.washington.edu
> -- Pink Floyd, Final Cut |

Try getting a track ball. Once you remove your hands from the ball the
cursor doesn't move. One comment about the "Best Trackball" (thats the
brand name) though.
It has a tendency to start moving on it's own when the ball stops in
certain places all you have to do is roll the ball a bit to get it to
stop but it can be annoying sometimes ('course sometimes it's cute).

kk
--
Kenneth Kron kron@netcom.UUCP

1083. Color Monitor FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 20:28:19 UTC
From: bcasper@ncsuvx.enet.dec.com
Message-ID: <1991Feb3.152639@ncsuvx.enet.dec.com>
Source record: 235243

I have a perfectly working SM1224 color Monitor for sale.
I'm asking $250.00. Please respond via E-mail.
Thanks,
-Brian Casper
bcasper@eos.ncsu.edu

1084. TOS 1.4 upgrade problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 20:54:59 UTC
From: wschou@waikato.ac.nz
Message-ID: <1991Feb4.095459.2883@waikato.ac.nz>
Source record: 235238

I am tried to get a TOS 1.4 ROM upgrade for my 1040STF with TOS 1.0 but
was told my board revision would not accomodate it.
I opened my ST up to check this out and found 6 socketed ROM chips with
C070523-001 REV. C printed on the board.

I have heard there are 4-chip and 6-chip upgrades available and it could
be the dealer it was sent to did not know about the 6-chip set.

Has anybody else had similar problems or should I go ahead and buy the
6-chip set (from somewhere?) and install it myself (you only need to
replace the ROM chips don't you?)

Thanks for any advice
Wayne Schou
wschou@waikato.ac.nz

1085. Selling your Atari 8-bit computer? Read this.

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 21:27:57 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <1991Feb3.212757.28557@maverick.ksu.ksu.edu>
Source record: 235240
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers,comp.sys.atari.st

```
Innovative Concepts (I.C.)
31172 Shawn Drive
Warren, MI 48093 USA

Phone: (313) 293-0730
BBS: (313) 978-1685
GEnie: I.C.
CompuServe: 76004,1764

Wanted * Wanted * Wanted
------------------------
We at I.C. are looking for the following Atari 8-bit computers:

Atari 130XE
Atari 65XE
Atari XE Game System
Atari 800XL
Atari 600XL
Atari 1200XL

Notes: We need LOTS of these computers! So, wether you have 1, 5 or more, we
can use them! The computer(s) can be in working or non-working order!

Call today for a price quote, or more information.

This text file may be freely distributed, as long as it remains intact and
unchanged.

--
==============================================================================
Scott Parish Internet: parsons@matt.ksu.ksu.edu
(I have nothing to say.) Bitnet: parsons@ksuvm
==============================================================================
```

1086. Overscan in monochrome

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 21:31:47 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <1991Feb3.213147.24259@sbcs.sunysb.edu>
Source record: 235246

Hello everyone!

The most I have been able to overscan on my sm124 monochrome
monitor has been 672x480. If I set it to overscan more, the image
becomes bent and wraps around the screen. In the overscan docs, it
mentions that it is possible to overscan approx. 800x600 (I think) on a
well adjusted monochrome monitor or a multisync. Does anyone know what
adjustments have to be made to the monitor to do this? What is the highest
resolution anyone has been able to overscan on the Atari monochrome or
multisyncs for that matter?
I was also wondering if anyone has seen or knows anything about
the Reflex graphics board for the Mega's. It is a plug in card that
is supposed to provide 1024x768 on the standard Atari monochrome monitor
and even higher resolutions with other types of monitors. Does anyone know
if it is available in the United States? Thanks!!!

Sincerely,

Michael Rose

```
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^_^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
< Michael Rose |Quack! _/.\ | "It is unnatural in a large field >
< mrose@ic.sunysb.edu |Quack! /\ -===-/| to have only one shaft of wheat >
< mrose@ccvm.sunsb.edu|QUACK! \____/ | and in the infinite Universe only >
< mrose@sbccvm.bitnet | _||_ | one living world." - Metrodorus >
v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v
```

1087. How to get Elvis to work?

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 21:32:20 UTC
From: rcb@netcom.UUCP
Message-ID: <22704@netcom.UUCP>
Source record: 235242

This may sound silly, but has anyone out there gotten Elvis to work on the ST? My problem is that, when I invoke (provoke?) Elvis, I always get the message 'unrecognized TERM type'. I am running with Gulam v. 1.04.05 with the TERM variable set to 'st', the TERMCAP variable containing the termcap entry for 'st' and an \etc\termcap file with an entry for 'st'. This same setup works with GNU Emacs and the recently-posted less v. 97 (and no, I'm not running Mint either!). I got my version of Elvis from panarthea. Any ideas? I even tried to run without the TERM variable, just got kicked out again with 'TERM variable must be set'. Talk about Catch-22!

Thanks for any help,
Roy Bixler

current: netcom!rcb@apple.com
after Feb. 11th: rcb@netcom.com

1088. Re: TOS 1.4 upgrade problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 22:39:03 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15720@milton.u.washington.edu>
Source record: 235244

In article <1991Feb4.095459.2883@waikato.ac.nz> wschou@waikato.ac.nz writes:
>I am tried to get a TOS 1.4 ROM upgrade for my 1040STF with TOS 1.0 but
>was told my board revision would not accomodate it.
>I opened my ST up to check this out and found 6 socketed ROM chips with
>C070523-001 REV. C printed on the board.
>
>I have heard there are 4-chip and 6-chip upgrades available and it could
>be the dealer it was sent to did not know about the 6-chip set.
>
>Has anybody else had similar problems or should I go ahead and buy the
>6-chip set (from somewhere?) and install it myself (you only need to
>replace the ROM chips don't you?)
>
>Thanks for any advice
>Wayne Schou
>wschou@waikato.ac.nz

As I understand it, there's a 2 chip set and a 6 chip set.
For months, my dealer has been waiting for ATARI to send them
6 chip sets of 1.4. I HAD been waiting for ATARI until I found
out that JOPPA had both sets. They each sell for $89.00.

When i got mine, ATARI had supplied ONLY a sheet of paper
diagramming Mega boards.. so i had to guess as to which
orientation to set the roms. As it turned out, by following
the "logic" of ATARI's STICKERED chips (and not following the
more intuitive labeling of the chips underneath the stickers,
i put them in reverse order). NO harm done.. just reoriented them
and everything has been perfect.. except that i had to drop
my ST from about 2 inches off the table a couple of times
to get it to boot. I haven't had to do that for a month now.

Joppa: 1-800-876-6040

kevin
ramsiri@blake.acs.washington.edu

1089. System + Software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 22:45:25 UTC
From: fer9483@tesla.njit.edu
Message-ID: <1110@tesla.njit.edu>
Source record: 235031

I have the following for sale:

Atari 1040st CPU w/DS drive
Atari Color Monitor

and the following software (all originals, MOST with manuals)

Return to Genesis
Populous
Scrabble
Dungeon Master 2, Chaos Strikes Back
Road Raider
Virus
Hunt for Red October
Heroes of the lance
Gauntlet
Star Trek: The Rebel Universe
Space Cutter
Bermuda Project
Rockford
Cosmis Relief
Elite
Outrun
Mortville Manor
Obliterator
Slaygon
Star Wars
Gold Runner 2
Universe 2
Empire Strikes Back
Tracker
Shadowgate
Fire and Forget
Legend of the Sword
Warlock
Pandora
Ice HOckey
FLight Simulator 2
Leatherneck
Gunship
Road Wars
Alien Fires
Paladin
Hostage
Bionic Commando

Micro League Wrestling
Jet
Questron 2
Alternate Reality:The City
Autoduel
Bard's Tale
Carrier COmmand
Chronoquest
Captain Blood
Knight Orc
Foundation Waste
Sentry
Breach
Gold Of The Realm
Empire
Space Quest
St-Talk

Thats 55 games, if I sold them for $7 a piece (which is very reasonable)
that would be $385 , I will sell the whole package, 1040, monitor + all
software for $750 or BO.
I must sell as a package.

Please Email me, or better yet, call 908-276-9667.

-Frank Rachel

1090. Re: TOS 1.4 upgrade problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 23:40:20 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Feb3.184021.7755@umiami.ir.miami.edu>
Source record: 235043

In article <1991Feb4.095459.2883@waikato.ac.nz>, wschou@waikato.ac.nz writes:
> I am tried to get a TOS 1.4 ROM upgrade for my 1040STF with TOS 1.0 but
> was told my board revision would not accomodate it.
> I opened my ST up to check this out and found 6 socketed ROM chips with
> C070523-001 REV. C printed on the board.
>
> I have heard there are 4-chip and 6-chip upgrades available and it could
> be the dealer it was sent to did not know about the 6-chip set.
>
> Has anybody else had similar problems or should I go ahead and buy the
> 6-chip set (from somewhere?) and install it myself (you only need to
> replace the ROM chips don't you?)
>
> Thanks for any advice
> Wayne Schou
> wschou@waikato.ac.nz

There are two sets of chips available of TOS 1.4. There is a 2 chip for the original MEGAS and a few 1040's and a 6 chip set for everything else. There is no reason why you can't use the 6 chip set. Were you going to have him install it or were you going to? He might have not wanted to sell you a set if he wasn't going to make any profit off it...

Mark Santora
DLK0MS9S@UMAIMI.edu

1091. Drive speed problem (ATT: Paul Moreau!)

Newsgroup: comp.sys.atari.st
Date: 1991-02-03 23:41:43 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <28333.27ac4b57@kuhub.cc.ukans.edu>
Source record: 235248

In article <120@unix.UUCP>, paulm@unix.UUCP (Owner and User) writes:
> In article <28139.279f5dcc@kuhub.cc.ukans.edu>, kuento@kuhub.cc.ukans.edu writes:
> [...]
> I ounce had the same problem exactly. It turned out to be that my drive
> according to speed.prg (was that it?), said that it was turning at 308
> RPM. I opened the case, twiddled a bit with the speed program running,
> found the SPEED POT, and turned it down to between 298 and 300. Now it's
> flawless.
> Hope it's the same for you, Later.
>
> Paul Moreau
> ----
> UUNET: ..!ccicpg!unix!paulm

I hate to have to post this publicly, but I've been trying for *days*
to find some permutation of your e-mail address that would work, and I
keep coming up dry. You're the *only* person so far who has claimed to
have this same problem *and* been able to fix it themselves. What is
this software you used? Is it available in the public domain anywhere?
What exactly is the SPEED POT? I'm desperate for any more information
you can give me about this...PLEASE respond!
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"Bobby, jiggle Grandpa's rat so it looks alive." "Roota! Voota! ZOOT!"

1092. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 01:49:40 UTC
From: glmwc@marlin.jcu.edu.au
Message-ID: <1991Feb4.014940.14419@marlin.jcu.edu.au>
Source record: 235249

In article <1991Feb4.100645.23401@qut.edu.au> lunnon@qut.edu.au writes:
>In article <1991Feb3.121355.5874@marlin.jcu.edu.au>, glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
>> In article <1991Feb03.062924.15318@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>>Now here is the port listing from the DOCS:
>>>
>>>Graphics 320x200x16
>>> 640x200x4
>>> 640x400x2
>>>
>>>Color 4096 Colors
>>
>> What's the story with 640x400x2 ? An amiga can do 640x400x16 AND even
>> 640x400x4096, without any additional hardware.
>
>640*400 only in flicker mode (Interlaced)

Anyone who uses an Amiga in 640x400 or greater has a de-interlcing card
or runs in productivity mode, 640x400x4.

Try doing 1280x512x2 on an ST with NO extra hardware, it's not possible,
it is on an amiga.

>Try to do anything usefull in an unexpanded amiga while displaying a 640x200
>x16 , extra-halfbright pic. More than 2 planes at 640*200 (which is the
>same as amiga 640x400) in an 8 MHz 68K system will require cpu cycles to

The Amiga's graphics are far superior to the ST for speed and it's a well
known fact.

>acquire video data. In the more colourful video modes you have to run your
>CPU in the intervals.
>
>This is why amigas have limits on video ram. ST's have no limit on video ram
>except the inherent ST memory limits this makes frame animation much easier
>on an ST.

There may be a physical limit to CHIP ram, but all the serious 8Meg
Sound/Animation players use bank switching, it's not a problem at all.
>
> BOB
>>>
>>>--Gregory
>>
>> Matt Crowd.

One look at Gem on an IBM turned me off the ST for life.

ps. How about multi-tasking on an ST ?? Impossible.

1093. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 03:01:26 UTC
From: techno@lime.in-berlin.de
Message-ID: <3HUN89M@lime.in-berlin.de>
Source record: 235239
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

smisra@eos.ncsu.edu (SAURABH MISRA) writes:

>Somoeone wrote here on the net that Spice the circuit
>simulation program was available for the ATARI ST and is
>free. Where can I find it? Thanks for any tips

Hm, yes, I posted this to someone who said he could put it into a ftp site.
What happened, Wolfgang ?

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1094. Hybrid Arts sequencing software for sale - Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 04:48:59 UTC
From: pardue@gn.ecn.purdue.edu
Message-ID: <1991Feb4.044859.283@gn.ecn.purdue.edu>
Source record: 235250
Cross-posted to: rec.music.synth,comp.sys.atari.st,misc.forsale,purdue.forsale

Hello all!

I just got rid of my Atari ST to a non-musical person and have two pieces of
ST software for sale:

Hybrid Arts SmpteTrack II professional sequencer
- Version 5.0, 1989
- 60 tracks
- Graphic editing
- Includes sync box for SMPTE, FSK, TTL, DIN, HybriSync, Audio Click
and/or MidiTrack II/III input and output
- Lots and lots of very nice features

Hybrid Arts EZ-Score Plus notation package
- Professional sheet music printing program, 1987
- Auto-score from SmpteTrack files!
- Lyrics support
- MIDI or speaker playback
- Very ergonomically designed
- Perfect complement to SmpteTrack

The last time I checked, these were going for around $350 and $120,
respectively, but all reasonable offers will be considered!

- Jon
--

Jon Pardue "The plural of 'spouse' is 'SPICE'."
pardue@gn.ecn.purdue.edu - me
"Old musicians never die, they just go from bar to bar." - Anonymous

1095. Re: GEMINI 1.2, where is it??

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 06:36:47 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7397@crash.cts.com>
Source record: 235002

In-Reply-To: message from euaanu@eua.ericsson.se

how can i acces any software through the net?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1096. Re: TT disk, memory upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 07:19:01 UTC
From: kurt@ritcsh.csh.rit.edu
Message-ID: <1991Feb4.071901.9738@ritcsh.csh.rit.edu>
Source record: 235241

In article <1991Feb2.041933.3958@cs.mcgill.ca> depeche@cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:
[Stuff about getting Bob ReTelle to shut up deleted]
>
>The only other problem I have with the TT is that it is using a 68030
>chip.. While this would have been really neat 'n' groovy back in 1989, they
>are quite obsolete now, and I want a 68040 box. Anyone know if there'll be
>a quick 'n' easy way to upgrade a TT to 68040 without compatibility
>problems? Now that would be a neat trick!!!!!
>
Well, first to address why Atari didn't put a 68040 in the TT. First,
the original TT was based around a 68020, however, Atari realized that it
would be hopelessly outdated by the time it got to market. So, Atari took
the gamble that the 68030 would be available in mass quantities when they
got the TT to market. The 68040, however, is still not available in large
quantities from Motorola and is extremely backlogged. So, right now the
68040 is not feasible. Think about it, if Atari was wrong, David Small
would not be messing with a 68030 board, he would go 68040.
Okay, here I am a little shaky... I wouldn't imagine that the 68040 would
be difficult to implement in terms of an upgrade, apprently Atari got TOS
into a state where it is hardware independant (thus the increase in size).
Therefore, I would think the 68040 would have no problems...

Just my humble opinion....

Kurt Mosiejczuk kurt@nick.csh.rit.edu

1097. 1.44 Mb format program needed...

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 08:27:06 UTC
From: hb9zz@bernina.ethz.ch
Message-ID: <1991Feb4.082706.9047@bernina.ethz.ch>
Source record: 235004

I've just installed the 1.44 Mb modif. to my ST and everything goes well with IBM formatted floppies, but it isn't really comfortable to format my disks on some other computer... so if somebody has a 1.44Mb format programm or knows where I can get it.... Thank you

Ciao --- Rick

1098. Redirection of Printer

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 08:33:05 UTC
From: grillo@olivey.ATC.Olivetti.Com
Message-ID: <50305@olivea.atc.olivetti.com>
Source record: 235005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi netters,

Does anyone know if a program that can redirect the print-data in a file?
This could be very useful for people (like me) that have not a printer at
home but have one at office!

Savino.

1099. Printer Redirection on a ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 08:37:58 UTC
From: grillo@olivey.ATC.Olivetti.Com
Message-ID: <50306@olivea.atc.olivetti.com>
Source record: 235006
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi netters,

Does anyone know if a program that can redirect the print-data in a file exist ? If yes, any ftp site?
This could be very useful for people (like me) that have not a printer at home but have one at office!

Thanx
Savino.

1100. usenet news/mail software

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 10:21:30 UTC
From: eric@abode.wciu.edu
Message-ID: <1991Feb4.102130.328@abode.wciu.edu>
Source record: 235008

The version of the usenet news/mail software that was sent to my system last week was not functional. Is there anyone out there who is running this software on the ST? If so, would it be possible for you to encode it and send it to me (in pieces since I know it is over 60k).

Did anyone else succeed/fail in trying to get the binaries that were sent to comp.sys.amiga to work?

I don't personally use an Atari ST (I got the file for a friend of mine). But, from what I was told from the person I gave the file to, was that it did not uncompact from its .lzh format once it was decoded.

Any help would be appreciated.

I don't normally read this newsgroup so please respond by mail.

Eric

--
Eric C. Bennett uucp: {elroy|cit-vax}!wciu!abode!eric
El Monte, Ca Internet: eric@abode.wciu.edu

If you can read this you aren't looking through the hubble space telescope!

1101. Re: Using GDB

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:50:42 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb4115042@ghiggins.hpl.hp.com>
Source record: 235028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ron DiNapoli writes about using GDB:

```
++ I get "Program terminated with code #ffffff95" (again, not sure of the
++ number).

++ Does anyone know how to create good symbol files and good executables???
++ I can't use the -mshort flag because I need to have 32-bit ints (if that
++ makes a difference).
```

I've seen both problems experienced by Ron DiNapoli. I've recently been trying to port Elk (a Scheme implementation) to the ST. It compiles up but bombs out with a bus error (2 bombs), so I tried using jrd's GDB to debug it.

First reports of GDB indicated that it wouldn't work with GCC 1.37.1, later reports suggested otherwise.

My own experience suggests that GDB works fine on the set of test data supplied with jrd's GDB port. However, I've not managed to get it to work properly on the compiled Elk code.

I am currently oscillating between gulam and ksh-under-mint. (The Elk code tests the executability of argv[0], for some reason it can't find anything there under gulam but can with ksh, anyway ...)

GDB crashes out under KSH when reading symbols from the sym file. Scratch one route. Under gulam, it reads the exec and the sym file OK, arrives at the start after "run", reports "info functions", etc fine, but either 2-bombs out on "cont", or reports "Program terminated with code #ffffff95". Once, I got it to "cont" but it wasn't behaving *anything* like the way it does with the (precompiled) test code set. I chased down Edgar Roeder's uni-sb version of GCC, which has been reported as supporting GDB. Didn't seem to make much difference.

CFLAGS were:

```
-gg -O -DGEM -D__NO_INLINE__ -mshort -fcombine-regs -fstrength-reduce
-fomit-frame-pointer
```

are any of the above flags inimical to GDB?

the .ttp and .sym files were produced ..

```
gcc-ld -o scheme.ttp c:\gnu\lib\gcrt0.o $(O) -lpml16 -lgnu16
sym-ld -r -o scheme.sym c:\gnu\lib\gcrt0.o $(O) -lpml16 -lgnu16
```

I am using crt0.o and gcrt0.o assembled from the .s files distributed with Eric Smith's Mint libraries. The Mint libraries are not linked in to the Elk code.

Grateful for any suggestions.

BTW, when GCC compiling under gulam, "make" seems to 2-bomb out after some arbitrary period of happy mass compilation, ditto Ksh but less frequently. Under Ksh, problem seems to go away after the third/fourth round of mass compilation (with -g, without -g, with -gg, without -gg, ad nauseam) but return after a warm boot. Anyone shed any light on this --- I have a suspicion that it's a malloc() problem, but it's outside my field.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1102. Re: Atari 520ST CPU for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:16 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7399@crash.cts.com>
Source record: 235009

In-Reply-To: message from clf3678@isc.rit.edu

where you at and how much for shipping?i may spring 150 plus ship.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1103. Re: Losing folders...

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:18 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7400@crash.cts.com>
Source record: 235010

In-Reply-To: message from Roger.Sheppard@bbs.actrix.gen.nz

i thought i read on znet that the problem was addmitted!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1104. Re: For Sale!

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:19 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7401@crash.cts.com>
Source record: 235011

In-Reply-To: message from carter@cat34.cs.wisc.edu

what size is the hd?who makes it? where are you loacated?i offer 175 with
shipping for the hd.wil it hook up stright into an 520stfm?let me know!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1105. Re: Answer to \ does CACHEnnn do?\

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:20 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7402@crash.cts.com>
Source record: 235012

In-Reply-To: message from carter@cat34.cs.wisc.edu

amen! :)

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1106. Re: TT disk, memory upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:21 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7403@crash.cts.com>
Source record: 235014

In-Reply-To: message from depeche@cs.mcgill.ca

one day atari may learn the error of there ways.until then they will slide on down.i love my st but it is sad they are letting the company go.it seems that way at times but other time(3rd party wise) i am encouraged! :)

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1107. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:22 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7404@crash.cts.com>
Source record: 235018

In-Reply-To: message from dlk0ms9s@umiami.ir.miami.edu

yes f19 is the best sim yet!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1108. Re: Magic Sac for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:23 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7405@crash.cts.com>
Source record: 235015

In-Reply-To: message from roger@tippy.ogi.edu

i would like it!first tell me how i transfer mac disk to magic sac format?or
will it read stright mac disk(400k or 800k) also if i download mac stuff do i
have to format it any special way tell me quick bud!!!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1109. Re: ATARI MEGA 4ST MONO + 30 MB HD + HP LASERJET IIP FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:24 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7406@crash.cts.com>
Source record: 235013

In-Reply-To: message from ia4@cunixa.cc.columbia.edu

what do you want for the hd?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1110. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 11:56:25 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7407@crash.cts.com>
Source record: 235016

In-Reply-To: message from ekrimen@ecst.csuchico.edu

may i have permission to use these specs for my atari newsletter huh ?!!
ples
please reply soon.
thanks

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1111. Printer Drivr

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 12:20:59 UTC
From: fer9483@tesla.njit.edu
Message-ID: <1112@tesla.njit.edu>
Source record: 235003

Does anyone where I can get a GDOS printer driver that will work with the Panasonic Kx-p1180 printer? My friend has one, and can't get Wordup to work with it. It is someting like Epson LX-86e compatible or some weird printer like that.

-Frank Rachel

1112. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 13:26:04 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Feb4.132604.20381@newcastle.ac.uk>
Source record: 235007
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

smisra@eos.ncsu.edu (SAURABH MISRA) writes:

>Somoeone wrote here on the net that Spice the circuit
>simulation program was available for the ATARI ST and is
>free. Where can I find it? Thanks for any tips

I'd also like to know. If someone does know, reply
to the net please...

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1113. Re: How to get Elvis to work?

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 13:38:17 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.665674697@piring.cwi.nl>
Source record: 235017

rcb@netcom.UUCP (Roy Bixler) writes:

>This may sound silly, but has anyone out there gotten Elvis to work on
>the ST? My problem is that, when I invoke (provoke?) Elvis, I always
>get the message 'unrecognized TERM type'. I am running with Gulam v.
>1.04.05 with the TERM variable set to 'st', the TERMCAP variable
>containing the termcap entry for 'st' and an \etc\termcap file with an
>entry for 'st'. This same setup works with GNU Emacs and the
>recently-posted less v. 97 (and no, I'm not running Mint either!). I
>got my version of Elvis from panarthea. Any ideas? I even tried to
>run without the TERM variable, just got kicked out again with 'TERM
>variable must be set'. Talk about Catch-22!

It must be set to "vt52".

Jan van der Steen

BTW.
I know someone is currently working on the ST port of elvis-1.4.
(The version that you are running is version 1.3).
I don't know whether and when he will post to comp.*.atari.st though.
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

1114. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 14:51:53 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4164@eastapps.East.Sun.COM>
Source record: 235023

Are we back on this again? "Gosh, golly Bitman. They can't seem to help themselves..."

>The Amiga's graphics are far superior to the ST for speed and it's a well
>known fact.

Yeah, we know Amiga has better graphics but I wouldn't go so far as to say superior. I don't know about speed either. Did anyone know that all STe's (any flavor) are genlock ready? Just send a video signal and go. STs [also] have "add on" boards, just like Amiga's do, that provide megapixel color graphics. Since the ST is a common person's machine, the idea is [I guess] that most people don't need 24-bit 2k by 2k graphics. Although I'd settle for a slight increase in rez and color :-) I can live without it though. If it's ever needed, I know it's available and supported by some really cool software. The TT of course, has many nice color graphics modes and a mono megapixel mode, without extra hardware.

My machine is simply wonderful at doing MIDI and stereo sound (50MHz digital, PCM, and standard 3 voice sound chip). I'm a wanna be musician and the Mega/Ste is everything I could want at a price that Commodore currently isn't close to touching. No, this isn't a challenge for people to start listing prices and specs. Given the market at this time, I couldn't overlook the "Atari Advantage." When I integrate computer video with my next MTV hit, I'll get an 030 Amiga and a toaster.

>ps. How about multi-tasking on an ST ?? Impossible.

Not quite. Depending on what you want to do you can have multitasking that is based on I/O waits, interrupt level, both, or simply process swapping. Several veratile schemes exist with one even being supported by Atari. It is possible, for example, to compile in one window, use a Bash shell to watch the progress, and edit another file. The 68000 as used by Apple, Atari, and Commodore doesn't have a [good/any] MMU scheme, so individual processes aren't protected from each other. Sure the 68020/30 offers this and all three companies sell such beasts, so "true" multi-tasking can be had by all.

Oh yes, just in case anyone's toes were bruised, I feel obligated to: [Soapbox mode off] :-) :-) :-) :-) :-) & ;->

Joe
-=-

--
/Joe-Gaudreau {ps-hacker c[++]^2 juggler add add nice-guy mul} bind def

Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
The opinions I juggle may not be mine, but they aren't my employer's either.

1115. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 14:53:32 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb4.145332.10609@actrix.gen.nz>
Source record: 235026

In article <1991Feb4.014940.14419@marlin.jcu.edu.au> glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
> In article <1991Feb4.100645.23401@qut.edu.au> lunnon@qut.edu.au writes:
> >In article <1991Feb3.121355.5874@marlin.jcu.edu.au>, glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
> >> In article <1991Feb03.062924.15318@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> >>>Now here is the port listing from the DOCS:
> >>>
> >>>Graphics 320x200x16
> >>> 640x200x4
> >>> 640x400x2
> >>>
> >>>Color 4096 Colors
> >>
> >> What's the story with 640x400x2 ? An amiga can do 640x400x16 AND even
> >> 640x400x4096, without any additional hardware.
> >
> >640*400 only in flicker mode (Interlaced)
>
> Anyone who uses an Amiga in 640x400 or greater has a de-interlcing card
> or runs in productivity mode, 640x400x4.
>
> Try doing 1280x512x2 on an ST with NO extra hardware, it's not possible,
> it is on an amiga.
>
> >Try to do anything usefull in an unexpanded amiga while displaying a 640x200
> >x16 , extra-halfbright pic. More than 2 planes at 640*200 (which is the
> >same as amiga 640x400) in an 8 MHz 68K system will require cpu cycles to
>
> The Amiga's graphics are far superior to the ST for speed and it's a well
> known fact.
>
> >acquire video data. In the more colourful video modes you have to run your
> >CPU in the intervals.
> >
> >This is why amigas have limits on video ram. ST's have no limit on video ram
> >except the inherent ST memory limits this makes frame animation much easier
> >on an ST.
>
> There may be a physical limit to CHIP ram, but all the serious 8Meg
> Sound/Animation players use bank switching, it's not a problem at all.
> >
> > BOB

> >>>
> >>>--Gregory
> >>
> >> Matt Crowd.
>
> One look at Gem on an IBM turned me off the ST for life.
>
> ps. How about multi-tasking on an ST ?? Impossible.

Do we need this, Please stay in your own group, don't come in here to
pick a fight...Amiga People seem to have a BIG problem living with
there machines, why is this ??? if you don't like your Amiga go bye a PC...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1116. All about TOS 2.05 / New Desktop / Mega/Ste

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 14:54:38 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4165@eastapps.East.Sun.COM>
Source record: 235024

Howdy,

Since there has been a lot of interest lately in the Mega/Ste line, I figure it's time to add my two cents worth. Being a developer, I really wanted one of these machines, so I went for it and the machine arrived on the 22nd of January. A day to remember fondly :-)

Gregory Carter has recently given a good overview of the hardware and hopefully, he'll tear his machine apart and let us know more about it. Since software is my main bent, I'll describe the new desktop features of TOS 2.05.

General details of the machine include a "wedding cake" box (it's not a pizza-box). The case is the standard Atari grey which matches the SF314 floppy drive and the new SC1435 stereo color monitor. The CPU box is really quite attractive and I'm very pleased with the way it turned out. In all ways that I'm familiar with, the Mega/Ste looks just like a TT. The only details that may differ are: Color of letters on the keyboard is dark Navy blue (TT is reported to have green keys) and the mouse ball is grey (TT has white?).

Other details: The keyboard is excellent. It is somewhat like the new keyboards found on Sun Microsystem's Sparcs. Pretty nifty since I use a Sparcstation daily. The CPU box has a nice fan which isn't too loud and hopefully will keep things cool. The top of the case is WELL ventilated, as is the HD section. I should point out that the smaller part of the CPU box contains the HD, which is supposed to be a Seagate 157N, 48.6 MBs. No known specs on ms. Atari has recently upgraded the HDX software to version 402. While the Mega/Ste HD is shipped formatted, partitioned and ready to go, mine didn't come with the HDX utilities (you still need to install the HD), so I had a few days wait to get them from Atari. The tech support crew were very helpful in this regard.

The VME port is vacant on my machine although the slot cover has been used to add the serial 2 connector. Something would have to be done if ever a card is added... The serial 2 and the LAN port are one and the same, even though there are two different connectors, I'm told that they cannot be used simultaneously. Hmmmm.

Right now, the desktop. Looking from left to right, the pull-downs are as follows: Desk, File, View, Options. There is also the new control panel under Desk and the help key menu.

Desk -
Desktop Info...

...various .acc as usual
Control-Panel

File -
Open [O]
Show Information... [S]
Search... [L] Searches thru all selected devices for filename,
wild cards work.

Delete Item [!]

Create Folder [F]
Close Directory [B]
Close Top Window [C]
Bottom to Top [W]
Select All Items [E]
Set File Mask [X]

Format Floppy Disk

View -
Show as Icons [9] *
Show as Text [0] *

Sort by Name
Sort by Date
Sort by Size
Sort by Type
No Sort

Size to Fit

Set Color & Style

Options -
Install Icon Select your choice of icon for device, file, etc.
Install Application... Install an application to desktop (&/or func key)
path names, auto boot, tos/ttp/gem/prg, args, doc
type, default dir, parameter (full or local file
name), etc.
Install Devices
Remove Desktop Icon [R] Includes anything you can drag onto desk top. It
is quite cute to have emacs on the desktop, drag
a file on the icon (which looks like a pencil &
paper - thanx to TOS 2.05) and edit it. Emacs
knows where to look for its startup files due
to install application default dir.

Set Preferences... Confirmation for delete, copy, overwrite, and
of course, low, medium, and high.
Read .INF File... Allows for multiple .INFs for different rezzes,

work styles, and projects, etc...
Desktop Configuration [M] Global settings for default dir and parameter
(these are over-ridden by install application),
Function key assignments (view or edit from
install application, or whatever you like),
Define single keystrokes for anything that is
on menus... Change, clear, etc., show free
mem.

Save Desktop [V]
Print Screen

Blitter

* ==> Keys that I assigned (ie not default).

The [HELP] key gives you two boxes of text:
[ALT]+Open Folder - Open new folder into a new window
[CTRL][?] - Replace top window with drive ?
[ALT][?] - Open drive ? into a new window
arrows - Scroll window contents
[ESC] - Update top window
[HELP] - Show help menu
[UNDO] - Stop any file operation
[CTRL][ALT][RSHIFT][DEL] - Cold boot
[CTRL][ALT][RSHIFT] - Warm boot

[CTRL]+Drag Files - Move files
[CTRL][ALT]+Drag Files - Move and rename files
[ALT]+Drag Files - Copy and rename files
[ALT][HELP] - Screen dump to printer
[ALT][1..6] - Change resolution [No the Mega/STe doesn't have 6 rezzes
normal 3, extra 3 for TT :-(]
[CR] - Deselect all items
[>] - Print top window contents

The Control-Panel is pretty slick. It has the following features:
o Shows time and Date
o Options/About
o Options/Setup - 12/24 hour time display, # cpx slots, cpx dir
o Color Setup - RGB sliders define what color you have for this rez on
the desktop (2/4/16 for high/medium/low).
o Configure CPXs - Text/Icon color, RAM resident or not.
o General Setup - Status TOS version 2.05, TOS date 12/05/1990, free ram//
Set response rate, Set repeat rate, Set mouse click speed, blitter on or
off, CPU speed (8, 16, 16 w/cache).
o Mouse accelerator & screen saver/black-out (with modem activity setting).
o Modem stuff - the usual.
o Sound - L/R balance, bass, treble, volume
o Window Colors - 16 color windows in low - anything about window can be
set, only 4 colors in medium, but it looks cool, change the color

and pattern for almost everything. No more icky Atari green. There might be a way to set individual colors for each icon on the screen but I haven't figured out how (yet). Anybody?

Disk operations seem a lot faster than what I was used to with TOS 1.4. The disk copy operation (I tried it once, okay? :-) reads the whole disk into memory before writing it out. File copies are read file by file but the whole file is read.

With this "new" TOS/desktop, I have to wonder why I'd want to run a replacement desktop (that's not to say that they aren't handy for some). TOS now functions in a way that is useful, which is a treat to say the least. F10 has Gulam-*07 hooked into it for any shell things I want to do, F9 is hooked into Emacs 3.10s (which is also pretty cute) and also tied in as a desktop icon. I suppose I'll put Turbo-C onto F8. With the new key mappings and such, you don't have to touch the mouse if you don't want to. Being used to Emacs, using keyboard accelerators is quite natural and desired. Nice move by the Atari programming crew.

Now only if I could run Star Raiders... Oh yes, as far as problems with TOS incompatibility, I have run across a few programs that don't play nice, but overall I'm not worried by it.

Joe
-=-

--
/Joe-Gaudreau {ps-hacker c[++]^2 juggler add add nice-guy mul} bind def
Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
The opinions I juggle may not be mine, but they aren't my employer's either.

1117. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 15:06:45 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Feb4.100645.23401@qut.edu.au>
Source record: 235247

In article <1991Feb3.121355.5874@marlin.jcu.edu.au>, glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
> In article <1991Feb03.062924.15318@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>Here's some info on the MegaSTe from Gregory (carter@garfield.cs.wisc.edu).
>>
>>---------------------------
>>
>>The Spectre GCR works very nice with this machine. You get hard disk
>>performance of something between a IIfx and IIsi. 600-700 kiloBYTES per
>>second. 33ms access time.
>
> I'm just curious, are all ST hard disks this slow ? 33ms.

No It depends whick mech is installed, mine comes in at 300 MB 720 K/s 10 ms using ratehd. This is a supra adapter and a Wren V

>
>>
>>I am very pleased. The retail value of the machine is $1979.99. TOS 2.05's
>
> This seems to be a lot for a 68000 based machine.

How much is a A2000 ??????

>
>>
>>Now here is the port listing from the DOCS:
>>
>>Graphics 320x200x16
>> 640x200x4
>> 640x400x2
>>
>>Color 4096 Colors
>
> What's the story with 640x400x2 ? An amiga can do 640x400x16 AND even
> 640x400x4096, without any additional hardware.

640*400 only in flicker mode (Interlaced)
Try to do anything usefull in an unexpanded amiga while displaying a 640x200 x16 , extra-halfbright pic. More than 2 planes at 640*200 (which is the same as amiga 640x400) in an 8 MHz 68K system will require cpu cycles to acquire video data. In the more colourful video modes you have to run your CPU in the intervals.

This is why amigas have limits on video ram. ST's have no limit on video ram except the inherent ST memory limits this makes frame animation much easier on an ST.

BOB
R.Lunnon@qut.edu.au

>
>>
>>--Gregory
>>
>>---------------------------------
>>
>>--
>> Ed Krimen ....
>> ||| Video Production Major, California State University, Chico
>> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
>> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
>
>
> Matt Crowd.

1118. Re: Tex/LaTeX & *.sty files..

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 15:32:53 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <28507@cs.yale.edu>
Source record: 235019

In article <38673@cup.portal.com> Yonderboy@cup.portal.com
(Christopher Lee Russell) writes:
>I have finally got TeX running.. Well at least it comes up and starts
>giving me error messages now..
>
>I got the StTeXbin.zoo file from Atari.archive.
>
>Firt thing I tried to do was use LaTeX to process the TeX doc files for
>UniTerm 2.0e. TeX came back with an error message stating that I needed
>some *.sty file to process! What's up with these *.sty files?
>
>And could some TeX guru fill me in on what VirTeX or LaTeX is exactly (as
>related to "normal" TeX? Does anybody have any books they suggest on either
>TeX or LaTeX?
>
> ...thanks ahead for any help...
> ....yonderboy@cup.portal.com

TeX is a complicated package with many distinct parts. Get someone
who knows what he's doing to help you bring it up. And buy "The
TeXbook" by Donald E. Knuth and the "LaTeX User's Guide & Reference
Manual" by Leslie Lamport, both published by Addison-Wesley.
You might also want to join the TeX users group and/or start reading
the national newsgroups arpa.texhax and comp.text.tex.

To answer your specific questions:

IniTeX is used to turn macro packages such as LaTeX into .fmt "format"
files. (The format file for LaTeX is called "lplain.fmt".)

VirTeX reads format files and then processes your .tex file. Thus,
LaTeX in many systems is just a shell script to run VirTeX with
"&lplain" as its first argument.

LaTeX uses a database of "style" files---files with .sty suffix.

TeX/LaTeX also need .tfm files which describe the various fonts
available. (These are generated by Metafont---see below.)

VirTeX uses various environment variables to locate its files. It
read its .fmt, .sty, and .tfm files while processing your .tex file
and produces a "device independent" .dvi output file.

.dvi files can be viewed on the screen or printed on various kinds of
printers if you have the appropriate .dvi driver AND the required
raster fonts ".pk" files. By themselves .dvi files are pretty
useless.

MetaFont is the program for generating .pk and .tfm font files from
.mf files (which describe the font in an abstract way). If you have
to generate your own printer or screen fonts, then you have another
big job ahead of you, and you will want to buy the Metafont book, also
by Knuth and available from Addison-Wesley.

Hope this helps.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1119. AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 16:33:42 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb4.163342.22821@daffy.cs.wisc.edu>
Source record: 235041

There are a number of reasons why you can't compare the AMIGA 500/2000
even though they have comparable processors.

Probably the biggest point I can make on this matter is that the AMIGA
has more capable display hardware, that is true, but the STe has more
capable connectivity hardware built into it right out of the box.

Just from this fact alone, the ST and AMIGA are targeted for two very different
markets.

>>acquire video data. In the more colourful video modes you have to run your
>>CPU in the intervals.
>>
>>This is why amigas have limits on video ram. ST's have no limit on video ram
>>except the inherent ST memory limits this makes frame animation much easier
>>on an ST.

>There may be a physical limit to CHIP ram, but all the serious 8Meg
>Sound/Animation players use bank switching, it's not a problem at all.

Well, this is really absurd, 8megs, your already WAY out of the ST's
ball park in far as memory capacity and price.

As for GEM being a complete turn off, I WOULD have greed when I had TOS
1.4, I WOULDN'T agree now that I have TOS 2.05. GEM is VERY functional.
Personally, I thought the same when I seen the WORKBENCH pop up with
its color thought bubbles everytime you wanted to run something.

Yes you can do multitasking on an AMIGA 500/2000, YES in my personal opinion
and experience, I think it is TOO slow. An 8Mhz 68K processor is just
not that great for multitasking that much.

Not only THAT, you IDIOT, but GEM on the PC and GEM on the ST are TOTALLY
different beasts.

--Gregory

PS: NO, multitasking can be done on an ST, you haven't been reading up on our
machine, your a fool, and you don't know what your talking about.

1120. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 16:36:34 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Feb4.163634.15477@arc.ab.ca>
Source record: 235020

In article <21046@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>I'm a subscriber to EM and haven't seen a review of the STacy in the last
>7 issues (Aug. 90 thru Feb. 91). Could it be just another Atari basher?
>
I think the article is actually in the Feb. edition of Keyboard? I just picked
this up and noticed there is an article on the Stacy that wasn't very
complimentary.

Bob

1121. LHARC

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 16:43:27 UTC
From: <>
Message-ID: <11888@darkstar.ucsc.edu>
Source record: 235021

It seems that nearly all of the files at the terminator ftp site now are compressed with the .lzh extension. I think that is fine because I have no problem downloading shorter files but I do have one problem: I cannot find a lharc program for UNIX so now I cannot see what it is I am downloading before I download it like I could when they were ARC files. Does anyone know where or how to get a LHARC program that will run under UNIX so that I can read the README files and not waste too much time? I would appreciate any help on this matter.

Roman Baker
University of California, Santa Cruz

1122. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 16:45:56 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Feb4.164556.15692@arc.ab.ca>
Source record: 235022

I can strongly recommend Falcon. Various degrees of difficulty. Quite realisitic Optional mission disks and my favourite Head to Head (over modem or using a null modem cable at 19.2K Baud). My brother and I have played this and it is truly a blast. F-19 is also quite a good game as well as Their Finest Hour. If you want jet bombings/dogfights go with Falcon. If you want more strategy and stealth get F-19 and if you like older planes with the option of flying an assortment try Their Finest Hour (great replay option). As an aside you might look at Gunship (Apache helicopter) and the rumoured Gunship 2000 (a selection of helicopters).

Bob

1123. Needing info on Signum 2!

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 17:02:31 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1416@tau.sm.luth.se>
Source record: 235045

Hi!
I have three questions concerning Signum 2!:

1) Are there any way to convert a document written in Signum 2! to TEX?

2) How many different fonts do I need to write all possible scientific and mathematical symbols (including matrixes etc)?

3) I haven't managed to find any retailer for Signum 2! in Sweden, so I,d like to get some tips about reliable retailers in other countries which can export Signum 2! and some scientific/technical/mathematical fonts for a reasonable price.

_____
Niklas Grip	Phone: 0920-26228 (international: +46 920 26228)
University of Luleaa	Vallstensgatan7	Internet: d90-ngp@sm.luth.se
SWEDEN	S-951 55 Luleaa	Bitnet : d90-ngp%sm.luth.se@sekth
~~~~~

(I know this footer is no beauty, but I`m in a hurry...)
~~~~~

1124. Having problems with my Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 17:03:57 UTC
From: pavneet@klg.UUCP
Message-ID: <123@klg.UUCP>
Source record: 235025

Hi,

Ever since I purchased my Spectre cartridge last year, I have had problems with it reading Mac floppies. I have run gcrtest a number of times and I get different read/write failures each time. Has anyone else had these types of problems? (I had sent the cartridge back to GBS to let them have a look at it. They returned it saying that it tested fine on their machine, which is probably true, but doesn't help me any.)

I haven't had any problems with my floppy drive in any other way, but I guess that Spectre stresses the floppy a little more.

I'd be grateful for suggestions/opinions.

advTHANKSance

Pavneet Arora

e-mail: ...!utzoo!rom!pavneet <-- This is different from my news account.

1125. Kermit Wanted On Disk

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 17:31:34 UTC
From: avila@sbcs.sunysb.edu
Message-ID: <1991Feb4.173134.24569@sbcs.sunysb.edu>
Source record: 235027

I would appreciate it if some one would send me a disk containing
a working version of kermit. I am in desperate need of a communications
package for an atari MEGA 4 and am willing to pay for any costs incurred.

Thanks,

Ricardo S. Avila
avila@sbcs.sunysb.edu

1126. printer buffer

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 17:42:30 UTC
From: selick@bucsf.bu.edu
Message-ID: <73807@bu.edu.bu.edu>
Source record: 235044

I have a 1040ste with 4 megs of ram and I want to use a good chunk of
that memory (maybe 512k) for a printer buffer, like the one on apple][
printer boards that take whatever goes to the printer and puts it in
a buffer until it can be printed, thus freeing the computer for other
tasks. Does this exist? If so, please send it to me in mail or advise
me of an ftp site where it may be acquired. This would be especially
useful in Notator.
Thanx,
Steve
<selick@bucsf.bu.edu>

1127. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 17:46:40 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb4174640@ghiggins.hpl.hp.com>
Source record: 235029

Try "Proflight" from U.K.'s Hisoft. Proportional mouse control, it *really*
flies --- and lands. Runs from HD & on SM124's. Seriously good.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1128. advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 17:52:52 UTC
From: rick@tetrauk.UUCP
Message-ID: <1084@tetrauk.UUCP>
Source record: 235030
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

I suspect this could be a religious issue for some people, but as an agnostic on the subject I'm just looking for a bit of objective advice.

I'm planning to buy a system for home use, on a small budget, and the Amiga and Atari systems look pretty much comparable to me. What I'd like to hear are any more subtle insights into which (possibly neither!) is more likely to suit me better, especially in the long run.

Just so you know what level to pitch at, I'm a professional software engineer and systems programmer, working on Unix on anything from 386 top-end PC's upwards. The home machine is going to be used mostly by my family (I like to take a break from the things when I get home :-). If I had the budget I'd get a nice 386 Compaq with plenty hard-disk or similar, but I haven't - sigh.

Likely uses:

Games playing, mostly by the children
WP, my wife and myself a bit (I'd probably be happier with a vi clone!)
Household accounts
By my wife (an accountant) to handle client accounts
this is fairly small-scale, and I'd anticipate adding hard disk, etc
(I'd probably want to write s/w, or adapt PD stuff for these last two)
By children to learn programming, and "real" computing
Datacomms - remote login to the office, etc. (even Usenet!)

Things I'd like to know about:

What you REALLY get for the price with the cheapest model - any "optional extras" that you can't really live without.
Relative costs of upgrading RAM, adding disks (floppy and hard), printer and comms interfaces.
Limits to such upgrades (max RAM, max MB disk, etc)
Video quality a) via TV modulator, b) using monitor.
Costs of monitors, including availability of 3rd party monitors.

What's the standard OS, and how useful (and easy to use) is it?
What alternatives are available (both commercial and PD)
Availability of software - games, packages, programming languages (interpreters & compilers), teaching aids, etc.
General quality and relative prices of such.

Any significant performance comparisons.
Anything you think is significant that I haven't mentioned.
Why I shouldn't get either and get something else :-)

I'd like to be able to start small but have the option to expand if I feel it's justified, so the point at which the cheapest machine becomes a dead-end is important. I know the Amiga comes in various models, but I'm not clear what upgrade there is, if any, between them.

I'd also appreciate any advice on low-cost letter-quality (even graphics) printers that would be suitable. I have very little experience at this end of the market.

Please bear in mind I live in England, so any super bargain deals available in the US aren't going to help me much! And from anyone in the UK, comments on the chances with either system of getting a good second-hand deal would be welcome (from a quick scan of the newsgroups, I suspect the Atari has the edge here - presumably as it's been around longer).

Please respond by e-mail, as I don't generally follow these newsgroups.

Thanks in advance
--
Rick Jones
Tetra Ltd. Maidenhead, Was it something important? Maybe not
Berks, UK What was it you wanted? Tell me again I forgot
rick@tetrauk.uucp -- Bob Dylan

1129. Sozobon C and dstart.o <==> Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 18:33:44 UTC
From: swood@terminator.cc.umich.edu
Message-ID: <1991Feb4.183344.12478@terminator.cc.umich.edu>
Source record: 235032

I have just gotten my Sozobon C set-up going, and I am having a lot of fun with it. I thank all of you for the help and suggestions with getting it going. However, I was noting that with my single drive set-up, the thing works very slow, so instead of adding my libraries to the ram disk, I am trying to get my bin directory to work from there. I noted there-after, that the cc program was unable to find the dstart.o file that is usually in the sozobon/lib directory.
For a background to what I have set up, I am using gulam as a cli, and I am using a file called sozo.g to copy the sozobon bin directory and the sozobon lib directory into the corresponding directories in my RamDisk (H:) that I set up with rambuffer.acc. I then set paths to h:\sozobon\bin,h:\,a:\,. and do my work from the a: drive. the ue works fine for my editing, and then cc main.c gives me the error that it can find the dstart.o file. I tried cc -IH:\sozobon\lib but that returns the same result.
I have discovered that if I move to the H: drive, and compile the file in the a:\drive from there, it does work (cc a:\main.c) but it is a bit annoying, and I would hope that it may not be necessary to do this.

thanks in advance for the help...

swood

1130. Re: MSDOS formater

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 19:04:25 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1991Feb4.190425.3363@watserv1.waterloo.edu>
Source record: 235033

In article <1991Jan24.101341.1327@urz.unibas.ch> hofer@urz.unibas.ch (Remo Hofer) writes:
>Is there a PD diskformater around, which produces real MSDOS disk, except
>that it puts in a serial number? I mean it should write a MSDOS bootsector
>(except serial number), a compatible media byte, the FAT and the root
>directory should have the same length and it should write the same number of
>FATs as on MSDOS disks. Is there such a beast around?

I looked recently at the code for "IBMFMT" by Moshe Braner. If I understand what is being asked, I think that this is exactly what Moshe has done. Both the code and the program have been posted, so I think you should find them both at "panarthea" and "terminator". The site "panarthea" is the one from which all our binaries and sources are posted to the net, and it is a mail server. The site "terminator" is now becoming known as "atari.archive.umich.edu", and it is both a mail and an ftp server.

Another program of the same nature is "ps2form". I think that it is about the same, putting in the random serial number and writing a binary image of a DOS 3.3 boot sector. There is some subtlety about just what is done first that makes this different from "ibmfmt", but the effect is the same.

Both of these program are free.

1131. 1040ST/mono for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 19:23:40 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810025@hpnmdla.HP.COM>
Source record: 235034

I have my ST hardware and software for sale.
Included is:
my 1040ST, 1 MByte ram/builtin DD 3.5" drive
monochrome monitor
mouse
mouse pad

in original boxes. Hardware is about 4 years old (as I remember).
With the exception of the ST power supply, which finally had to have
all of its aluminum electrolytic caps cslanged (Wang'sCap was vendor
on all the bad ones), it has performed and still performs flawlessly.

also includes:
Laser C Compiler(I forget the version but I've received one update)
EasyDraw (early version)
WordWriter ST

Reason for selling is that my defenses against IBM/Intel architecture
have finally been broken down and I'm doing schematic/pcboard development
in that environment for lack of an alternative. I like the ST hardware
and architecture way better, I just can't fight PC land any longer (:[

I'll UPS in US for $375.

Please e-mail or USMail if interested.

Glenn Elmore -N6GN-
550 Willowside Rd.
Santa Rosa, CA 95401

N6GN @ K3MC
glenn@n6gn.ampr.org
glenne@hpnmd.hp.com

1132. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 19:44:07 UTC
From: bill@mwca.UUCP
Message-ID: <1803@mwca.UUCP>
Source record: 235035

In article <1991Feb1.235838.18571@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I've begun considering the purchase of a flight simulation program
>for my 1040ST. The only point I'm considering right now is which programs
>are not distributed on copy protected floppies...

Flight Simulator II from Sublogic has _no_ protection and can be hard disk
installed. I saw a new one last week at B&C Computervision in Santa Clara,
Proflight from the U.K. Big, heavy box, looks incredibly feature-packed,
mono or color. Lets you be many planes, from Cessna to Tornado (recreate
the Gulf War!), don't know about protection. $64.95 I think.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

1133. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 19:51:36 UTC
From: bill@mwca.UUCP
Message-ID: <1804@mwca.UUCP>
Source record: 235036

In article <A0b07ue2@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>...Also to be passed on, IMHO, are JET, and Chuck Yeager's
>Flight Simulator.

> John Henders jhenders@jonh.wimsey.bc.ca

What's wrong with Chuck Yeager's Flight Simulator?

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

1134. British mags with disks

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 19:55:10 UTC
From: roger@tippy
Message-ID: <1991Feb04.195454.12468@tippy>
Source record: 235037

I have some British ST magazines for sale (if you haven't seen these,
they're GREAT!) They are:

ST Action 2/90 and 11/90 (each comes with a disk full of programs)
ST User 5/89 (no disk), 12/90 (with disk)
ST Format 11/90 (with disk)
ST World 4th quarter '90 (no disk)
Computer and Video Games - I can't find a date, but I got it 12/90 (no disk)

I want to sell these as a lot - the first $25 takes them all (I'll pay the
shipping.)
Send me E-mail if interested.

--
tippy!roger@newton.physics.purdue.edu

1135. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 20:00:12 UTC
From: bill@mwca.UUCP
Message-ID: <1805@mwca.UUCP>
Source record: 235038

[Various ST-bashing and Amiga gibberish deleted]

>One look at Gem on an IBM turned me off the ST for life.

If you've been turned off of the ST for life than I trust you have more
useful things to do with your time than to read an ST newsgroup. Please
leave.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

1136. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 20:01:03 UTC
From: kurt@ritcsh.csh.rit.edu
Message-ID: <1991Feb4.200103.9075@ritcsh.csh.rit.edu>
Source record: 235039

In article <1991Feb4.014940.14419@marlin.jcu.edu.au> glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
>Anyone who uses an Amiga in 640x400 or greater has a de-interlcing card
>or runs in productivity mode, 640x400x4.
(NOTE: mention of additional hardware on AMIGA)
>
>Try doing 1280x512x2 on an ST with NO extra hardware, it's not possible,
>it is on an amiga.
Now notice the comparison to an unmodified ST. Boy, how about if I compare an ST with every available upgrade against an Amiga 500...

>
>>Try to do anything usefull in an unexpanded amiga while displaying a 640x200
>>x16 , extra-halfbright pic. More than 2 planes at 640*200 (which is the
>>same as amiga 640x400) in an 8 MHz 68K system will require cpu cycles to
>
>The Amiga's graphics are far superior to the ST for speed and it's a well
>known fact.

I didn't know that...
>
>>acquire video data. In the more colourful video modes you have to run your
>>CPU in the intervals.
>>
>>This is why amigas have limits on video ram. ST's have no limit on video ram
>>except the inherent ST memory limits this makes frame animation much easier
>>on an ST.
>
>There may be a physical limit to CHIP ram, but all the serious 8Meg
>Sound/Animation players use bank switching, it's not a problem at all.
That isn't the point, the ST can do that WITHOUT bank switching...

>>> Matt Crowd.
>
>One look at Gem on an IBM turned me off the ST for life.
>
>ps. How about multi-tasking on an ST ?? Impossible.

Sorry pal, but you lose... How about MiNT or Minix...

Oh, why are you on this group anyway, you don't see me over in the ten trillion amiga groups saying how STs are infinitely better than Amigas and that you all are losers for buying them :-)...

So GO AWAY...

Kurt Mosiejczuk kurt@nick.csh.rit.edu

1137. Re: ATARI MEGA 4ST MONO + 30 MB HD + HP LASERJET IIP FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 20:04:17 UTC
From: kurt@ritcsh.csh.rit.edu
Message-ID: <1991Feb4.200417.9218@ritcsh.csh.rit.edu>
Source record: 235040

In article <7406@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>In-Reply-To: message from ia4@cunixa.cc.columbia.edu
>
>what do you want for the hd?

Hey "chuckie", ever heard of email, I am sick of reading your price
requests for "hd"s on this group...

1138. Re: 1.44 Mb format program needed...

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 20:34:53 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Feb4.203453.29429@csn.org>
Source record: 235042

Diamond Format will format 1.44 disks. It is on atari.archive.umich.edu
as diaformt.lzh or something similar...

- Todd

--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1139. Re: All about TOS 2.05 / New Desktop / Mega/Ste

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 21:35:23 UTC
From: mjv@brownvm.brown.edu
Message-ID: <63657@brunix.UUCP>
Source record: 235046

[lots of reallly neat info about the MegaSTe deleted]

Thanks for the honest opinion/info, Joe. What I am wondering is did the MegaSTe come with the new outline font GDOS? I'm really interested in seeing how it works. When I played with a TT up in Boston, they had it on the machine but no fonts to use with the O-GDOS. Personally, the o-gdos might be the new TOS's greatest addition.

(if you can't say anything about because of developer status, I understand!)

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

1140. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 21:47:14 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340075@hpfcso.HP.COM>
Source record: 235047

>In comp.sys.atari.st, carter@cat27.cs.wisc.edu (Gregory Carter) writes:
> ...
> Not only THAT, you IDIOT ...
> ...
> your a fool, and you don't know what your talking about.

This from the same guy that called Allan Pratt an IDIOT, and even after a rational explanation of what a disk cache was, still wondered why his hard drive didn't go any faster.

When did the University Of Wisconsin CS Department start accepting 7 year olds?

1141. Re: Tex/LaTeX & *.sty files..

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 22:14:51 UTC
From: rosenkra@convex.com
Message-ID: <1991Feb04.221451.854@convex.com>
Source record: 235048

this was the first understandable description of TeX/LaTeX i have seen. i had to run that sucker once, a couple of years ago, on a sun, and have totally abandoned it as one of the poorest documented huge systems around (much worse than something like NASTRAN, for example). personally, i stick with troff, since it is trivial to use by comparison for simple documents. TeX may be superior for doing books, but it really is horrible to get up the learning curve just to write a simple letter (since it takes a week just to install the damn thing). part of the problem is there does not seem to be a really simple explanation like what was just posted. you are stuck with reams of docs to wade thru. i tried to figure out the docs for the ST version some months ago (before 3.x was available) and gave up after several hours of wading thru docs written in the format which must be read only after the system was installed (kind of like posting an executable of an archiver in the format of that particular archiver :-( ).

maybe it is just the installation instructions on the ST that are rather sketchy, so don't all u jump on me for loosing it :-). still, it seems to me that a system as complex as TeX should have a README with at least this sort of minimal introduction, so that from the first step, a user/installer has a somewhat global view of how the system works.

thanx to michael fisher for this clear, thumbnail intro. people reading that description can probably save a week of frustration...

-bill
rosenkra@convex.com
(bitching, as usual... :-)
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1142. Atari 520 ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 22:23:15 UTC
From: lefko@vaxwaller.UUCP
Message-ID: <4765@vaxwaller.UUCP>
Source record: 235049
Cross-posted to: misc.forsale,comp.sys.atari.st,ba.market,ca.wanted

For Sale: Atari 520stfm. Only used a couple of months.
Mono Monitor
extra 354 SS DD Disk Drive.
Lots of PD Software.

$450.00 Or Best Offer.

Call 415-428-1007 or email this account for more details.

1143. AES when resolution changes ?%@^&%

Newsgroup: comp.sys.atari.st
Date: 1991-02-04 23:45:53 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7164@uqcspe.cs.uq.oz.au>
Source record: 235050

I use the XBIOS SetScreen funtion to change the resolution from medium
(for program editing) to low (for program execution). However, any Alert
boxes I pop up are still centred in the screen AS IF IT WAS STILL IN MEDIUM
RESOLUTION!

How do I get around this problem? (I am using TOS 1.0, I think)

Stumped.
Warwick.

ps. I also change between Mono and Colour (by trapping the monitor change
interrupt), and have a similar problem.
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1144. Re: Redirection of Printer

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 01:37:06 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250010@hpindda.cup.hp.com>
Source record: 234951

>grillo@olivey.ATC.Olivetti.Com (Savino Grillo: writes...

>Does anyone know if a program that can redirect the print-data in a file?
>This could be very useful for people (like me) that have not a printer at
>home but have one at office!

I, too, am interested in this. I remember hearing about a program called barrel (or something like that) that was just the ticket. I looked over the indexes at panarthea and atari.archive and didn't see anything that looked right. Can someone direct us to where we can get this program. Thanks.

Your pal,
Mike Goo

1145. Logic Analyser Software for ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 02:01:58 UTC
From: dcooper@tamar.compserv.utas.edu.au
Message-ID: <1991Feb5.120159.35@tamar.compserv.utas.edu.au>
Source record: 234952

I have friend who would like to get the software for the Logic Analyser for
Atari ST as published in Elektor (last year I think.

Can anyone help - please mail me direct.

David Cooper
Computing Services
University of Tasmania - Launceston
P.O. Box 1214, Launceston. 7250. Australia.

dcooper@pieman.compserv.utas.edu.au

1146. Re: usenet news/mail software

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 02:46:08 UTC
From: eric@abode.wciu.edu
Message-ID: <1991Feb5.024608.2048@abode.wciu.edu>
Source record: 234953

In article <1991Feb4.102130.328@abode.wciu.edu> eric@abode.wciu.edu (Eric C. Bennett) writes:
>Did anyone else succeed/fail in trying to get the binaries that were
>sent to comp.sys.amiga to work?
^^^^^^^^^^^^^^

Ok, I obviously blew it big time here. This should be comp.binaries.atari.st, not comp.sys.amiga. Don't ask me what I was thinking. I am not a Atari or Amiga person. I was posting this for someone else.

Eric
--
Eric C. Bennett uucp: {elroy|cit-vax}!wciu!abode!eric
El Monte, Ca Internet: eric@abode.wciu.edu

If you can read this you aren't looking through the hubble space telescope!

1147. Talon Tech Support via US Mail

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 02:56:39 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Feb5.025639.8960@rodan.acs.syr.edu>
Source record: 234954

A while back someone posted that they were not able to get a written response from Talon Technology in conjunction with a support question. I posted that I had written to them as well and had not heard a response. Well, in the January 1991 ST Informer, someone named Jim Leach wrote in the Letters section that he had written to Talon and had not received a response in a month's time. No one else has posted to the net positively or negatively about their experiences, so I thought I'd try one more time...has Talon responded to anyone's question via mail?...They still haven't responded to mine.
--Gerry
ggreenbe@rodan.acs.syr.edu

1148. Atari ST CPU's for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 02:57:54 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <4951@umbc3.UMBC.EDU>
Source record: 234955
Cross-posted to: misc.forsale,comp.sys.atari.st

I have two 520ST CPU units for sale:

Unit 1 has 2.5 megs (Z-RAM upgrade) $350
Unit 2 has 1 meg (Piggyback RAM) $250

Units include mouse and power supply, and also have RF modulators built-in.
NOTE: These units do not include disk drives.

These prices are ASKING prices. If you want to haggle, go ahead! I love
a good barter session. If you have some hardware to trade, go ahead and
offer that as well. I'm looking for Atari ST and IBM equipment at the
present time.

If you are interested, just drop me a line at my signature address or call
me at (301) 455-1506 for the personal touch.

Thanks!

Chuck Rickard
(chuck@umbc5.umbc.edu)

1149. ST BBS's

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 03:48:31 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Feb5.034831.23967@lsuc.on.ca>
Source record: 234956

A long time back I asked for Toronto area BBS's that supported
the Atari ST and I didn't get any replies. It would seem that these
are rare animals. Anyway, for the time being, I'm calling Bits & Bytes
at (416) 532-1784. Having said that, this BBS may not be supporting
the Atari ST for much longer. The sysop feel that there is not
enough usage of the ST area and says that he will be discontinuing
it.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1150. sozobon C & accessories?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 05:43:58 UTC
From: asedm@acad3.alaska.edu
Message-ID: <1991Feb5.054358.4833@ims.alaska.edu>
Source record: 234957

I've discovered recently that in writing a DA in Sozobon,
I have no idea what all I need to link to...
I have the sozoacc file from Atari.Archive, and I've tried linking to it
and both libraries of gemfast and it seems to compile fine. but it freezes
up the machine when I try to boot my Acc...
help! any suggestions?

thanks in advance!

BTW: I'm trying to implement the printer instalation accessory from
Abacus' 'Tricks & Tips' book...

1151. evnt_button() problem.

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 07:13:55 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4056@cernvax.cern.ch>
Source record: 234958

Hi Atarians,

This is a second help call. (Europe didn't reply).

The AES evnt_button() returns me zero, and is not waiting: why??

I'm confused with this function, especialy 'cause the different
books I own doesn't tell the same thing about the returned value.

I just want to wait until the RIGHT mouse button is pressed.

Help very appreciated!
Thanks in advance.
Roger hohr@cernvax.cern.ch

1152. Re: Printer Redirection on a ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 07:54:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb5.075452.24398@math.lsa.umich.edu>
Source record: 234959

In article <50306@olivea.atc.olivetti.com> grillo@olivey.ATC.Olivetti.Com (Savino Grillo) writes:
>Hi netters,

>Does anyone know if a program that can redirect the print-data in a file
>exist ? If yes, any ftp site?
>This could be very useful for people (like me) that have not a printer at
>home but have one at office!

Is this in the Frequently Asked Questions List (FAQL) yet? Mebbe it oughta be. Get BARREL.ARC from any archive site (I highly recommend our site at atari.archive.umich.edu, of course), it does everything you ask and more... Written by Moshe Braner, freely distributable.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1153. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 08:40:27 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb5.084027.3061@abode.wciu.edu>
Source record: 234960

Hi Matt,
You asked "Are all Atari hard drives this so? 33ms?"; no they
are not. It is not an Atari hard drive, it is a Seagate ST157N in an Atari
computer. Put in a better drive like a Conner or a Quantum and you would
instantly see better access and data transfer performance. HD performance on
the Atari is affected by both the host adapter and specifications (average
access time and data transfer rate) of the particular HD mechanism. Bye.....

Luis

--
"""""""

1154. Re: Tex/LaTeX & *.sty files..

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 09:31:44 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb5093144@ghiggins.hpl.hp.com>
Source record: 234961

Bill Rosenkranz writes:

++ still, it seems to me that a system as complex as TeX should have a README
++ with at least this sort of minimal introduction, so that from the first
++ step, a user/installer has a somewhat global view of how the system works.

It would be nice, admittedly, but that rather lays the burden on someone else's shoulders. What might *they* get out of it --- books dedicated to the subject are available for purchase. It's a difficult judgement to make with a system as complex as TeX.

What does the team think ....

How much info --- and what sort --- should go into a README file?

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1155. Re: SM124 monichrome monitor problem...

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 10:14:39 UTC
From: jvt@its.bt.co.uk
Message-ID: <#3%&33#@uzi-9mm.fulcrum.bt.co.uk>
Source record: 234962

In article <1991Feb2.143519.13305@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>The SM 124 Monitor uses a Power Transformer for insulation, Note : the
>Output Voltage is 11.8 Volts, I don't think that this will Kill any one
>I have worked on a Few of these monitors, Some of you are getting facts
>wrong about these monitors, They don't use Switched Mode PSU, so they
>don't have the High votage that these PSU have, The EHT is 10.5 KV, and
>......

I think you miss the point. The topic has covered saftey when working
on HV equipment. The design may be safer than most but that should
not be a reason for dropping your guard. One fault in the insulation
and .... ZAP.

>this is Fully Insulated...I don't see what is the Problem ???

may we use this on your epitaph?

John
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

1156. Re: Selling your Atari 8-bit computer? Read this.

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 10:56:04 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7417@crash.cts.com>
Source record: 234963

In-Reply-To: message from parsons@matt.ksu.ksu.edu

do you sell magic sac by any chance tell what i can do with it?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1157. misc

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 10:56:05 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7419@crash.cts.com>
Source record: 234964

```
what the hell is a disc,cart?
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

1158. magic sac

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 10:56:05 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7418@crash.cts.com>
Source record: 234965

i want to know all ican about it!if can use a modem with it,will it read mac disk,if not how to run software????????????etc help

---

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1159. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 11:07:47 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <1991Feb5.110747.4561@ux1.cso.uiuc.edu>
Source record: 234966

erkamp@arc.ab.ca (Bob Erkamp) writes:

>In article <21046@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>>I'm a subscriber to EM and haven't seen a review of the STacy in the last
>>7 issues (Aug. 90 thru Feb. 91). Could it be just another Atari basher?
>>
>I think the article is actually in the Feb. edition of Keyboard? I just picked
>this up and noticed there is an article on the Stacy that wasn't very
>complimentary.

>Bob
---
i saw that review. Carter Sholtz cmplained about the keyboard feel.
--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

1160. NEOchrome

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 12:22:51 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2089@odin.cs.hw.ac.uk>
Source record: 234967

What is the current copyright status of NEOchrome? Is it Public Domain or what?
My ST came with version 0.5 free on the language disk. I believe that
version 1.00 was on sale in the UK some years ago (for ~15 pounds).
Now I see it advertised by Public Domain libraries.

If it is Public Domain, can it be packaged as a 'Free Public Domain Disk'
with a commercial program?

Not only that but I have see a completely decompiled/disassembled and reworked
version of NEOchrome that contains many, MANY, new features. What is the
legality of doing this with the original program and how does it affect its
distribution?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1161. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 12:34:29 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb5.123429.1716@informatik.uni-erlangen.de>
Source record: 234968

glmwc@marlin.jcu.edu.au (Matt Crowd) writes:

>>> What's the story with 640x400x2 ? An amiga can do 640x400x16 AND even
>>> 640x400x4096, without any additional hardware.
>>
>>640*400 only in flicker mode (Interlaced)

>Anyone who uses an Amiga in 640x400 or greater has a de-interlcing card
>or runs in productivity mode, 640x400x4.

Productivity mode only comes with the A3000 which means a rather hefty
price tag for a standard 640x400 resolution.

>Try doing 1280x512x2 on an ST with NO extra hardware, it's not possible,
>it is on an amiga.

Again, this is only possible on an A3000. You're comparing apples and
oranges, i.e. Commo's top line product against Atari's new base level
product. This is not fair. (And again, 1280x512 is interlaced, isn't
it?)

>The Amiga's graphics are far superior to the ST for speed and it's a well
>known fact.

I talked to a Amiga games programmer about the Amiga blitter and he told
me a different story. You're right when it comes to raster tricks:
Doing this via the Copper chip is much faster than anything comparable
on an ST. Comparing the basic resolutions, however, especially the
ones that you need for every-day work (like 640x400) it shows that
the ST's video design eats up less processor cycles than the A2000's
video chips in comparable resolutions.

>One look at Gem on an IBM turned me off the ST for life.

You don't give up, eh? You're still comparing apples and oranges.
GEM on an ST is much faster than on any PC I've seen it running yet,
and the GEM desktop is much more functional. (And it really shines
if compared to the Workbench.)

>ps. How about multi-tasking on an ST ?? Impossible.

Nonsense. We've had cooperative multitasking since the ST saw the light
of day. I'm sure ATARI will give us something like a MultiFinder soon;
I bet we will see such a beastie this year.

To summarize: We don't question the Amiga's superiority in its field
(Desktop Video, games, animations and the like). When comparing the
Amiga and the ST series, please be fair: The MegaSTE is not the

A3000's counterpart!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1162. Re: Using GDB

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 12:42:07 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb5.124207.11850@doe.utoronto.ca>
Source record: 234969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <GJH.91Feb4115042@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>CFLAGS were:
>
>-gg -O -DGEM -D__NO_INLINE__ -mshort -fcombine-regs -fstrength-reduce
>-fomit-frame-pointer
>
>are any of the above flags inimical to GDB?
>
I have had some success with gdb under the uni-sb gcc compiler and linker, but I have used

```
gcc -c -g test.c
gcc_ld -o test.tos test.o
sym_ld -r -o test.sym $GNULIB/crt0.o test.o -lgnu
```

(or something like that). I took a look at the gdb source, and it actually seems to support -g and not -gg (ie. dbx, not the native gdb format).

>BTW, when GCC compiling under gulam, "make" seems to 2-bomb out after some
>arbitrary period of happy mass compilation, ditto Ksh but less frequently.
>Under Ksh, problem seems to go away after the third/fourth round of mass
>compilation (with -g, without -g, with -gg, without -gg, ad nauseam) but return
>after a warm boot. Anyone shed any light on this --- I have a suspicion that
>it's a malloc() problem, but it's outside my field.
>
Aha! I suspect the 40-folder limit. You should be able to find a fix for it on your local BBS. If you already have foldrxxx.prg (or whatever it's called) installed, raise the number.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1163. Re: evnt_button() problem.

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 12:43:12 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb5.124312.2329@informatik.uni-erlangen.de>
Source record: 234970

hohr@cernvax.cern.ch (roger hoh) writes:

> The AES evnt_button() returns me zero, and is not waiting: why??
> I just want to wait until the RIGHT mouse button is pressed.

Please show us how you called it exactly!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1164. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 13:19:55 UTC
From: jdutka@wpi.WPI.EDU
Message-ID: <1991Feb5.131955.30435@wpi.WPI.EDU>
Source record: 234971

In article <1991Feb4.145332.10609@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>Do we need this, Please stay in your own group, don't come in here to
>pick a fight...Amiga People seem to have a BIG problem living with
>there machines, why is this ??? if you don't like your Amiga go bye a PC...

Your reply can also be seen as a flame - it's no better than the original
posting - PLEASE STOP THIS! It's ruining an otherwise enjoyable newsgroup!

--
husc6!m2c!wpi!jdutka	"Hey, baby - wanna do some HEAT TRANSFER?
jdutka@wpi.wpi.edu	Heh, heh, heh!"
John Dutka, Jr.	-Mechanical Engineers On The Prowl

1165. Re: Having problems with my Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 14:01:05 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Feb5.140105.6818@cbfsb.att.com>
Source record: 234972

In article <123@klg.UUCP>, pavneet@klg.UUCP (KL Group Inc.) writes:
> Hi,
>
> Ever since I purchased my Spectre cartridge last year, I have had problems
> with it reading Mac floppies. I have run gcrtest a number of times and
> I get different read/write failures each time. Has anyone else had these

Just a reminder that not all 720K drives used on Atari's will work with
Spectre GCR (or Translator one). The effect of MAC encoding is to cause the
Atari to write on the floppy as if it were a 1.44 meg drive.

Some 720K drives don't work this way because they have a filter to improve
the signal and won't pass 1.44 meg frequencies. Others don't have the
full bandwidth in their signal path (heads/electronics).

What to do?

1. replace your built-in drive with one known to work with Spectre.
2. Buy a SF314 that you can TEST first with Spectre.
3. Buy a cheap MAC. The original Magic-SAC had a program to copy discs
from a MAC to the Atari.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

1166. Re: Overscan in monochrome

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 14:23:08 UTC
From: wieners@quando.quantum.de
Message-ID: <1894@quando.quantum.de>
Source record: 234973

In article <1991Feb3.213147.24259@sbcs.sunysb.edu> mrose@libserv1.ic.sunysb.edu (Michael Rose) writes:
> The most I have been able to overscan on my sm124 monochrome
>monitor has been 672x480.

That's ok for an normal SM124. Mine (build in 1985) does the same. Some of the newer SM124 (with the Atari logo painted on the front) should be able to show up to 704x480, but they're rare.

>In the overscan docs, it mentions that it is possible to overscan approx.
>800x600 (I think) on a well adjusted monochrome monitor or a multisync.

Did you have the old overscan (hyperscreen) with that manual switch or the new "Autoswitch-Overscan" (AS-OS) which automatically change the solution? There is a nice solution-table in the well written AS-OS dox. 800x600 isn't mentioned there. The maximum for monochrome monitors should be 752x480 on NEC Multisync GS or a good TVM MG11. Maybe some 816x280 on color monitors (mid solution) but I don't think many use that.

>Does anyone know what adjustments have to be made to the monitor to do this?

You can move the picture or make it a little bit brighter but if you have left the SM124 in original state, you couldn't get more solutions by internal adjustments. I've tried it. 8-) And beware, that things inside could kill you.

> I was also wondering if anyone has seen or knows anything about
>the Reflex graphics board for the Mega's.

Never heard of that here in Germany. There's a card for Megas called "Megascreen" which make a little bit more in monochrome than AS-OS. But you need a Mega (don't have one) and a mulitsync (also missed) to use it. AS-OS works with every ST (except STE and TT), every monitor and have the better software, i think.
cu,
Volkmar
--
Volkmar Wieners Uucp: ...uunet!unido!quando!wieners
Dortmund Eunet: wieners@quando.quantum.de
FRG Fidonet: 2:241/5800.5 Mausnet: DO

1167. Re: Treeview for GEM ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 14:42:18 UTC
From: wieners@quando.quantum.de
Message-ID: <1895@quando.quantum.de>
Source record: 234974

In article <1656@abekrd.UUCP> mike@abekrd.UUCP (Mike Quinn) writes:

>What I would like to know is: Does Treeview _really_ need Gemini to work, or
>will it run under GEM? Is Treeview available from somewhere else? Is it
>shareware too? It was real neat to be able to find the directory you've been
>looking for, quickly and easily.

No, Treeview works on every ST and don't need Gemini. *But* if it found Gemini
1.2 (which have a nice build in ACC-protocol, samples are included in the
original Gemini-distribution), it can do some more nice things like open
Gemini-windows by double-clicking an folder and something like that.
I know people who only use Treeview (inside Gemini) to walk across their
folder and do all the file handling.

Treeview is freeware. The author likes to have a picture-card from every
user who use it frequently and enjoy it. You will find Treeview or the
original Gemini 1.2 packet. I think, the english documentation will be
ready soon and the packet will send in the binary group or avaible on an
archive site. You can also contact the author of Treeview (not Gemini!),
if you send him some bucks, maybe he will send you a disk:

Stephan Gerle
Ruthstr. 8
W-4600 Dortmund 1
West Germany

cu,
Volkmar

--
Volkmar Wieners Uucp: ...uunet!unido!quando!wieners
Dortmund Eunet: wieners@quando.quantum.de
FRG Fidonet: 2:241/5800.5 Mausnet: DO

1168. Re: Autoswitch-Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 14:52:45 UTC
From: wieners@quando.quantum.de
Message-ID: <1896@quando.quantum.de>
Source record: 234975

In article <1991Jan22.230533.14267@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>I am looking for the Autoswitch-Overscan resolution expander.
>If anyone knows where to get one (in Europe, Germany preferred)
>please tell me. A fax-number would be appreciated!

No problem:

1. snail: Overscan GBR
Saentisstr. 166
W-1000 Berlin 48
West Germany

2. telephon (voice!): (030) 811 5882

3. fax-number: (030) 312 2639

If you call from outside germany, exchange (030) to (+4930) where the +
is something, that your local telephone-company likes.

>To those who don't know what this is: A small board that goes inside
>your ST and gives you larger resolution in every mode. With SM 124
>something like over 700x460... Costs about 120,- DM...

672x480 on the most. Some lucky guys get more. The price is alright.

>Best when used with multisync. Does not work with every application.
>(there is a smart piece of software with it to switch it on and off accor-
>ding to the application used)

Absolute correct. The software is really good. Wish you much fun with
your blown-up screen.
cu,
Volkmar

--
Volkmar Wieners Uucp: ...uunet!unido!quando!wieners
Dortmund Eunet: wieners@quando.quantum.de
FRG Fidonet: 2:241/5800.5 Mausnet: DO

1169. Name Brand Floppies

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 14:57:54 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Feb5.145754.15033@lsuc.on.ca>
Source record: 234976

Many people buy "white box" discs to save money. I've tended
to buy "name brand" floppies since I started to get 3 1/2" floppies
because 3 1/2" floppies were inherently expensive, and I wanted
to make use of the warranties. Up until now I've collected bad
disks and haven't returned many. The dealer I bought Fujis from
exchanged them directly, so I haven't dealt with Fuji directly yet.
But I had a bad BASF disk last year (bad right out of the box)
and I returned it by mail to the US. I sent it on Oct 31, 1990
and just yesterday (Feb. 4, 1991) I received my reply.

Though they were late, I'm happy to say they replaced the
disk and sent extras to recompense the delay and cost of mailing.
Overall I give BASF full marks for their efforts to honour their
warranty. If you see BASF's at an attractive price, it seems to
be a disk worth buying on that account.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1170. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 15:26:42 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb5.152642.26764@daffy.cs.wisc.edu>
Source record: 234977

First of all GUY, I NEVER called Allan Pratt an idiot.

--Gregory

PS: Secondly I AM 8 YEARS OLD not seven years old and I got accepted because
I got 2 Million points on an X version of Tetris!

1171. Neodesk3/TOS 1.4 - bug??

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 15:32:24 UTC
From: lhf@ukc.ac.uk
Message-ID: <3441@gos.ukc.ac.uk>
Source record: 234978

I have recently upgraded to TOS 1.4 and I am also a Neodesk 3
user. I seem to have come across a problem with this combination.

When in Lattice Cv5, I have to set up various environment variables
to show where the binaries/libs/headers etc are. This information is then
saved into a tool .inf file, which is then used once entering the compiler
the next time. However, whenever I enter Lattice, the said .inf file is
never re-read, hence the environment variables are empty.

If I execute Lattice from the normal Atari desktop, this problem
does not occur. The problem did not occur also with Neodesk with my old
TOS 1.2. Installing Lattice within Neodesk, to make sure the program has
its current working directory in the same place as the .inf file (namely,
the text or program path), does no solve the problem.

I can of course set up the environment variables within Neodesk.
Whilst this does work fine for Lattice, it causes problems for other programs
I use. For example, DevPac2 will look at the bin variable to find MonST rather
than look at its cwd, hence being set up for the Neodesk bin, means it can't
find it. I have a copy of MonST in the lattice bin, just as a temporary
solution.

Further to this, I recently found that DevPac2 also has a problem
with its cwd, in that it too can never find a saved data file, meaning
defaults are always used.

So, taking into account it is not only Lattice which loses its
data files, but also DevPac, and this problem is not encountered from the
normal desk, could this possibly be a bug with Neodesk3 in TOS 1.4. Or, as
I hope, is it a simple matter of using some 'feature' within Neodesk, that
I am not aware of.

Thanks in advance for any help offered,

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

1172. Re: All about TOS 2.05 / New Desktop / Mega/Ste

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 16:46:23 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4189@eastapps.East.Sun.COM>
Source record: 234979

mjv@brownvm.brown.edu (Marshall Vale) writes:
>[lots of reallly neat info about the MegaSTe deleted]
>
> Thanks for the honest opinion/info, Joe. What I am wondering is did the
>MegaSTe come with the new outline font GDOS? I'm really interested in
Don't know. Certainly didn't get a disk for it... Probably not in ROM...

Joe
-=-

1173. Re: How to get Elvis to work?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 17:05:28 UTC
From: wao@cbnewsm.att.com
Message-ID: <1991Feb5.170528.27401@cbnewsm.att.com>
Source record: 234980

After setting the TERM to vt52 you will still get a message that states that it can't open some temp file. If you press <return> you get your file anyway. This only happens to me if I run ELVIS from GEM. In GULAM (alias vi=elvis) the program starts right up.
By the way how do you turn on line numbers in ELVIS. The VI command [:set num] does not work.

Bill Oswald
aloft!wao

1174. Re: Autoswitch-Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 18:46:03 UTC
From: stevela@beach.csulb.edu
Message-ID: <STEVELA.91Feb5104603@beach.csulb.edu>
Source record: 234981

Question regarding Overscan on the monochrome mode, does it have any problem
with software that only recognize 640x400 in the monochrome mode (ie. games).
How about Spectre-GCR (Mac emulator)? Thanks in advance.
-Steve
--
+-=-=-=

1175. 4Meg 1040ST For Sale - Cheap!?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 19:02:32 UTC
From: marshall@hplsla.HP.COM
Message-ID: <5440150@hplsla.HP.COM>
Source record: 234982

I am selling my 4Meg 1040ST stand-alone.

The asking price is $475 (shipping included).

Email directly to me if you are interested.

Marshall


```
_____________________________________________________________________________
| |
| Marshall Lollis Mail Stop: 110 Column: UR9 |
| Hewlett-Packard Company AT&T: (206) 335-2153 Telnet: 335-2153 |
| Lake Stevens Instrument Division UUCP: hplabs!hplsla!marshall |
| 8600 Soper Hill Road HPDESK: Marshall_Lollis@HPA100 |
| Everett, WA 98205-1298 DOMAIN: marshall@hplsla.lsid.hp.com |
|_____________________________________________________________________________|
```

1176. IDeas for a Sick ST?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 19:35:49 UTC
From: melton@mcnc.org
Message-ID: <2797@speedy.mcnc.org>
Source record: 234983

My ST after three years of constant (literally) service has finally let me down. When I turn it on the power light is dimmer than usual, the monitor goes to a sickly hue, and it sits there. The internal disk read indicator light is on as well, and also dimmer than usual. I at first suspected the disk drive of being burned, but have eliminated that option by substitution inside a working ST.

I now suspect the power supply. I am an electrical engineer, but have very little desire to fix a power supply since it is analog in nature.
But, I also am not going to mail it too Atari or some other fix-it house and pay them several hundred $$$$ to fix it (the going rate). I will screw it up myself before I do that.

Has anyone had this experience before, or have an ideas?

Matt Melton
melton@mcnc.org
"Absolutely nothing is impossible, but most things aren't worth the trouble"

1177. MEGAFILE 30 upgrade,any experience ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 19:54:44 UTC
From: wernerc@Informatik.TU-Muenchen.DE
Message-ID: <1991Feb5.195444.4849@newsserv.informatik.tu-muenchen.de>
Source record: 234984

```
Has anybody ever changed the drive of MEGAFILE30?
I want to do so (&replace it by a 60 or 85 M drive) cause
30 M are not enought.
- What must I look out for?
- I it possible simply to add another drive to the ACSI-Controller ?
- What driver are ok ?

Every comment is welcome!

Thanx SAS

wernerc@tuminfo4.tu-muenchen.de
```

1178. Re: 4Meg 1040ST For Sale - Cheap!?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 20:09:38 UTC
From: marshall@hplsla.HP.COM
Message-ID: <5440151@hplsla.HP.COM>
Source record: 234985

Wait just a moment.....my color monitor deal fell through !!!!!

I'll include the color monitor with the 4Meg 1040ST for another $50!!!!!
I will also include an Atari external drive with the deal for free!

NO, I WILL NOT SELL THE COLOR MONITOR BY ITSELF FOR $50.....but thanks for
asking.


```
_____________________________________________________________________________
| |
| Marshall Lollis Mail Stop: 110 Column: UR9 |
| Hewlett-Packard Company AT&T: (206) 335-2153 Telnet: 335-2153 |
| Lake Stevens Instrument Division UUCP: hplabs!hplsla!marshall |
| 8600 Soper Hill Road HPDESK: Marshall_Lollis@HPA100 |
| Everett, WA 98205-1298 DOMAIN: marshall@hplsla.lsid.hp.com |
|_____________________________________________________________________________|
```

1179. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 20:12:58 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <Bowww1w162w@fquest.fidonet.org>
Source record: 234986

Seems to me that the length of time that you have to wait until you can drag an icon depends on how you have the mouse click response time set in the control panel. It certainly doesn't take that long on MY system to be able to drag an icon, I have the click response time set to 1, 0 being the fastest. If its taking too long, try changing this setting, if you can click the mouse buttons that fast comfortably. As for the business of people with unsteady hands not being able to double click with an Atari ST mouse. Well, I just don't buy this about having to click on the same pixel that has been suggested. I intentionally moved the mouse between clicks (many times) and it worked fine. If someone can use a Mac mouse fine and not the Atari mouse then I would wonder if its because of the different style of clicking. Unless I'm wrong, I think that a Mac mouse looks for the time lapse between the upbeat of the first click and the downbeat of the second click to sense a double click. In other words, you could press the button, hold it a while, release it and click again. That would work. But on the Atari ST, it measures between the two downbeats and that would not work. I just can't believe that anyone who could double-click on a Mac mouse couldn't also do it on an ST mouse with the click response time set slow enough for them. Now, they might not LIKE it cause it doesn't work quite the same as the Mac, but I can't believe that they couldn't do it. Maybe so, but I just can't see it...

The following opinions are my own and not those of anyone else who might be registered on fquest.fidonet.org. All flames can be sent to alt.flames since we don't read that here.

1180. evnt_button() continued...

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 20:14:24 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4074@cernvax.cern.ch>
Source record: 234987

Thanks for your reply Claus. Here is the code I use (well,
a part of it, 'cause it's too long to by send to the net).
The weird thing is that it works with button 1 (the left
one) but not for button 2 (the right one).
In fact, the right one seems to be the same as the joystick
'fire' button.(am I right?)
I wanna put a other switch at the joystick's place to start
a chronometer with the foot ('cause hands are occupied by
a blood analysis, but that's an other story).

Thanks in advance for your help.

Roger hohr@cernvax.cern.ch

```
/********************* cut here ***********************/

/* compiled with MWC (option -VGEM) */

#include <osbind.h>
#include <xbios.h>
#include <gem_inex.h>
/* this .h file contains all the init. stuff needed by AES&VDI */

#define NBR_OF_TESTS 12

main() {
int i, nw;
int breturn;
int bclicks = 2; /* wait for n clicks */
unsigned int bmask = 2; /* survey button n */
/* with bmask = 1, it's OK */
unsigned int bstate = 1; /* button pressed (0 = no, 1 = yes) */

gem_init (); /* in gem_inex.h */
for (i = 0; i < NBR_OF_TESTS; i++) {
breturn = evnt_button (bclicks, bmask, bstate,
&nw, &nw, &nw, &nw);
printf ("Test Nr.%02d/%d. Return value: 0x%04x\n",
i+1, NBR_OF_TESTS, breturn);
}
printf("Hit return!\n");
getchar();
gem_exit (); /* in gem_inex.h */
}
```

1181. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 20:41:23 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb5.204123.4366@abode.wciu.edu>
Source record: 234988

Hi Matt,
This discussion is leaning towards becoming a "flamewar". If
you have something constructive to say or add, then fine; otherwise let's drop
it. We all know the flaws of our respective machines, let's not rub anyone's
nose it. Bye.....

Luis

--
"""""""

1182. Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 21:23:49 UTC
From: twmanino@ncsuvx.enet.dec.com
Message-ID: <1991Feb5.161838@ncsuvx.enet.dec.com>
Source record: 234989

Hi all,

Does anyone know of a good hard drive defragmentation utility?
I have an ICD host adapter, and TOS 1.4 in my machine.
Would be interested in pd/shareware/commercial - whatever will work
with this configuration (I have heard of some that are specific to
TOS versions, etc). I've checked atari.archive, but I can't see anything
particularly obvious. If there is one there, that would be great, too.

Thanks,
Tony
twmanino@eos.ncsu.edu

1183. 1meg to 4meg (REPOST)

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 21:56:40 UTC
From: ajw@watson
Message-ID: <1991Feb5.215640.5603@intelhf.hf.intel.com>
Source record: 234990

Don't think this got very far on first posting...

I recently asked about experiences upgrading a 1040
from 1meg to 4meg, and promised to summarize.

100% of my respondents used the Zubair ZRAM board.
Both tried the installation themselves, failed, and
ended up sending their computer to Zubair.

Thanks, Rana and Tony.

-- Alan Waldock, from but not on behalf of Intel Corporation
ajw@watson.hf.intel.com ...uunet!intelhf!watson!ajw

1184. Re: Redirection of Printer

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 22:04:00 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750103@hpsad.HP.COM>
Source record: 234991

In comp.sys.atari.st, goo@hpindda.cup.hp.com (Michael Goo) writes:

>>grillo@olivey.ATC.Olivetti.Com (Savino Grillo: writes...

>>Does anyone know if a program that can redirect the print-data in a file?
>>This could be very useful for people (like me) that have not a printer at
>>home but have one at office!

>I, too, am interested in this. I remember hearing about a program called
>barrel (or something like that) that was just the ticket. I looked over the
>indexes at panarthea and atari.archive and didn't see anything that looked
>right. Can someone direct us to where we can get this program. Thanks.

Look for atari/utilities/barrel.arc

>Your pal,
> Mike Goo

sure, pal ;)
-Bob

1185. Re: Flight Sims.

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 22:13:33 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <4013@orbit.cts.com>
Source record: 234992

```
And how does Falcon compare with F-16 Combat Pilot
******************************************************************************
Zeitgeist Busters!
UUCP: {crash tcnet}!orbit!pnet51!schaper
INET: schaper@pnet51.orb.mn.org
Aslan is on the move!
******************************************************************************
```

1186. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 22:13:34 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <4014@orbit.cts.com>
Source record: 234993

This is an inevitable question, so I will ask it. How about having TOS 2.05 available for the older ST's, in both six and two chip sets (I have an early 520 now plus, with the six chip set). It sure would be a major improvement over TOS 1.0 and would be worth the investment.
Atari?, I know you are busy with all these excellent new products, perhaps your manufacturing facilities are too busy now, but this would be an excellent thing to do, make a lot of us older customers happy.

****
Zeitgeist Busters!
UUCP: {crash tcnet}!orbit!pnet51!schaper
INET: schaper@pnet51.orb.mn.org
Aslan is on the move!
****

1187. TeX startup

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 22:34:44 UTC
From: hofmann@cbnewse.att.com
Message-ID: <1991Feb5.223444.29973@cbnewse.att.com>
Source record: 234994

Recently, several complaints have been voiced by those trying to start using TeX or LaTeX on their STs. I did this a while back using the package of 5 disks from the Current Notes Users group (can't remember the name of the person who put together the package). The readme's were very good and the setup was relatively painless. Current Notes disks are $4 each, and it was money well spent!

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL

1188. Re: usenet news/mail software

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 22:44:22 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750104@hpsad.HP.COM>
Source record: 234995

In comp.sys.atari.st, eric@abode.wciu.edu (Eric C. Bennett) writes:

>The version of the usenet news/mail software that was sent to my system
>last week was not functional. Is there anyone out there who is running
>this software on the ST? If so, would it be possible for you to encode
>it and send it to me (in pieces since I know it is over 60k).

We didn't get all the parts at our site. We're missing 5,6,7,11. Was
everything sent out? Usually our link is very dependable.

I checked the atari archive and volume 13 is empty. Anyone know the
scoop on that?

1189. Re: MEGAFILE 30 upgrade,any experience ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 23:06:31 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb5.230631.7189@informatik.uni-erlangen.de>
Source record: 234996

wernerc@Informatik.TU-Muenchen.DE (Werner) writes:

>Has anybody ever changed the drive of MEGAFILE30?
>I want to do so (&replace it by a 60 or 85 M drive) cause
>30 M are not enought.
>- What must I look out for?

Be sure to buy a RLL certified drive. Choose a 3.5" drive (5.25"
drives - as a rule of thumb - cause more noise as well as heat,
and they eat up more power). The drive must have a ST506 interface
recognizable by the two connectors needed for it (34 pins and 20 pins).

>- I it possible simply to add another drive to the ACSI-Controller ?

Relatively simple. You'll have to make two modifications on the
MF30 motherboard. The most severe problem is the power supply.

>- What driver are ok ?

AHDI won't see the second drive. The Supra driver will, as I have
been told, as well as my own driver, CBHD.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1190. Re: IDeas for a Sick ST?

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 23:07:50 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <1991Feb5.230750.11287@ux1.cso.uiuc.edu>
Source record: 234997

melton@mcnc.org (Matthew Stickles Melton) writes:

>My ST after three years of constant (literally) service has finally let me
>down. When I turn it on the power light is dimmer than usual, the monitor
>goes to a sickly hue, and it sits there. The internal disk read indicator
>light is on as well, and also dimmer than usual. I at first suspected the
>disk drive of being burned, but have eliminated that option by substitution
>inside a working ST.

>I now suspect the power supply. I am an electrical engineer, but have very
>little desire to fix a power supply since it is analog in nature.
>But, I also am not going to mail it too Atari or some other fix-it house
>and pay them several hundred $$$$ to fix it (the going rate). I will screw
>it up myself before I do that.

low voltage? maybe a voltage regulator, which shouldn't be too hard to
--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

1191. looking for matrix math package

Newsgroup: comp.sys.atari.st
Date: 1991-02-05 23:22:05 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <26712@uflorida.cis.ufl.EDU>
Source record: 234998

I am looking for a matrix math package which will handle
matrices with complex entries. Can anyone tell me the
name of such a package, and where I might find it?

Thanks in advance...

--
David Cabana
drc@beach.cis.ufl.edu
UUCP: ...!gatech!uflorida!beach.cis.ufl.edu!drc

1192. Re: Tex/LaTeX & *.sty files..

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 01:53:45 UTC
From: rosenkra@convex.com
Message-ID: <1991Feb06.015345.751@convex.com>
Source record: 234999

oh, BTW: if i sounded too testy over software which is essentially free, i apologise. nobody, including ME :-), should ever really complain about something they don't have to pay for. consider my rantings as more of a critique, a suggestion for improvement (which i really think TeX docs needs), etc. the last thing i wanted to do was imply that the people who made it possible have done a bad job. they did an excellent job in bringing such a complex system to "our" world. i just wish they would have written a few words for those of us who know nothing (or remember nothing, in my case). but then i am often as guilty as the next in this regard. maybe we need a "standard practices" manifesto for posting codes of this ilk. i would not even mind writing it, so long as we don't get into a religious battle over details. how about this for a start:

files in manifest (all upper case :-):

README describe what the program does, what the pieces
do, etc (so user/installer sees the "big picture")
INSTALL *precise* installation instructions, and the assumed
execution environment (cli, desktop, etc). don;t
make the user guess. and include any non-standard
environmental issues (like the termcap file cannont
have CR/LF line termination, just LF, which GNU
emacs port required at one time, and which i do
not ever recall seeing explained, for example)
BUGS we NEVER make misteaks (air the dirty laundry,
explain limitations, etc)
CHANGES change history or at least what's new in this post
XXX.MAN nroff source for a manpage (for nroff)
XXX.<section> ascii-formatted manpage (for humans, section 1 for
commands, 2 for sys calls, 3 for libs, etc, a la
BSD, if possible)

and post the readme or at least an except before the uuencoded archive so recipients know whether they need or want this post. this goes for things archived but not posted as well.

most software posted has much of this info, this just tends to make it consistent. and yes, manpages are a unix-ism, but also a fairly common method in this group for documenting things. note that i just posted the latest nroff as well as a man(1) and a pager for man (manpager). and yes, i would hope this would be in english :-). if we go thru the trouble of getting something to run, and share it, we might as well spend an extra hour to make it easier for people to install and use. [sure, why not]

back to TeX...
and i DO have both of the books mentioned, though they generally say
nothing about installing (obviously) as i recall. and i would not expect
them to say anything about installing, except perhaps as an example. i
will look at them to see if they do. one of these days, when i can find
a spare 5-10MB, i, too, will install TeX. not right now, however.

there, i feel better now... :-)

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1193. Re: looking for matrix math package

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 02:11:44 UTC
From: rosenkra@convex.com
Message-ID: <1991Feb06.021144.1454@convex.com>
Source record: 235000

In article <26712@uflorida.cis.ufl.EDU> drc@beach.cis.ufl.edu () writes:
>I am looking for a matrix math package which will handle
>matrices with complex entries. Can anyone tell me the
>name of such a package, and where I might find it?

i have written such a package. if there is interest, i will post it.
it handles common tasks (vector-vector, matrix-vector, matrix-matrix,
etc) including dynamic allocation/deallocation. i called it "libmatrx.a"
on my system. i am not sure i handle complex types, though. it should
not be that hard to alter. struct complex {double r, i;} and all. i do
remember writing a lib for complex math, too, and can dig it up (cmpmult,
cmpadd, etc).

it may have its roots from "Numerical Recipes in C" and an article in
Byte (i did this some time ago). i also have things like FFTs, some
LINPACK (e.g. SMAX, ISMAX, etc in C), etc. in fact, i would suggest
getting num. recipes, which is not bad for scalar boxes (but sucks
for vector machines like convex and cray which generally have MUCH
faster versions in their libraries - VECLIB and SCILIB, respectively).
u can get a PC floppy of all the codes in recipes, if u don't feel like
typing...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1194. Re: IDeas for a Sick ST?

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 02:52:51 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb6.025251.28810@daffy.cs.wisc.edu>
Source record: 234851

```
--------------------------------------------------------------------------
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.
--------------------------------------------------------------------------
Writes:
>My ST after three years of constant (literally) service has finally let me
>down. When I turn it on the power light is dimmer than usual, the monitor
>goes to a sickly hue, and it sits there. The internal disk read indicator
>light is on as well, and also dimmer than usual. I at first suspected the
>disk drive of being burned, but have eliminated that option by substitution
>inside a working ST.

>I now suspect the power supply. I am an electrical engineer, but have very
>little desire to fix a power supply since it is analog in nature.
>But, I also am not going to mail it too Atari or some other fix-it house
>and pay them several hundred $$$$ to fix it (the going rate). I will screw
>it up myself before I do that.

You didn't mention if you upgraded your ST via a memory upgrade. I don't
know about other peoples problems, but when I put 4 megs in my ST, the
power supply HUMMED, probable indication of overload and after 3 months
of heavy USE promptly died. I am almost positive that the extra RAM
shortened the life of my power supply. I called BEST and they sell beefier
power supplies for your 1040ST for just this purpose(or use to anyway).

If anybody gets a memory upgrade I would consider an investment in such
a new power supply. You machine will run more reliably longer and a lot
cooler probably too.

--Gregory

--------------------------------------------------------------------------
The WUNDER UNDER grad. Able to spend his whole life on this rn news and
STILL build a workable compiler for CS 536. (BEAT THAT)
--------------------------------------------------------------------------

PS: I even get my homework done too. (On time is another matter)
```

1195. MEGA STE speed change

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 03:09:03 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.665809743.larserio@kvart.ifi.uio.no>
Source record: 234852

One more try (the last one seems to have gotten lost somewhere :-)

Anyone out there who knows a LEGAL way to change between 8 and 16 Mhz
and between cache and no cache on a MEGA STE.... My keyboard driver has at
hot key function for changing speed with Hypercache 16 MHz board, and I want
to implement some code to make this work on the new MEGA STE too, but there
is nothing about this in my developer docs (I guess it's too fresh info :-)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1196. Mouse hangup with TOS 1.4 upgrade ...

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 03:43:32 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1991Feb6.034332.18500@megadata.mega.oz.au>
Source record: 234853

Having just upgraded to TOS 1.4, I am having trouble with a few programs losing control of the mouse. The mouse simply freezes up when they are run. Is this a problem with the O/S upgrade? Is it possible to rectify it, or do I need to break out the disassembler and start patching? My AUTO folder contains only the SUPRACLKRD program which sets the system clock on startup. The only accessory loaded is the control panel CONTROL.ACC.

Any Clues???
Thanks in advance,
Geoff "Risky" Swan.

1197. Midi on the ST...

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 04:04:01 UTC
From: Duncan.Lewis@samba.acs.unc.edu
Message-ID: <2493@beguine.UUCP>
Source record: 234854

I have a small request to ask of any and all ST-midi enthusiasts. A good
no-net-access friend of mine is looking to go into the midi arenaand
knows that atari is quite aplayer in this niche market. What he is asking
is why shouldn't he go out and buy the Yamaha portble Midi computer.
so if you could reply with answers to these few questions, My friend and
I will be very thankful. I can also post a summary.

1) Significance on the absence of a midi-thru port on the ST, anybody?
2) What cpu model is probably the best most economical but flexible one
to choose, in terms of pricing, versatility, program compatibiltiy etc.

3) Your opinion of general software for Midi use, brands, names anything will
help.
4) Why use an ST instead of the Mac or Yamaha/Casio etc.
5) Other interesting hardware implementations, like SMPTE equipment etc.
6) What your setup is and how productive has it made you.
7) ANything of value you'r like to add including flames etc

Again, I'd like to thank anone who responds for their time.
-Duncan "An ex-Atari enthusiast" Lewis
my motto??? stay away from anything the Tramiels are involved in..
they blew it...

Duncan.Lewis@bbs.acs.unc.edu

1198. Re: Sozobon C and dstart.o <==> Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 04:08:48 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27AF8150.12058@maccs.dcss.mcmaster.ca>
Source record: 234842

In article <1991Feb4.183344.12478@terminator.cc.umich.edu> swood@terminator.cc.umich.edu (Scott Wood) writes:
>[wants to put his sozobon library files on ramdisk]

I think what you have to do is in your sozo.g file, put in a line like this

setenv LIB H:\

if the files are in the root directory on drive H: or list the directory the files are in.

By the way, this stuff is written up in the documentation. I recommend you do what I did: print the manual, maybe with a DTP program like TimeWorks, and staple it together. It impresses people what you show them the manual, and then say, "It's public domain."

Have fun.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

1199. Re: Sam Tramiel funny

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 05:24:31 UTC
From: rcarter@isis.cs.du.edu
Message-ID: <1991Feb6.052431.10316@isis.cs.du.edu>
Source record: 234855

Last time I was on during a Tramiel GEnie conference, was when ATARI France decided to have a bigtime fire.
And all this happened when it was -my- turn to ask a question... I had to type it in three times (yeah, I should have buffered it, but didn't want to ask the same question as someone else...) before it came out all muddled and with no one caring by then... Yikes...

--
Ron Carter | rcarter@nyx.cs.du.edu rcarter GEnie 70707.3047 CIS
Director | Center for the Study of Creative Intelligence
Denver, CO | Knowledge is power. Knowledge to the people. Just say know.

1200. X simulator

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 05:45:44 UTC
From: dong@umiacs.umd.edu
Message-ID: <29938@mimsy.umd.edu>
Source record: 234856

Hello,
A simple question: is there any X Window package for Atari ?
(I have a Atari 1040st)

Thanks for any reply to dong@lpf.umd.edu

-Dong

1201. Write On, That's Write

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 09:20:01 UTC
From: cjp@cs.aber.ac.uk
Message-ID: <CJP.91Feb6092001@raphael.cs.aber.ac.uk>
Source record: 234857

Does anybody have experience of these two products?

Specific questions:

1. Is Write On a cut-down version of That's Write, and if so are the omissions significant?

2. What are they like to use?

3. How do they compare with First Word Plus?

4. UK ST World classifies That's Write as a DTP system rather than a word processor - is that a correct classification?

Thanks,

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
email: cjp@uk.ac.aber.cs (within UK) cjp@cs.aber.ac.uk (rest of world?)
Telephone: 0970-622444

--

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
email: cjp@uk.ac.aber.cs (within UK) cjp@cs.aber.ac.uk (rest of world?)
Telephone: 0970-622444

1202. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 09:44:57 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Feb6094457@zappa.FtCollins.NCR.com>
Source record: 234848

>>
>>The Spectre GCR works very nice with this machine. You get hard disk
>>performance of something between a IIfx and IIsi. 600-700 kiloBYTES per
>second. 33ms access time.
>
>I'm just curious, are all ST hard disks this slow ? 33ms.

No. Hard drive access time has nothing to do with what computer it's
interfaced to. Throughput does, however, and that is what the author was
talking about.

>>
>>I am very pleased. The retail value of the machine is $1979.99. TOS 2.05's
>
>This seems to be a lot for a 68000 based machine.

Please remember that is retail price. It'll probably go for
substantially less when it's available for sale here (U.S.). I won't
speculate any further since they aren't generally available.

>>
>>Now here is the port listing from the DOCS:
>>
>>Graphics 320x200x16
>> 640x200x4
>> 640x400x2
>>
>>Color 4096 Colors

>What's the story with 640x400x2 ?

Duh. That means that in this mode the machine can display 640 dots
horizontally and 400 vertically with a choice of 2 different colors :^) :^)

>An amiga can do 640x400x16 AND even
>640x400x4096, without any additional hardware.

Funny, I don't seem to remember the poster saying the amiga couldn't do
that or that the STe could? It's not relevant, and could potentially
start a flame-war... Heck it's not even news, the amiga has been able to
display that resolution since 1986-7 and the ST series has been doing
640x400 in monochrome for ages. IMHO, Both machines' stock graphics need
updating to be considered "state of the art"

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */

```
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/*************************************************************************/
Fortune:
Teamwork is essential -- it allows you to blame someone else.
```

1203. FTP's

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 09:53:40 UTC
From: Sam_Oben@mindlink.UUCP
Message-ID: <4701@mindlink.UUCP>
Source record: 234858

I am wondering if anybody can explain to me what FTP and the numbers that are associated with them are. So far on my own, I've been confused on how to access them or whatever I'm suppose to do to get to them. any help will be appreciated.

1204. Re: Sozobon C and dstart.o <==> Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 12:02:11 UTC
From: jvt@its.bt.co.uk
Message-ID: <0F^&K3$@uzi-9mm.fulcrum.bt.co.uk>
Source record: 234859

In article <1991Feb4.183344.12478@terminator.cc.umich.edu> swood@terminator.cc.umich.edu (Scott Wood) writes:
> For a background to what I have set up, I am using gulam as a cli, and
>I am using a file called sozo.g to copy the sozobon bin directory and the
>sozobon lib directory into the corresponding directories in my RamDisk
>(H:) that I set up with rambuffer.acc. I then set paths to h:\sozobon\bin,h:\,
>a:\,. and do my work from the a: drive. the ue works fine for my editing, and
>then cc main.c gives me the error that it can find the dstart.o file. I
>tried cc -IH:\sozobon\lib but that returns the same result.

What you need is two more environment variables.

LIB=H:\sozobon\lib
INCLUDE=H:\sozobon\include

or whatever your paths may be.

The -I flag tells cc where to find the *.h files.

It looks like you are using a single drive system. Before I got a hard
disk I was in the same situation. What I did was to keep the binaries
libs, etc on A: and copy the source to my RAM Disk. It worked quite
well and certainly should reduce the amount of copying needed.

John

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

1205. Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 12:08:04 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1379@ssp18.idca.tds.philips.nl>
Source record: 234860

glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
>Try doing 1280x512x2 on an ST with NO extra hardware, it's not possible,
>it is on an amiga.
>The Amiga's graphics are far superior to the ST for speed and it's a well
>known fact.
>One look at Gem on an IBM turned me off the ST for life.
>ps. How about multi-tasking on an ST ?? Impossible.

Ok, here we go:
Amiga's graphics are far superior to the ST.
Amiga's sound are far superior to the ST.
Amiga's add-ons are far superior to the ST.
Amiga's OS is far superior to the ST.
Amiga's GUI is far superior to the ST.
Amiga's software is far superior to the ST.
etc. etc.
Deep in his heart, every ST owner feels pity not having bought an Amiga.

You're lucky now?
Ok, then turn away from this Newsgroup, stare at your -far superior- Amiga
screen, get an headache and shutdown.

##
DISCLAIMER:Unless otherwise stated, the above comments are entirely my own
# #
Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl
##

1206. Harddrive problems

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 13:31:47 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Feb6.133147.16679@oz.plymouth.edu>
Source record: 234861

[this a a reposted repost - we just went Internet and have been having News problems]

My hard disk had a nasty shock last week during a rather heavy bout with static electricity. It recovered after I turned it off and back on but now it seems to be flaky. While running minix it made some funny noises and seemed to slow down. I had to reboot (but I haven't tried to shut it off and back on yet.....).

(I wrote the above a couple days ago... but we were having News problems so it didn't appear to get posted to the outside world. My sincerest apologees to anyone who might have seen it before.... My hard drive has since continued to behave in such an erratic manner as described above except I don't have to reboot , just have to wait for it to start behaving itself again. But it isn't consistent. (My current theory is that how it behaves depends on the quality of power getting to the hard drive ..... could nbe wrong but it sounds good :-))

I had planned to do some serious hacking with Minix this semester (to teach myself enough to write an application in C that I want to be portable between Minix, Un*x, MiNT and TOS/GEM (TOS/GEM being last since I've got what is quickly becoming an antique [even for an ST], a 1040STf with TOS 1.0 (6 chip ROMs, empty board space for a blitter, etc) and by the time I get this program done I'll be able to afford a TT ...)). But I haven't gone near Minix since the first drive problems since it had problems with that since Minix almost continually accesses the harddrive and if it's not there..... **BOOM**
(* Can you tell I've got a degree in English lit. from the rather convoluted paragraph above... %-> ??*)

Does anybody know of a utility program that could check the controller on my harddrive to see if it is ok ??? It's a 30 meg Supra harddrive, approximately 3 years old (one of the ones with the bad clock chip and a SCSI port (How do I test something like that ?? ARGH!!!!!!). I really can't afford to have it die, but if it does I'd like to know why and what I should replace (if I can....)

-Andy-

Send all complaints about the wordiness of this article to the Grammar Police. They know me :-) well......

--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

1207. Re: looking for matrix math package

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 13:37:09 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Feb6.133709.4154@cs.dal.ca>
Source record: 234862

In article <26712@uflorida.cis.ufl.EDU> drc@beach.cis.ufl.edu () writes:
>I am looking for a matrix math package which will handle
>matrices with complex entries. Can anyone tell me the
>name of such a package, and where I might find it?

Try the HP48SX calculator. Actually I've seen a shareware program for matrix manipulation for the ST, but whether it handles complex numbers I don't know (although any decent program should). It is called MATRICKS.TOS and comes with a 22 Kbyte manual. The version in my archives is dated May 1989, and if you can't find a more recent version I can send it out. However, I suggest that you contact the author, Victor Eijkhout, at u641000@hnykun11.bitnet or eykhout@wn2.sci.kun.nl for current status.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1208. Re: NEOchrome

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 13:44:16 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Feb6.134416.4500@cs.dal.ca>
Source record: 234863

In article <2089@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>What is the current copyright status of NEOchrome? Is it Public Domain or what?
>My ST came with version 0.5 free on the language disk. I believe that
>version 1.00 was on sale in the UK some years ago (for ~15 pounds).
>Now I see it advertised by Public Domain libraries.

Up until 0.9 NEOchrome was a freebie with the ST. Ver. 1.0 was
commercial, and Atari stopped bundling it. That was a long time ago,
and I don't know the current status.

Technically I suppose that giving a bundled copy of ST software to
someone who bought a later ST without it (including NEOchrome, 1st Word,
etc.) is illegal, although a lot of that goes on. But a free copy of
NEOchrome 1.0 or later is definitely pirated.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1209. Re: Status of Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 14:34:22 UTC
From: piet@cs.ruu.nl
Message-ID: <4798@ruuinf.cs.ruu.nl>
Source record: 234864

>>>>> In message <1991Jan29.150844.13336@raid5.uucp>, tony@raid5.uucp (Tony Andrews) (TA) writes:

TA> In article <1991Jan28.102546.5083@maths.bath.ac.uk> djch@maths.bath.ac.uk () writes:
>Could someone email me
>1 what is the most up-to-date version of the sozobon C compiler and libraries
>
>2 the name of any ftp archive site which has the current version.
>
>
> The source for 'jas' does not produce a working program (it produces object
> files with only a header). As a result I can't fix the bugs.
TA> Top 1.2 was released with a bug which made it produce a bad 'jas'. A fix
TA> was posted later. If you need the latest fixed release, see above.
TA> Unfortunately, most bulletin boards and archive sites have NOT put in the
TA> fixes.

I have put a fixed version in our archive. It has all fixes that I have
seen on the net + I fixed the assembler for the stop instruction (I don't
think that many people use this). The compiler is now able to compile
itself with -O.

I also made a small change to make to have it override macro values by
command line arguments of the form MACRO=value.

The package contains binaries, sources of the compiler and tools, h files
and binaries of dlibs, and gemfast. The sources of dlibs and gemfast
libraries are not includes, as they are somewhere else in the archive. Also
the libraries don't have the latest patches, but once you have the compiler
that isn't hard to do.

How to get sozobon.zoo from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub

don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/lang/sozobon.zoo

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/lang/sozobon.zoo
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

1210. Sozobon Startup-Code

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 14:41:35 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Feb6.144135.25359@csug.rdg.ac.uk>
Source record: 234865
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello World,
Can anyone send me some startup code for Sozobon C that does not do anything *illegal* with its basepage... like the original version does. One that would work OK with RTX and/or MiNT (0.7) and debuggers (Specifically MonST2.0).

Thanks,
Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk

1211. Re: MEGA STE speed change

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 14:51:49 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb6.145149.836@daffy.cs.wisc.edu>
Source record: 234866

I would love to know anything about the MEGA STe's internals....the new
TOS traps for the LAN port...etc..

Maybe Allan Pratt can help us out?

--Gregory

1212. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 14:59:41 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb6.145941.905@daffy.cs.wisc.edu>
Source record: 234867

Zeitgeist Busters!
UUCP: {crash tcnet}!orbit!pnet51!schaper
INET: schaper@pnet51.orb.mn.org

Writes:

This is an inevitable question, so I will ask it. How about having TOS 2.05
available for the older ST's, in both six and two chip sets (I have an early
520 now plus, with the six chip set). It sure would be a major improvement
over TOS 1.0 and would be worth the investment.
Atari?, I know you are busy with all these excellent new products, perhaps
your manufacturing facilities are too busy now, but this would be an excellent
thing to do, make a lot of us older customers happy.

First of all the new TOS is too large to fit into the 192K ROM address
space with the old ROM chip sets.

Secondly, lots of the extra baggage in the new tos would be quite
useless, if not impossible to implement on the old ST's/MEGA machines.

If I was you, I would push for the new desktop. Its grand. I never thought
I would actualy like my desktop...but I do now! (Kisses and Hugs):)
(I daily clean my screen from lip prints) :) :)

--Gregory

1213. Re: TEMPLEMON

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 15:42:28 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <39019@fiction>
Source record: 234904

entropy@ai.mit.edu (entropy) writes:

> To users of TEMPLEMON:

> OK so maybe I'm stupid but I just found out that you can still do a
> print-screen with TEMPLEMON installed. Just press ALT-SHIFT-HELP
> instead of ALT-HELP and you'll get a normal screen dump.

Newer versions of Templemon use <Ctrl><Help> as exec key. The scan code for the break code can be changed in a kind of extended prog header.

Daniel

1214. Booting MS-DOS from Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 15:49:23 UTC
From: bcc@Eyring.COM
Message-ID: <1991Feb6.154923.18229@Eyring.COM>
Source record: 234868

Could I hear from some of you who have successfully brought up PC-Ditto II on your hard disk? I have a Syquest drive, Tos 1.4, and a Mega-2. I just got PC-Ditto II going, and formatted the C partition (about 5 meg) and can read/write files from MS-Dos. I put a boot on the hard disk, and everything looks fine, but when I start PCD-II, it first identifies my hard disk, says put in a floppy or it will boot from the hard disk. If I don't put in a floppy, it momentarily hits the hard disk then gives me the non-system disk error. Should I mention that I'm using MS-DOS 3.1? I'm going to try a more recent version of MS-DOS to see if that helps. Oh, and by the way, when I go back to TOS, the ST doesn't seem to see the files that MS-DOS put on partition C. I thought they could both go there! Someone who has some experience here, please email me as this may be of only minor interest to the rest of the net.

(And thank you very much in advance.)

bcc@eyring.com
uunet!lanai!bcc

1215. No replacement mouse from Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 16:22:28 UTC
From: iam@stiatl.salestech.com
Message-ID: <1991Feb06.162228.1033@stiatl.salestech.com>
Source record: 234571

A long, long time ago (November 28th, 1990) I sent my defective mouse back to Atari along with $25 for a replacement. Well, the check has long since been cashed, but I've seen neither hide nor hair of a mouse. Can I be expecting one in the near future, or is it time to start complaining (again)?

Please someone post some reassurance...

--
-------- ---- ---- -- | Ian Mercado: iam@stiatl.salestech.com |
-- - - ----- -- | emory!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "Can't keep my mind from the circling sky" |

1216. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 16:32:05 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1991Feb6.163205.6683@murdoch.acc.Virginia.EDU>
Source record: 234869
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Please do NOT cross-post Amiga/ST comparisons to both newsgroups.
Several years ago we had a huge flamewar because of this; I doubt
anyone wants to see it again.

If you want to decide which machine to buy, your best bet is to go to
your local dealer and compare. Read magazine reviews. Don't start a
flamewar.

1217. Epson printer for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 16:33:27 UTC
From: delta@bucsf.bu.edu
Message-ID: <74021@bu.edu.bu.edu>
Source record: 234870
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
For sale
Epson LQ 950 printer.

Asking for $380 /bo.

e-mail delta@bucsf
call Peter at (617) 731-5088.
```

1218. Re: Autoswitch-Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 16:46:05 UTC
From: wieners@quando.quantum.de
Message-ID: <1900@quando.quantum.de>
Source record: 234871

In article <STEVELA.91Feb5104603@beach.csulb.edu> stevela@beach.csulb.edu (Steve La) writes:
>Question regarding Overscan on the monochrome mode, does it have any problem
>with software that only recognize 640x400 in the monochrome mode (ie. games).

You have a little textfile in the auto-folder called OVERSCAN.INF with all the names of the programs in it, which don't like anything else than 640x400. If you start such a program, Overscan will switch the solution at first and the application is happy. No problems with any program I've tried so far. The most I use every day, support the higher solution of Overscan (as all well written GEM-application should do). But I don't have the time for much games... 8-)

>How about Spectre-GCR (Mac emulator)?

Sorry, I've no kind of emulator. No experience.
cu,
Volkmar
--
Volkmar Wieners Uucp: ...uunet!unido!quando!wieners
Dortmund Eunet: wieners@quando.quantum.de
FRG Fidonet: 2:241/5800.5 Mausnet: DO

1219. TOS 1.4 upgrade Problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 16:57:51 UTC
From: oscar@jpl-devvax.JPL.NASA.GOV
Message-ID: <11327@jpl-devvax.JPL.NASA.GOV>
Source record: 234872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got an OS upgrade to 1.4. I used to have 1.0.
The problem is that I can't get my machine to boot from
my harddisk. Several of the things that have occurred
and which I have tried are: (I have a homebrewed harddisk.
It has an ICD host card and I have the latest ICD distribution
disk.)
1) I have tried booting normally and get two bombs.
2) I have booted while holding the alt key down (This
is suppose to override the booting from harddisk)
3) I have booted with the harddisk disconnected then
reconnected it and could not access it.

I think if I can get to my harddisk I could eliminate all the
auto loading programs and then things would be fine.

Also if there are known accessories which do not work under 1.4,
or are programs which are no longer of assistance (ie. pinhed,
fatspeed, ...)

Thanks in advance for any assistance

--
Oscar "Fred" DeMartino - J.P.L. (818) 354-1295 J PPP L
4800 Oak Grove Drive, Pas, CA. 91109 MS: 301-320S J P P L
MAYBE: oscar@devvax.JPL.NASA.GOV J J PPP L
ARPA: jpl-devvax!oscar@cit-vax JJJ P LLLLL

1220. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 17:21:03 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Feb6.172103.8970@arc.ab.ca>
Source record: 234873

In article <1991Feb5.161838@ncsuvx.enet.dec.com> twmanino@eos.ncsu.edu writes:
>
>Does anyone know of a good hard drive defragmentation utility?
>I have an ICD host adapter, and TOS 1.4 in my machine.
>Would be interested in pd/shareware/commercial - whatever will work
>with this configuration (I have heard of some that are specific to
>TOS versions, etc). I've checked atari.archive, but I can't see anything
>particularly obvious. If there is one there, that would be great, too.
>

I believe DLII is there...This is a PD checker/defragger. Unfortunately it
only works on 512 byte sectors (I have 1024 byte sectors). I too would be
interested is such a utility.

Bob

1221. Re: UUDECODE Help !

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 17:29:48 UTC
From: A512HJAL@HASARA11.BITNET
Message-ID: <91037.134050A512HJAL@HASARA11.BITNET>
Source record: 234874

UUDECODE comes in a package mostly called UUX and somtimes UUXBIN when
the C source is included. In these packages both UUD(decode) and UUE(encode)
are included. These packages are packed with ARC most of the time so you'll
need that to unpack UUD with which you can decode other files.

If you're allowed to use FTP you could try the various ANONYMOUS ftp sites
and scan the UTILITIES directories.
try 129.69.1.12 dir softcataricutilities.

Don't panic; I spent several weeks to assemble my "Compression Suite", one
disk full with programs (and shells for these programs) to pack and unpack
ARC,ZOO,LZH,SH,ZIP and UUE files.

```
++++++++++++++++++++++++++++++++++++++
+ Bas Meijer A512HJAL@HASARA11.BITNET +
+ One More Minute... +
++++++++++++++++++++++++++++++++++++++
```

1222. Epson Printer for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 18:33:30 UTC
From: delta@bucsf.bu.edu
Message-ID: <74033@bu.edu.bu.edu>
Source record: 234875

```
For sale
Epson LQ 950 printer.

Asking for $380 /bo.

e-mail delta@bucsf or
call Peter at (617) 731-5088.
```

1223. Re: Booting MS-DOS from Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 18:47:45 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Feb6.184745.15396@cbfsb.att.com>
Source record: 234876

In article <1991Feb6.154923.18229@Eyring.COM>, bcc@Eyring.COM (Brian Cooper) writes:
> Could I hear from some of you who have successfully brought up PC-Ditto II on
> your hard disk? I have a Syquest drive, Tos 1.4, and a Mega-2. I just got
> PC-Ditto II going, and formatted the C partition (about 5 meg) and can read/
> write files from MS-Dos. I put a boot on the hard disk, and everything looks

When I looked into this on PC=Ditto I, it turns out that its boot program
was checking both C: and d: for a Ms/dos signature. If either failed
it would not boot. Since little there changed in PC_D II, I suspect its the
same.

The fix then is to use pcdfix on both c: and d: . This in no way changes
d: if its a TOS partition. It just makes PC_D happy.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

1224. Re: Having problems with my Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 18:56:28 UTC
From: mjv@brownvm.brown.edu
Message-ID: <63913@brunix.UUCP>
Source record: 234877

In article <123@klg.UUCP> pavneet@klg.UUCP (KL Group Inc.) writes:
> Ever since I purchased my Spectre cartridge last year, I have had
problems
> with it reading Mac floppies. I have run gcrtest a number of times and
> I get different read/write failures each time. Has anyone else had these
> types of problems? (I had sent the cartridge back to GBS to let them

Howard Johnson posted a very good explanation about the problems and I'm going to add some more ideas.

One thing to check is if your drive is a NEC mechanism. Those have known problems reading GCR disks and require a hardware modification to work properly. If it is a NEC drive, contact GBS for the fix info.

You also didn't mention whether you are having the problems with an internal drive (especially a Mega internal). If it is an internal drive you should try adding extra shielding around the drive and its cables and then ground the shielding to the motherboard. The ST generates lots of RF and on some machines (Mega2's particularly) it just drones the Mac signal out. Although this mod never worked for my Mega2, I know lots of cases where it has cured the problem.

Another idea is move the monitor farther away and even a different angle. When moving my system around, I placed the monitor on the floor to make some temp room. This caused my rock solid external drive to stop reading mac disks. Moving the monitor back to its old spot (which was in fact closer to the drive but had a shelf between them) cured the problem.

Also check your drive speed is 300rpm.

Hope these suggestions help!

Marshall Vale

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Prophecies of
Agnes Nutter, Witch

1225. Re: Having problems with my Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 19:50:46 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <12596@ccncsu.ColoState.EDU>
Source record: 234648

In article <123@klg.UUCP> pavneet@klg.UUCP (KL Group Inc.) writes:
>Ever since I purchased my Spectre cartridge last year, I have had problems
>with it reading Mac floppies. I have run gcrtest a number of times and
(stuffs deleted)
>e-mail: ...!utzoo!rom!pavneet <-- This is different from my news account.

Which version of Spectre? the GCR test come with version 2.3 (the one before 2.6) has problem with single drive setup. And some system is very sensitive to the E_M interference generated by the monitor. My old 1040 ST was one of them, try to move the monitor away from the cable and drive then try again. Also put a sheild on the drive cable help.

Tang
sytang@lamar.colostate.edu

1226. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 20:04:59 UTC
From: iho@cac.washington.edu
Message-ID: <15930@milton.u.washington.edu>
Source record: 234647

mspacek@fquest.fidonet.org (Mark Spacek) writes:

>moved the mouse between clicks (many times) and it worked fine. If
>someone can use a Mac mouse fine and not the Atari mouse then I would
>wonder if its because of the different style of clicking. Unless I'm
>wrong, I think that a Mac mouse looks for the time lapse between the
>upbeat of the first click and the downbeat of the second click to sense a
>double click. In other words, you could press the button, hold it a
>while, release it and click again. That would work. But on the Atari
>ST, it measures between the two downbeats and that would not work. I
>just can't believe that anyone who could double-click on a Mac mouse
>couldn't also do it on an ST mouse with the click response time set slow
>enough for them. Now, they might not LIKE it cause it doesn't work quite
>the same as the Mac, but I can't believe that they couldn't do it. Maybe
>so, but I just can't see it...

I was merely posting an observation, not offering technical explanations.
What I said about not moving the mouse between clicks was also an
observation. However, it IS a fact that it's much easier to double
click on a Mac than on a ST. I use one at work and the other at home.

--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

1227. DM1: Level 11-Clockwise Room

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 20:20:43 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4432@syma.sussex.ac.uk>
Source record: 234878
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

Well being thick I have got stuck in the first few metres of level 11.
Going round and round ad nauseam clockwise forwards does nothing and
going in reverse I find an iron key near the writing and a foot plate
bit of armour. However, apart from this diversion I cant see anywhere to
shove the key and escape this prison.

I'm sure all you level 11 + people are laughing now...I told you so..
etc. etc.

Ok How the fuck do you get out of here ???

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

1228. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 20:58:29 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb6.205829.2142@daffy.cs.wisc.edu>
Source record: 234879
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Best regards, Dr. Peter Kittel // E-Mail to \\ Only my personal opinions...
Commodore Frankfurt, Germany \X/ {uunet|pyramid|rutgers}!cbmvax!cbmger!peterk

Writes: ...

In my opinion, STs are nice, simple machines with a good monochrome
display and a nice, but limited OS; Amiga is a more complex machine
with a powerfull, state-of-the-art OS and far better colour capabilities.
And when regarding current sales figures, Amiga is the machine of
the future, I wouldn't too much on Ataris in this aspect.

Notice the third word in the paragraph...OPINION. Obviously this man
never EVER owned an ST. I would contend, that after the equavalent ad ons
such as a color board/graphics card, in Europe which there are many,
the ST would look just as nice as an AMIGA machine.

As for sales, thats funny, a German friend on my floor says thats all there
are in Germany is Atari's with a few Amiga's sprinkled here and there???

Atari has very healthy markets abroad and just like commodore, Atari has
yet to take advantage of the USA market.

If you want to do word processing, I hardly think you would have time to
play a game at the same time. As for multi tasking, Atari multitasks
REALISTICALLY. That is, if you want to print something out, or download
something or do something else like play music that doesn't require
your constant interaction there are plenty of options available to help you
do these things in the background so you don't waste time so you can do
something else..like play games.

Really, multitasking is WAY overplayed by AMIGA people. They are not
the only people who have multi tasking machines, its just that workbench
supports this option automatically. While on the ST its an add on.

---Gregory

1229. How to play Ecology?

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 21:02:50 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59550@aurs01.UUCP>
Source record: 234880

I just downloaded "ECOLOGY.LZH" from Delphi, and I can't figure
out how to play it (Guess I'm just stupid... 8^B). Can anyone
clue me in? It looks great!

BTW, I love the fact that the music soundtrack pipes out of the ST's
MIDI ports. It was one of my favorite features of Ultima III & IV
(they discontinued it in V >-( ). Nothing like fighting a fierce
battle with theme music shaking the walls.

****
Jonathan Whitcomb UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 I'm not a software engineer,
Raleigh, NC but I play one on TV.

1230. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 21:10:26 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <1bVY02MJ05P.01@JUTS.ccc.amdahl.com>
Source record: 234881
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Well each machine has its merits. The way you should choose a machine is to find the software you plan to run, look at what you might want to run in the future and buy the machine that runs it.

No one machine does all tasks well. Find a machine that will do the task you wish to do well.

So now that you have figured out what software you want to run; does it run on a Mac, Atari, PC clone, Amiga, or NeXT.

I personally own an eight bit Atari 1200XL (haven't touched it in a long time), 386sx PC clone (I happen to like it) running Win 3.0, and I'm waiting for my NeXT to be delivered.

Once again one machine is not suited for every task. Find a machine that runs the software you like and buy it.

Kent
--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */

1231. TSR programs

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 21:11:40 UTC
From: bferrer@Bonnie.ICS.UCI.EDU
Message-ID: <9102061310.aa29887@Bonnie.ics.uci.edu>
Source record: 234536

Can somebody please show me or send email to me on how to write a terminate and stay resident program for the ST or/and STe. I am currently working (on my spare time) on a RayTracer and I want to render in the background while doing some other things in the foreground.

Any Help will be appreciated,

Bill Ferrer

1232. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 22:14:39 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Feb6.221439.2486@mailer.cc.fsu.edu>
Source record: 234685

In article <1991Feb5.161838@ncsuvx.enet.dec.com>, twmanino@eos.ncsu.edu writes:
>Hi all,
>
>Does anyone know of a good hard drive defragmentation utility?
>I have an ICD host adapter, and TOS 1.4 in my machine.
>Would be interested in pd/shareware/commercial - whatever will work
>with this configuration (I have heard of some that are specific to
>TOS versions, etc). I've checked atari.archive, but I can't see anything
>particularly obvious. If there is one there, that would be great, too.
>
>Thanks,
>Tony
>twmanino@eos.ncsu.edu

This is both an answer and a question. First, Michtron makes (made?) a utility called TuneUp, which works fine on normal GEM partitions of 16mb or less. It will not work on BGM partitions or ones > 16mb. Thus, if your partitions are all of less than 16mb, it would be a good one to get (I believe it was sold under the name Turbo HD kit, and includes a disk cache program also).

Now the question: Is there a defragger that works with TOS 1.4's bigger partitions? You can go up to 32 megs!

Oh, by the way. I have a buddy with TOS 1.4, who brought his hard disk (all the way from texas) and hooked it up to mine on my Mega2. Since I have TOS 1.2 (which I am going to correct!), I could not read half of his partitions. Just something to keep in mine if you have 1.4 and ever intend to hook up to something else. I am going to keep my partitions at 16mb, so I do not have to worry about some program destroying my stuff because it could not handle the new 1.4 partition limit!!
--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1233. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 22:28:27 UTC
From: CXW148@psuvm.psu.edu
Message-ID: <91037.172827CXW148@psuvm.psu.edu>
Source record: 234684

The limit on Amiga video ram is due to the inability of the custom chips (the three chips called the Agnes, the Blitter, and the Portia). These same chips are responsible for the multitasking power of the Amiga. The 68K CPU is free to attend to other operations while Portia handles the port accessing, and the Blitter and Agnes operate the graphics and sound. Every limitation on the Amiga is due to these three chips, which Commodore has been slow to revise and upgrade. The only exception being the new 'Fat Agnes' which can access 1 meg of video memory at a time, and the new ECS (Enhanced Chip Set). While a slight improvement, the only thing I can remember about the new capabilities is the ability to run Viking Moniterm resolution in 4 colors. There is also a 50MHz accelerator board available for the Amiga, and the Tahiti rewritable optical drive which stores 1 gigabyte of information. The Amiga 3000 has the capability to have RAM expansion to a few gigabytes (but I don't remember the exact number). You should both get your facts straight, and read industry-wide publications instead of product specific publications. Every system has it's limits. Read Byte instead.
Chris Winward
userid CXW148 on PSUVM

1234. Re: ATARI's current line

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 22:48:20 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb6.224820.21619@math.lsa.umich.edu>
Source record: 234668

In article <A0b02434@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
> I'm pretty sure the internal harddrive on the STe is an imbedded
>SCSI drive plugged directly to the computer, so there is scsi there.
>Whether it was brought out the back of the computer or not, sorry, I
>didn't look. Ilike the concept behind the Mega STe1. It's basically
>a dealer configuable box, as the cost on 256k simms appearantly is
>about 3.00$. Now if someone could come out with a board which used
>a bunch of 256k simms to make a 4 meg board that fit the 4 simm
>slots, there'd be a use for all those excess simms.......

That's not a bad idea... As long as there's physical space available.

>>Actually, the Mega STE _does_ have the Localtalk port. It's labeled "LAN"

> A friend of mine is looking for an X Terminal package which supports
>the rs232 port on the ST and doesn't have to be purchased with a lan
>board of any sort. Does anyone know of a company that supplys this?

How many X packages are there, anyway? Only a couple, last I heard.
Would probably work very well using serial IP at 230kbps....

> I was looking through a book on programming for X, and it seems that
>the primitives look a lot like VDI calls. An interesting project would
>be an X terminal package that mapped the X communications to a Gem window.

Well, there's a company marketing a product called XVT, which is a higher
layer library that maps graphics calls into MS Windows, Mac Windows, and X.
You might look into talking with the company and getting GEM supported.
(It sounds like a good idea, so you only have to write one version of a
program, no #ifdef's or anything, just compile it on each target system
and go...)
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1235. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 23:21:20 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb06.232120.10171@ecst.csuchico.edu>
Source record: 234882

iho@cac.washington.edu (Il Oh) writes:

- However, it IS a fact that it's much easier to double click on a Mac
- ^^^^
- than on a ST. I use one at work and the other at home.

Sounds more like an opinion to me.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1236. Re: No replacement mouse from Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 23:25:42 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb06.232542.10231@ecst.csuchico.edu>
Source record: 234883

iam@stiatl.salestech.com (Ian Mercado) writes:

- A long, long time ago (November 28th, 1990) I sent my defective mouse
- back to Atari along with $25 for a replacement. Well, the check has
- long since been cashed, but I've seen neither hide nor hair of a mouse.
- Can I be expecting one in the near future, or is it time to start
- complaining (again)?
-
- Please someone post some reassurance...

Call Atari at 408-745-2000, and ask for Customer Relations. Speak to
Diana Goralczyk and POLITELY explain your situation to her.

Oh, and let me know what happens. I'm curious. :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1237. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 23:33:53 UTC
From: CXW148@psuvm.psu.edu
Message-ID: <91037.183353CXW148@psuvm.psu.edu>
Source record: 234884

Both the Amiga and the Atari ST are far superior to any IBM PC or Mac, and the only people who should be called idiots are the people who buy these machines.
Chris Winward, userid CXW148 on PSUVM

Disclaimer: These opinions are my own, but probably reflect those of any knowledgeable computer user.

1238. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 23:37:29 UTC
From: ddyer@hubcap.clemson.edu
Message-ID: <12968@hubcap.clemson.edu>
Source record: 234885

CXW148@psuvm.psu.edu writes:

>upgrade. The only exception being the new 'Fat Agnes' which can access 1 meg
>of video memory at a time, and the new ECS (Enhanced Chip Set).

The 3000 setup has 2MB chip.

Framebuffers make for a fast graphics system, giving the chipset and chip
memory you increase performance, but decrease flexibility.

In this area, C= is known to be working on a few things:
1) Their new graphics board 24bit palette, 8-bit look-up table
2) retargetable graphics (to enable workbench to use any device
such as their board)
3) The 3000 can run two cpus efficiently ('30, '40). The '30 might
become a blitter. This is only speculative on my part.

Their graphics board sounds REAL good. Its currently used for openlook,
and I hope they decide workbench could use it.

bye,
Doug

--
"I/O's revenge is at hand." - Hennessy & Patterson

1239. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-06 23:37:54 UTC
From: es1@cunixb.cc.columbia.edu
Message-ID: <1991Feb6.233754.26823@cunixf.cc.columbia.edu>
Source record: 234886
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb6.205829.2142@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
>
>As for sales, thats funny, a German friend on my floor says thats all there
>are in Germany is Atari's with a few Amiga's sprinkled here and there???

Well, your friend has an unusual floor. Commodore sells
more personal computers in Europe than any other company except
IBM, they have over 10% of the market. Commodore's sales are also
over twice that of Atari's, in dollars. Your friend is simply
incorrect. Atari is going downhill if you look at their
statements.
>
>Atari has very healthy markets abroad and just like commodore, Atari has
>yet to take advantage of the USA market.
>
Atari, IN EUROPE ONLY, has decent markets which are
shrinking.

>Really, multitasking is WAY overplayed by AMIGA people. They are not
>the only people who have multi tasking machines, its just that workbench
>supports this option automatically. While on the ST its an add on.
>
Multitasking is only REALLY useful with a powerful
computer. On a standard Amiga, you can format on one disk drive
and compress on another while word processing. But on a
higher-end Amiga with hard-drive (the most important add-on) as
well as 1MB-2MB of memory, you can run many programs
simultaneously. Interprocess Communications is a very powerful
feature that is underused.
To say multitasking is WAY overplayed is to have never
used it to its fullest. Most people don't. And multitasking is an
add-on to MS-DOS if you count their TSRs.

>---Gregory

-- Ethan

Q: What's the definition of a Quayle?

A: Two right wings and no backbone.

1240. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 01:23:00 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb7.012300.15467@actrix.gen.nz>
Source record: 234887

In article <1991Feb6.145941.905@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
> Zeitgeist Busters!
> UUCP: {crash tcnet}!orbit!pnet51!schaper
> INET: schaper@pnet51.orb.mn.org
>
> Writes:
>
> This is an inevitable question, so I will ask it. How about having TOS 2.05
> available for the older ST's, in both six and two chip sets (I have an early
> 520 now plus, with the six chip set). It sure would be a major improvement
> over TOS 1.0 and would be worth the investment.
> Atari?, I know you are busy with all these excellent new products, perhaps
> your manufacturing facilities are too busy now, but this would be an excellent
> thing to do, make a lot of us older customers happy.
>
> ---
>
> First of all the new TOS is too large to fit into the 192K ROM address
> space with the old ROM chip sets.
>
> Secondly, lots of the extra baggage in the new tos would be quite
> useless, if not impossible to implement on the old ST's/MEGA machines.
>
> If I was you, I would push for the new desktop. Its grand. I never thought
> I would actualy like my desktop...but I do now! (Kisses and Hugs):)
> (I daily clean my screen from lip prints) :) :)
>
> --Gregory

Well I would think it was posible, for one thing Compile the code with
a better Compiler, (Turbo 'C') Plus take all the redundent code out, like I
Love so and so, plus all the repeated Text that I have found, Why not Pack
the Text (RLL)?, go have a view at the TOS Roms and see what I meen..There
is also a reported Game in TOS 1.6.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1241. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 02:11:48 UTC
From: glmwc@marlin.jcu.edu.au
Message-ID: <1991Feb7.021148.3227@marlin.jcu.edu.au>
Source record: 234888

In article <1991Feb5.123429.1716@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
>
>>>> What's the story with 640x400x2 ? An amiga can do 640x400x16 AND even
>>>> 640x400x4096, without any additional hardware.
>>>
>>>640*400 only in flicker mode (Interlaced)
>
>>Anyone who uses an Amiga in 640x400 or greater has a de-interlcing card
>>or runs in productivity mode, 640x400x4.
>
>Productivity mode only comes with the A3000 which means a rather hefty
>price tag for a standard 640x400 resolution.

You are wrong. I have an Amiga 2000 running productivity mode, it is
possible on a 500/2000/2500 amiga as well, all it requires is the new
Denise chip which costs $30, and Workbench 2.0.
>
>>Try doing 1280x512x2 on an ST with NO extra hardware, it's not possible,
>>it is on an amiga.
>
>Again, this is only possible on an A3000. You're comparing apples and
>oranges, i.e. Commo's top line product against Atari's new base level
>product. This is not fair. (And again, 1280x512 is interlaced, isn't
>it?)

You are wrong again. It is interlaced, but this display can be used on
about the cheapest monitor you can find. By the way, we can do
1280x256x4, WITHOUT flicker.

>>The Amiga's graphics are far superior to the ST for speed and it's a well
>>known fact.
>
>I talked to a Amiga games programmer about the Amiga blitter and he told
>me a different story. You're right when it comes to raster tricks:
>Doing this via the Copper chip is much faster than anything comparable
>on an ST. Comparing the basic resolutions, however, especially the
>ones that you need for every-day work (like 640x400) it shows that
>the ST's video design eats up less processor cycles than the A2000's
>video chips in comparable resolutions.
>

Rubbish. The only graphical operation that is faster (very very
marginally) on the ST is polygon filling as the blitter is not suited to

it. The blitter can draw thousands of lines per frame and move
pixels/data much faster than an ST. The Amiga does not take any
processor cycles to do 640*400 with a flicker fixer, only using
productivity in 4 colours takes chip bus time, but does not slow down
fast mem access. You can always switch to 2 colour prod. (same as
ST) and have no bus contention again. The Amiga video design is far
superior to the ST, due to the dual access ram which allows parallel
processing in different ram areas (gee I wonder why the Cray uses
dual ram porting....?).

I think your Amiga games programmer mustn't have even read the
hardware manual yet. (BTW, I know it backwards)

>>One look at Gem on an IBM turned me off the ST for life.
>
>You don't give up, eh? You're still comparing apples and oranges.
>GEM on an ST is much faster than on any PC I've seen it running yet,
>and the GEM desktop is much more functional. (And it really shines
>if compared to the Workbench.)
>

Have you seen Workbench 2.0? GEM is total shit compared to 1.3, and
compared to 2.0 well it isn't even in the running. GEM looks like
it was written by some back yard lamer with Dr Dobbs guide to Operating
systems as his only reference.

>>ps. How about multi-tasking on an ST ?? Impossible.
>
>Nonsense. We've had cooperative multitasking since the ST saw the light
>of day. I'm sure ATARI will give us something like a MultiFinder soon;
>I bet we will see such a beastie this year.
>

Yeah well Multifinder sucks too, so if you eventually get something
like it and can stop using PD hacks then you'll still be behind. So
when is the ST getting virtual memory?

>--
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
>D-8772 Marktheidenfeld, West Germany (Piet Hein)
>csbrod@medusa.informatik.uni-erlangen.de
>--

matt crowd.

1242. UPLOADs to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 02:16:29 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7207@uqcspe.cs.uq.oz.au>
Source record: 234889

Why is it that there are plenty (well, enough) uploads to atari.archive, and
plenty of postings to comp.sys.atari.st, BUT...

SO FEW POSTINGS ABOUT UPLOADS ???

I hate downloading something, only to find it is useful, but not to me.
Sure, it would be fine if there was an up-to-date INDEX on the archive,
but why not make information more rapidly available?

To avoid being a hippicrit, here's my main stuff:

games/strabble.arc

The Scrabble game.

MONO only, 1Meg. (120K .PRG, 360K dictionary, 20K RSC)

Very High quality GEM INTERFACE.
45000 word dictionary.
Very hard to beat COMPUTER OPPONENTS.
Novice computer opponents too.
You can search dictionary, WITH WILDCARDS.
Load / Save games.

I've written a colour version now, but I haven't had
time to upload it, mail me if interested.

games/puzzler.arc

Collection of 7 single player puzzles.

Supplied as .ACC and .PRG
(.ACC uses 100K of memory though!!)

1. Flipper (Super INVERT, al la gemini.arc)
2. Tic-Tac-Toe (Classic, only for completeness
3. NIM (Another classic, take matches)
4. Pyramid (Very hard to beat)
5. Jumper (Solitaire on a triangular board)
6. Memory (Match pairs of pictures)
7. Slider (Get the letters A to Z in order)

+ Adjustment dialog to change games slightly
+ Info dialog
+ Quit button (waving hand)

Okay, so some people HATE Scrabble, I love it. STrabble is one game
I play a lot. Be prepared to have a dictionary handy!

The Puzzles are fun to use for a while, eventually you'll take it
off the desk menu though.

Warwick.
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1243. STalker in 80 cols?

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 02:19:41 UTC
From: chris@selenium.cchem.berkeley.edu
Message-ID: <10864@pasteur.Berkeley.EDU>
Source record: 234890

Does anyone using STalker know how to see 80 columns completely without having to use the horizontal scroll bar?

I get frustrated with using STalker whenever I use unix talk and also whenever I try to view 80 col. files. :-(

Any help is much appreciated.

Thanks,
Chris

1244. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 02:21:55 UTC
From: glmwc@marlin.jcu.edu.au
Message-ID: <1991Feb7.022155.3442@marlin.jcu.edu.au>
Source record: 234891

In article <91037.183353CXW148@psuvm.psu.edu> CXW148@psuvm.psu.edu writes:
>Both the Amiga and the Atari ST are far superior to any IBM PC or Mac, and
>the only people who should be called idiots are the people who buy these
>machines.
> Chris Winward, userid CXW148 on PSUVM
>

I wouldn't go so far as to say that the ST is better than the Mac, or
even a 486 ibm for that respect....

matt crowd.

1245. Printer help

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 02:50:37 UTC
From: psurge@cs.utexas.edu
Message-ID: <17692@cs.utexas.edu>
Source record: 234892

I have an epson 500 LQ which I bought used. It did not have a manual for it, so I am stuck not knowing what the DIP switches are used for. If someone has this printer, please mail me what the DIP switch settings do, because they are not like my other Epson. Also, nothing seems to want to underline, so the command for start and stop underline would be helpful. (Again, this works on my JX-80, but no underline on the LQ500!)

Thanks in advance.

1246. Re: UPLOADs to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 03:20:57 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Feb7.032057.9452@csn.org>
Source record: 234893

Ok, just uploaded to atari.archive.umich.edu

midimaz2.lzh -- midi maze 2. Shareware from Germany works in mono and I think
color too.

saddam.lzh -- saddam Shoot. use the mouse to shoot a guy riding a camel.
Color only.
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1247. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 04:40:02 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Feb6.234002.7776@umiami.ir.miami.edu>
Source record: 234894
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb6.205829.2142@daffy.cs.wisc.edu>, carter@cat27.cs.wisc.edu (Gregory Carter) writes:
> Best regards, Dr. Peter Kittel // E-Mail to \\ Only my personal opinions...
> Commodore Frankfurt, Germany \X/ {uunet|pyramid|rutgers}!cbmvax!cbmger!peterk
>
> Writes: ...
>
> In my opinion, STs are nice, simple machines with a good monochrome
> display and a nice, but limited OS; Amiga is a more complex machine
> with a powerfull, state-of-the-art OS and far better colour capabilities.
> And when regarding current sales figures, Amiga is the machine of
> the future, I wouldn't too much on Ataris in this aspect.
>
> --
>
> Notice the third word in the paragraph...OPINION. Obviously this man
> never EVER owned an ST. I would contend, that after the equavalent ad ons
> such as a color board/graphics card, in Europe which there are many,
> the ST would look just as nice as an AMIGA machine.
>
> As for sales, thats funny, a German friend on my floor says thats all there
> are in Germany is Atari's with a few Amiga's sprinkled here and there???
>
> Atari has very healthy markets abroad and just like commodore, Atari has
> yet to take advantage of the USA market.
>
> If you want to do word processing, I hardly think you would have time to
> play a game at the same time. As for multi tasking, Atari multitasks
> REALISTICALLY. That is, if you want to print something out, or download
> something or do something else like play music that doesn't require
> your constant interaction there are plenty of options available to help you
> do these things in the background so you don't waste time so you can do
> something else..like play games.
>
> Really, multitasking is WAY overplayed by AMIGA people. They are not
> the only people who have multi tasking machines, its just that workbench
> supports this option automatically. While on the ST its an add on.
>
> ---Gregory

Ok people, here you go with the DEFINITIVE answer. I own BOTH a MEGA 2 and an Amiga 500. Now, I have personally come to like each machine for each of its strong points. The Amiga has the graphics. No Question. Don't get me wrong,

the ST has the capbility, but I have better use for it. Now the ST is used for all of my MIDI tasks as well as modem uses(I am doing this off my MEGA) and Word Processing. My processor of choice is Word Up. I also DTP off the MEGA with Calamus. I also use the AMIGA for GenLocking. Now that Dpaint is out for the ST I must say that I find it easier than DPIII for the AMIGA. But this is not a HOLY WAR. DOn't start one, it isn't worth it. Just admit your personal findings about the machines and let it go, there is no reason to attack machine owners. And just for the sake of Argument, the multitaksing on the AMIGA is just too slow for me. Oh well.

Mark Santora
DLK0MS9S@UMIAMI.EDU

1248. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 05:16:19 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3389@gmuvax2.gmu.edu>
Source record: 234895
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Ever notice how it's always the Amiga owners who feel the need to press their Amiga-ST flame wars over to comp.sys.atari.st?? You'd think if their system was soooooooo much better, they wouldn't be so insecure about it. I notice most Atari voices on this group seem rather confident and content with THE POWER OF THEIR MACHINE (not necessarily with Atari itself...*SIGH*).

Of course, I just hope everyone realizes, that neither an Atari OR a Commode-ore can come close to matching a DEC VAXstation...ahhh...bliss!

=)

Steve "Stevers!" Coile
{scoile|acs075}@gmuvax[{.BITNET|[2].gmu.edu}]|2211c1@gmuvax2.gmu.edu
"Maturity is knowing when and where to act immature"

1249. Re: UPLOADs to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 05:31:33 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7217@uqcspe.cs.uq.oz.au>
Source record: 234896

In <1991Feb7.032057.9452@csn.org> millert@tramp.Colorado.EDU (MILLER TODD C) writes:

>midimaz2.lzh -- midi maze 2. Shareware from Germany works in mono and I think
> color too.

Great! Can it be played with asingle machine though?

>saddam.lzh -- saddam Shoot. use the mouse to shoot a guy riding a camel.
> Color only.

I don't care how tacky it is - I'VE GOT TO HAVE THIS ONE!

Thanks Todd.
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1250. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 06:06:35 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb7.060635.3715@daffy.cs.wisc.edu>
Source record: 234897

Chris Winward, userid CXW148 on PSUVM
Writes:

Both the Amiga and the Atari ST are far superior to any IBM PC or Mac, and
the only people who should be called idiots are the people who buy these
machines.

I would agree except that MAC's system software is superior to anything
except perhaps MACH on the NeXT machine.

--Gregory :)

1251. char gen related software

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 06:51:52 UTC
From: katzung@i88.isc.com
Message-ID: <1991Feb7.065152.20739@i88.isc.com>
Source record: 234898
Cross-posted to: comp.sources.wanted,comp.sys.atari.st,rec.video

I want to use an Atari 520 as a video character (and graphics) generator.
I'm envisioning a (small?) word-processing system that would support
multiple fonts and point sizes, centering, and justification, combined
with animation capabilities (primarily to implement scroll, crawl, blink,
and other special effects). Has anybody tried this sort of thing before?

Any sources of/references to

- bitmap or shape font libraries
- fast scan conversion algorithms
- spline algorithms
- animation languages
- people interested in collaborating

would be very much appreciated.

-- Brian Katzung katzung@i88.isc.com

1252. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 06:56:08 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91037.225608REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 234899
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

OK, guys. Isn't it about time we nipped this ST vs. Amiga flame war in the bud. I personally don't mind if you throw verbal megatonnage at each other, but by posting it to a group other than comp.sys.jihad where this stuff belongs, you have started to waste my time.

And now I intend to pour what I hope is the first bucket of cold water on the discussion. When I purchased my machine (and I'm not telling which one I have), I based my decision upon the amount of money I had to spend, what software I could run, what machines were available to me on the day I purchased, what I thought I could eventually do with it, etc. In short, I bought the machine that I thought would give me the most bang for my dollar. Like any normal computer nerd, I would have liked to have been able to have bought a better machine, but then everyone wants a CRAY-PC. The simple fact is that I knew what were the available options for me and I made my decision. I am not dumb or stupid. I don't have a history of insanity. I made a sound decision and I have not regretted it at all. Not even once. My machine has done everything that I have needed or expected. And quite frankly, I resent someone who knows absolutely nothing about my choice or the constraints that I was working within telling me that I made an incredibly stupid choice. I did not.

Now, I read certain news groups to keep up with developments related to the computer that I bought. In this way, I hope to learn about new upgrade options, new software, what works, what doesn't, etc. In short, I seek to continue to be able to make thoughtful, informed choices. These flame wars usually result in nothing more than heat and noise. Illumination is one of the last things that is ever found in one. If I really want to learn more about some other machine, then I will do the most logical thing. I will start reading the news group for that machine. I don't have the money or the inclination to change computers at this time. And when I do, I will read the appropriate news group. So please take your little war somewhere else, and let me get on with learning about what I have.

Terry W. Reeves

Disclaimer: The opinions expressed above are my own. They do not reflect the policies of SLAC, Stanford University, or the U.S. government.

1253. Re: STacy review in EM

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 07:10:26 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <4RLZw2w162w@fquest.fidonet.org>
Source record: 234900

mspacek@fquest.fidonet.org (Mark Spacek) writes:

> Seems to me that the length of time that you have to wait until you
> can drag an icon depends on how you have the mouse click response time
> set in the control panel. It certainly doesn't take that long on MY
> system to be able to drag an icon, I have the click response time set to
> 1, 0 being the fastest. If its taking too long, try changing this
> setting, if you can click the mouse buttons that fast comfortably. As

I just realized that I was some absorbed with the issue of having to
double click on one pixel that I didn't realize that I was totally wrong
here in reference to clicking and dragging. There is a delay before the
icon is highlighted and you can drag it (although you can actually start
to drag before its highlighted) that probably has nothing to do with the
click response setting. It doesn't bother me that much, and I don't
think it takes even a full second, but it is there. I would tend to
agree that the way the Mac interface handles both click-and-drag, and
double clicking is a better, easier for most folks. But, I don't think
the ST way is so bad that it deserves extreme criticism. Oh well, just
thought I would admit my mistake before someone called me on it (if they
haven't already)....

The following opinions are my own and not those of anyone else who
might be registered on fquest.fidonet.org. All flames can be sent to
alt.flames since we don't read that here.

1254. tos bug Was: Using GDB

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 08:18:09 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.665914689@mi.eltn.utwente.nl>
Source record: 234801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

david@doe.utoronto.ca (David Megginson) writes:

>>BTW, when GCC compiling under gulam, "make" seems to 2-bomb out after some
>>arbitrary period of happy mass compilation, ditto Ksh but less frequently.
>>Under Ksh, problem seems to go away after the third/fourth round of mass
>>compilation (with -g, without -g, with -gg, without -gg, ad nauseam) but return
>>after a warm boot. Anyone shed any light on this --- I have a suspicion that
>>it's a malloc() problem, but it's outside my field.
>>
>Aha! I suspect the 40-folder limit. You should be able to find a fix
>for it on your local BBS. If you already have foldrxxx.prg (or whatever
>it's called) installed, raise the number.

Having experienced similar problems as described above using TeX ;-(
i came to the conclusion that it was memory management, not the 40-folder
limit (foldr200.prg didn't help; shuffling memory did sometimes. also
the available memory sometimes came down to a whopping 10k -- not enough
for TeX (I am stymied)).

My solution to this "feature": use tos 1.4. I am now running without
foldrxxx.prg && cache020.prg and have not experienced the problem.

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

1255. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 08:50:02 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2219@odin.cs.hw.ac.uk>
Source record: 234802

In article <4014@orbit.cts.com> schaper@pnet51.orb.mn.org (S Schaper) writes:
> This is an inevitable question, so I will ask it. How about having TOS 2.05
>available for the older ST's, in both six and two chip sets (I have an early
>520 now plus, with the six chip set). It sure would be a major improvement
>over TOS 1.0 and would be worth the investment.
> ...

Well you're a latecomer to the discussion on new TOS versions but your vote on
the matter is most welcome. I should point out that I doubt if the new TOS
will fit in 192K so the general concensus of opinion is to release it in part
or whole as a RAM loadable version. This would not be a great benefit to
floppy only users but would greatly enhance HD systems.

LET'S KEEP PLUGGING AT IT FOLKS!

>**
>Zeitgeist Busters!
>UUCP: {crash tcnet}!orbit!pnet51!schaper
>INET: schaper@pnet51.orb.mn.org
> Aslan is on the move!
>**

1256. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 08:54:37 UTC
From: hastoerm@vela.acs.oakland.edu
Message-ID: <5055@vela.acs.oakland.edu>
Source record: 234803
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb6.205829.2142@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
}Best regards, Dr. Peter Kittel // E-Mail to \\ Only my personal opinions...
}Commodore Frankfurt, Germany \X/ {uunet|pyramid|rutgers}!cbmvax!cbmger!peterk
}
}Writes: ...
}
} In my opinion, STs are nice, simple machines with a good monochrome
}display and a nice, but limited OS; Amiga is a more complex machine
}with a powerfull, state-of-the-art OS and far better colour capabilities.
}And when regarding current sales figures, Amiga is the machine of
}the future, I wouldn't too much on Ataris in this aspect.
}
}--
}
}Notice the third word in the paragraph...OPINION. Obviously this man
}never EVER owned an ST. I would contend, that after the equavalent ad ons
}such as a color board/graphics card, in Europe which there are many,
}the ST would look just as nice as an AMIGA machine.
}
}As for sales, thats funny, a German friend on my floor says thats all there
}are in Germany is Atari's with a few Amiga's sprinkled here and there???
}
}Atari has very healthy markets abroad and just like commodore, Atari has
}yet to take advantage of the USA market.
}
}If you want to do word processing, I hardly think you would have time to
}play a game at the same time. As for multi tasking, Atari multitasks
}REALISTICALLY. That is, if you want to print something out, or download
}something or do something else like play music that doesn't require
}your constant interaction there are plenty of options available to help you
}do these things in the background so you don't waste time so you can do
}something else..like play games.
}
}Really, multitasking is WAY overplayed by AMIGA people. They are not
}the only people who have multi tasking machines, its just that workbench
}supports this option automatically. While on the ST its an add on.
}
}---Gregory

Who cares Greg, take it back to your own newsgroup..

--Moriland

--
hastoerm@vela.acs.oakland.edu	__
	__/// Viva Amiga!
Founder Of: Evil Young	\XX/
Mutants For A Better Tomorrow	"Single Tasking: JUST SAY NO!"

1257. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 09:16:43 UTC
From: peterk@cbmger.UUCP
Message-ID: <867@cbmger.UUCP>
Source record: 234804
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb6.205829.2142@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
> [talking about me:]
>Notice the third word in the paragraph...OPINION. Obviously this man
>never EVER owned an ST.

Yes, you're completely right. And to tell the truth: I only realized after posting that this would also go to c.s.atari.st. Oh boy, I'll rush right out and search for some flame-proof asbestos suit.

So, in all public: I didn't intend to bash on Atari, I just uttered my personal, VERY biased, impressions and opinions. If I hurt someone, then I apologize.

PEACE!

But some items are indeed facts:

>As for sales, thats funny, a German friend on my floor says thats all there
>are in Germany is Atari's with a few Amiga's sprinkled here and there???

That was true until ca. 2 years ago, today it's like I said.

>Atari has very healthy markets abroad and just like commodore, Atari has
>yet to take advantage of the USA market.

Yes.

PEACE! PEACE! PAX!

--
Best regards, Dr. Peter Kittel // E-Mail to \\ Only my personal opinions...
Commodore Frankfurt, Germany \X/ {uunet|pyramid|rutgers}!cbmvax!cbmger!peterk

1258. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 09:28:32 UTC
From: dac@ukc.ac.uk
Message-ID: <6816@harrier.ukc.ac.uk>
Source record: 234805
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb6.163205.6683@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>If you want to decide which machine to buy, your best bet is to go to
>your local dealer and compare. Read magazine reviews. Don't start a
>flamewar.

Agreed. I mailed the original poster with some advice, quoting the good and bad points of both machines. In the end I didn't recommend he get one machine, but I game him points to think about for both machines. It's his money and just because you like your machine for your uses doesn't mean it's suitable for him. Saying "a is better than b" doesn't really help. No machine is better than another machine on all points. Owning one machine and never looking at the competition is a taking a very blinkered view on the industry. You end up being a die-hard owner of one machine, never even considering buying "the rival" systems.

Please mail the original poster and not post to this newsgroup. Most of us have had years of "a is better than b" and are sick of it. It never gets us anywhere and it in fact projects a childish attitude from both camps. It also wastes bandwidth. Do not do this, it is wrong.

David.

1259. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 09:34:17 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2230@odin.cs.hw.ac.uk>
Source record: 234806

In article <12968@hubcap.clemson.edu> ddyer@hubcap.clemson.edu (Doug Dyer)
writes:
> (an article that contains not one word about Atari products)

That is NOT why I read this group! If you want to relpy to someone about
Am*gas then do so by mail. Please stop filling this group with such messages!

Thank you

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1260. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 09:36:55 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2239@odin.cs.hw.ac.uk>
Source record: 234807

In article <91037.183353CXW148@psuvm.psu.edu> CXW148@psuvm.psu.edu writes:
#Both the Amiga and the Atari ST are far superior to any IBM PC or Mac, and
#the only people who should be called idiots are the people who buy these
#machines.

And the marketing people at Atari. Agreed?

Chris Winward, userid CXW148 on PSUVM
+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1261. Re: Atari ST CPU's for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 10:16:36 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7449@crash.cts.com>
Source record: 234808

In-Reply-To: message from chuck@umbc5.umbc.edu

for the 2.5 meg i go maybe 250!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1262. Re: evnt_button() problem.

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 10:40:08 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.665923208@cip-s02>
Source record: 234809

hohr@cernvax.cern.ch (roger hoh) writes:

> The AES evnt_button() returns me zero, and is not waiting: why??
> I just want to wait until the RIGHT mouse button is pressed.

Make sure that you use the correct parameter for evnt_button. The parameter
is a bit vector indicating for which mouse button status to wait, e.g. the
bit vector 00 waits for both buttons being up, 01 waits for the left button
being down and the right one up, 10 (=dec.2) waits for the right button being
down and the left one up, and 11 (=dec. 3) waits for both buttons being down.
I suppose this is your problem..
I had another problem about this, btw: it is not possible to wait for either
the left or the right button being down (neither with evnt_button nor with
evnt_multi). But waiting just for the right button to be pushed should be
possible.

so long

Okami san

1263. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 10:49:28 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.665923768@cip-s02>
Source record: 234810

twmanino@ncsuvx.enet.dec.com (TONY W MANINO) writes:

>Does anyone know of a good hard drive defragmentation utility?
>I have an ICD host adapter, and TOS 1.4 in my machine.
>Would be interested in pd/shareware/commercial - whatever will work
>with this configuration (I have heard of some that are specific to
>TOS versions, etc). I've checked atari.archive, but I can't see anything
>particularly obvious. If there is one there, that would be great, too.

Try Diskus.

1264. Mouse/keyboard problems

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 11:12:40 UTC
From: wernerc@Informatik.TU-Muenchen.DE
Message-ID: <1991Feb7.111240.2117@newsserv.informatik.tu-muenchen.de>
Source record: 234811

Hi all there,
maybe s.o. of you can help me:
my ST doesn't accept any mouseclicks anymore and the menues do not
roll down if i want to select them. If i try this with ALT+(up down ..)
i works without any problem. In addition the keyboard-klick sounds all
the time if i switch my systen on. After i press the reset button the
ST sometimes takes it's work (exect the mouse problem), sometimes
it does not make any actions after the reset.
Hab anybody the same problem already ? I soppose this could be a
damage due to a 'little' electrostatic shock, 'cause when i switched
the CPU-HALT switch (which i built in on the 68000 HALT & GND pin)
there was a litte 'zip' and i felt a little electic shock.
Please, if anybody can help me, send me you messages!

Thanx a lot SAS

* wernerc@tuminfo4.tu-muenchen.de * Don't worry - be happy! ;) *

1265. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 11:30:44 UTC
From: adamd@rhi.hi.is
Message-ID: <2736@krafla.rhi.hi.is>
Source record: 234812

In <1991Feb4.014940.14419@marlin.jcu.edu.au> glmwc@marlin.jcu.edu.au (Matt Crowd) writes:

>One look at Gem on an IBM turned me off the ST for life.

One look at the dashboard in a Volkswagen put me off Porsche for life. :-)

>ps. How about multi-tasking on an ST ?? Impossible.

Please rephrase this. for instance,
How about multi-tasking on an ST ?? Go for it.
Alright, I know that TOS and GEM aren't inherently multitasking, but there are several multi-tasking OS available for the ST (including Minix). MiNT will run TOS programs on a multi-tasking basis. Any inadequacy in the ST design (whether in hardware or software) can be remedied.
--
Adam David. adamd@rhi.hi.is

1266. Re: Tex/LaTeX & *.sty files..

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 11:34:28 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb7113428@ghiggins.hpl.hp.com>
Source record: 234813

++ oh, BTW: if i sounded too testy over software which is essentially free,
++ i apologise. nobody, including ME :-), should ever really complain about
++ something they don't have to pay for.

No offence taken here, generally, one gets what one pays for.

++ files in manifest (all upper case :-):
++ README
++ INSTALL
++ BUGS
++ CHANGES
++ XXX.MAN
++ XXX.<section>

Seems like a sensible set

++ and post the readme or at least an except before the uuencoded archive
++ so recipients know whether they need or want this post. this goes for
++ things archived but not posted as well.

Sensible again.

Is this structure and process worth adopting as an informal standard?

Comments, anyone?

++ back to TeX...

If you like, I'll email you the destructions which come with my TeX
distribution.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1267. opinion about posted 'game'

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 12:36:12 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Feb7.123612.1@simvax.labmed.umn.edu>
Source record: 234814

I would just like to take a moment to comment on an upload that someone recently posted as being on atari.archive.umich.edu. The file name is SADDAM.LZH, and it is purported to be a 'game' where one shoots an undefinable man riding on a camel.

I, personally, find such a concept disgusting. It promotes a bigotted racial stereotype of Arabs. It's on the same level as video games such as the infamous 'Custer's Last Stand', where the objective was to rape as many Indian women as possible.

If someone wants to write a war game based on the current strength levels in the Iraq/Saudi area, I wouldn't object. War games have a long history, and the 'units' involved are more or less accurately portrayed. Using games for the personal villification of Arabs (or any nationality), on the other hand, is just stupid.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1268. LaTex

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 13:24:13 UTC
From: vdlaan@pttrnl.nl
Message-ID: <1991Feb7.142413.64974@pttrnl.nl>
Source record: 234815

After reading all the news about LaTeX i understand it
is available at an atari archive. Could somebody
please send my the network address of that archive,

Thanks,

Walter van der Laan

1269. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 14:11:19 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Feb7.141119.5468@unx2.ucc.okstate.edu>
Source record: 234816
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>SPICE is a *huge* program. I'm doing what I can to make it accessible to
>the net.
> Techno

Thanks!
John Cummins cummins@unx2.ucc.okstate.edu

1270. HELP!! Need Hard Disk UNDELETE Ultility

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 14:17:09 UTC
From: ant@mks.com
Message-ID: <1991Feb7.141709.1537@mks.com>
Source record: 234817

I've managed to delete a whole directory that has not been placed on backup
yet. I really need this stuff. Can some one please e-mail me a utility
to undelete files from a megafile hard drive please. I don't have ftp
access to any sites and the bart mail server has trouble in sending me
stuff.

-ant (the stupid and desperate)
--
__ "So many pedestrians
_ . .-|- / _\ . . |_ _. _ _ . . So little time."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/| bumber sticker
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2L 6W9

1271. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 14:21:00 UTC
From: news@cs.Helsinki.FI
Message-ID: <11431@hydra.Helsinki.FI>
Source record: 234818
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

From: luoto@cs.Helsinki.FI (Markku Luoto)
Path: kreeta!luoto

- it's faster !!
- better connections
- better software (calamus SL is the only hard core DTP-prog. for pc:s)
- more user support (pd librarys/ pd prog)
but
- amiga games use the hardware resouces better...and that's about it

-----------------> of course I'm talking about TT030/8, st stands for...
--->....Second To...TT

>>>

1272. Re: looking for matrix math package

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 14:24:47 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991Feb7.142448.6410@tertius.in-berlin.de>
Source record: 234819

A lot of matrix software can be obtained from netlib. This archive contains
the BLAS (Basic Linear Algebra Subprograms) of Level 1-3 (Vector, Matrix-
Vector,Matrix-Matrix operations), the LINPACK package for the solution of
linear systems, the EISPACK package for eigenvalue problems and a lot of
other stuff. The above mentioned packages are written in FORTRAN (as most of
the software from netlib); the available precision is REAL, DOUBLE, COMPLEX
and DOUBLE COMPLEX.
You will also find some C codes dealing with matrix problems

To get a description send a mail to : netlib@ornl.gov
with the body : send index

Ralf Gaertner e-mail: gaertner@fhi-berlin.mpg.dbp.de
FHI Berlin

1273. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 14:54:24 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340076@hpfcso.HP.COM>
Source record: 234903

Oh, puleeeeez!

Here we go again....

-- Ray (putting on flameproof suit and very dark glasses)

1274. About to buy TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 15:09:44 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Feb7.150944.11144@newcastle.ac.uk>
Source record: 234820

I'm considering buying TOS 1.4 for my 1040STFM and have heard a lot
about the improved file selector and Desktop. I have not heard anything
about improvements to the BIOS, XBIOS and GEMDOS, such as:-

o Bug fixes
o New features
o Speed improvements
o Anything else

Does anyone know (I'm sure Atari does) the details of such improvements?
Any replies would be greatly appreciated.

Leigh.

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1275. DA terminal emulator at 19.2Kbaud?

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 15:17:23 UTC
From: bane@tove.cs.umd.edu
Message-ID: <29984@mimsy.umd.edu>
Source record: 234821

The subject says it all. I'm looking for a desk accessory terminal emulator that can accept 19200 baud at the ST serial port. At a minimum it needs to emulate something rationally termcappable.

Please reply by mail, as I'm about 400 messages behind in this newsgroup.

Thanks in advance,
Bob Bane
--
Internet: bane@tove.umd.edu
UUCP:...uunet!mimsy.umd.edu!bane

1276. Re: Midi on the ST...(long)

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 15:49:23 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59555@aurs01.UUCP>
Source record: 234909

In article <2493@beguine.UUCP> Duncan.Lewis@samba.acs.unc.edu (Duncan Lewis) writes:
>
>I have a small request to ask of any and all ST-midi enthusiasts. A good
>no-net-access friend of mine is looking to go into the midi arenaand
>knows that atari is quite aplayer in this niche market. What he is asking
>is why shouldn't he go out and buy the Yamaha portble Midi computer.
> >so if you could reply with answers to these few questions, My friend and
>I will be very thankful. I can also post a summary.

I'll post this to the group. It beats all the inane Amiga/ST flames
(my contribution: mine is better mine is better mine is better).

>1) Significance on the absence of a midi-thru port on the ST, anybody?

I have really never missed it, as my sequencer has a MIDI merge function
built in. I guess Atari didn't want to have to deal with three MIDI
ports, so they combined the MIDI out and MIDI thru into one port. This
makes the Atari's MIDI out non-standard, but it shouldn't cause a problem
unless you use MIDI cables that are also non-standard.

If you feel you absolutely need a MIDI thru on the ST, STart magazine
had an article showing how to make a box that splits the output into
separate out and thru ports... I don't think there was any fancy
circuitry, just a glorified Y-cord (only works because Atari used the
two pins not used by the MIDI spec).

>2) What cpu model is probably the best most economical but flexible one
>to choose, in terms of pricing, versatility, program compatibiltiy etc.
>

Well, MIDI software tends to be a RAM hog, and if you are really going to
get into it, you'll need to start with at least 1 Meg. I have a Mega 2,
and I will be upgrading to 4 Megs to support my music software alone.
The cheapest way to go is probably an STE, and you can upgrade the RAM
with Simms. I like the separate keyboard on the Mega, though, and it
may have one more advantage. Dave Small's boys have come up with a
card for the expansion port on the Mega that will let you run all
Mac MIDI software (in conjunction with GCR???).

>3) Your opinion of general software for Midi use, brands, names anything will
>help.

Well, I have only used Dr.T's, so I can only speak for it. Their
"entry level" sequencer, Tiger Cub, is very nice, and has many features
of professional packages. I believe it lists for $150. The professional
package is called KCS Omega (KCS=Keyboard Controlled Sequencer), and
lists for $450. Dr.T has a whole line of software: sequencers,

librarian/editors, SMPTE boxes, scoring programs, instruction, algorithmic composition, a MIDI specific programming language and more. And most of it (perhaps all of it) can work in Dr.T's multitasking scheme (MPE=Multi Program Environment).

My overall impression of Dr.T's is that it is perhaps not the most intuitive interface, but it is extremely powerful and flexible. And their support is terrific.

>4) Why use an ST instead of the Mac or Yamaha/Casio etc.

Depends on your application. If you want to take your computer on the road, I'd definitely get a portable model, so the Yamaha or STacy are the way to go. For a home studio, you'll want a better screen, so stick with the Mac or ST. And get a monochrome monitor for music.

The Yamaha has all those nice extra MIDI ports on it, but my DMC MX-8 switcher/merger more than makes up for it. I really have no Idea how well the Yamaha is supported in terms of commercial software, though. I also don't know what kind of CPU it has, but forget it if it doesn't have at least a 286 (preferably a 386).

If you want a Mac, get one with a big screen, and of course, you'll have to get an external MIDI interface. Probably the most expensive option.

MIDI support for the ST is tremendous. I spoke with Dr.T's tech folks last week, and they plan to continue supporting the ST (also the Mac and IBM). Emile Tobenfield (Dr. T) was my neighbor a few years back, and although he started developing on the Commodore 64, the ST was his system of choice, and all other versions of his software were ports. Bob Melvin (The Caged Artist) is currently working on a Mac port of X-or, but plans to return to Atari development by April.

Whatever you choose, get a hard drive. Life is too short.

>5) Other interesting hardware implementations, like SMPTE equipment etc.

All kinds of stuff availible. DMC wrote an ST specific editor for their MX-8 MIDI switcher, though I use Dr.T's X-or (with a profile that I modified slightly).

>6) What your setup is and how productive has it made you.

I have a Mega ST2, 30Meg hard drive, a DMC MX-8 switcher/merger, three synths/sound modules, and a Casio MIDI guitar controller. My software setup is KCS Omega, X-or universal librarian/patch editor, and T-Basic programming language, all from Dr.T. When I've got it all cranked up, I am God.

Like any new technology, you'll spend a few weeks playing with it before you feel comfortable, but you should start to be productive right away. I started with KCS V1.6 two years ago, and I'm still finding neat new tricks. Be prepared to

spend some time experimenting, and READ THE MANUAL!!!

>7) ANything of value you'r like to add including flames etc

I took a computer generated music course at Colgate University
in 1982, and the lab setup there was valued in the hundreds of
thousands of dollars. My setup at home can now run rings
around it, and I spent less than 5K for everything.

If you would like, I've written a rather lengthy review of KCS,
and I'll email you a copy, or post it if I have some requests.

The only reservation I'd have on the ST, is that if you don't have
a local music or computer dealer that can demonstrate the software
to you before you buy, go with another brand. There's just no
way to judge and compare music software on paper. You can get
demo disks of several brands, but you really need to see them
run by folks who know what they are doing (those demo disks
usually have terrible documentation).

Flames? You bet! Mine is better mine is better mine is better...

>Again, I'd like to thank anone who responds for their time.
>-Duncan "An ex-Atari enthusiast" Lewis
>my motto??? stay away from anything the Tramiels are involved in..
>they blew it...
>
>Duncan.Lewis@bbs.acs.unc.edu

Awwww, Duncan...

-Jonathan

****
Jonathan Whitcomb UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 I'm not a software engineer,
Raleigh, NC but I play one on TV.

1277. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 15:57:11 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <26769@uflorida.cis.ufl.EDU>
Source record: 234822
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1991Feb6.205829.2142@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
>Notice the third word in the paragraph...OPINION. Obviously this man
>never EVER owned an ST. I would contend, that after the equavalent ad ons
>such as a color board/graphics card, in Europe which there are many,
>the ST would look just as nice as an AMIGA machine.
First of all, the add ons you are talking about are hard to impossible to get in the US.
Second of all, the add ons that you are talking about are either specialty items for people who want to work in graphics (and thus have very limited support) or are not as great as you are making them out to be.

I have an Atari ST with a JRI 4096 color board. Big deal, I have 4096 color pallette. I can't display all of them at once like I can on my Amiga 3000.

>As for sales, thats funny, a German friend on my floor says thats all there
>are in Germany is Atari's with a few Amiga's sprinkled here and there???
>
Amiga is doing quite well overseas. Atari is doing well from what I hear, but I've also heard that they are failing in support and are being sold mostly as game machines.

Atari in the US has almost no support at all.

>Atari has very healthy markets abroad and just like commodore, Atari has
>yet to take advantage of the USA market.
>
Atari take advantage of the US market?! HAHAHAHAHA! Don't be so absurd! You know full well that it will never happen. Atari has lost their chance. Software companies are stopping their support, dealers are switching computers or going out of business...How many Atari owners live near an Atari dealer?

>If you want to do word processing, I hardly think you would have time to
>play a game at the same time. As for multi tasking, Atari multitasks
>REALISTICALLY. That is, if you want to print something out, or download
>something or do something else like play music that doesn't require
>your constant interaction there are plenty of options available to help you
>do these things in the background so you don't waste time so you can do
>something else..like play games.
>
>Really, multitasking is WAY overplayed by AMIGA people. They are not
>the only people who have multi tasking machines, its just that workbench
>supports this option automatically. While on the ST its an add on.
>

Here again is the words of someone who has never had a multitasking machine. First of all, the Amiga OS multitasks, but that is probably what you meant. You can't 'add on' multitasking to the ST, so stop decieving this poor guy who is trying to find out information. You can use things like Revolver to stop one memory partition and switch to another. this is not multitasking because you are doing one thing. YOu can use things like Masterlink (hahaha...if they ever come out with another version) to download in the backround, but that is pretty much the extent of it. You are alwasy very limited. And don't breath to hard while you are doing this, you might crash it!

I suggest anyone who is thinking of buying an ST look at the support available for both machines and DO use both machines. Take it from someone who owns both...You DON'T want to buy an Atari.

>---Gregory

--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * The Pyramid BBS (904)373-3989
* InterNet : cr1@beach.cis.ufl.edu * Amiga 3000, TAG Software.
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=-=

1278. STOS - Ste fixes.

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 16:36:31 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1991Feb7.163631.11916@cs.city.ac.uk>
Source record: 234762

Is the STOS Ste fix available at any of the atari ftp sites.
If so please let me know at what site, and under what name.
If not, I'm sure it's PD so could someone upload it, as it is
pretty useful.

Also, I'll ask again, can anyone give me details of how to
build an ST Xformer cable, so that I can port to my old XL?

Thanx in advance,
Mark Keates.

1279. ST v Amiga all over again...

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 16:42:01 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <2005@xenon.kcl-cs.UUCP>
Source record: 234940

This is getting stupid.
We are right back to the same old arguments that STs and amigas have had ever since they were launched.
Does it really matter if one machine is better than another if your machine does precisely what you want it to anyway?
When it comes to what I want- I use an ST. I mainly do programming and music stuff, so I have an ISO Pascal compiler, an ANSI C compiler, and Steinberg Cubase v2 and a Lynex for sequencing and sampling.
This covers exactly what I want, The fact that it's an ST is almost irrelevant , apart from the Atari mono monitor which I have never seen bettered.

So if you're going to produce all this garbage about wonderful Amigas, can you please keep it to your own Amiga worshipping cult, and not inflict it upon those who actually use their machines instead of talking about them.

Marcus Bointon.

1280. Atari/Amiga CRAP

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 17:53:26 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Feb7.125326.7778@umiami.ir.miami.edu>
Source record: 234849
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Ok guys, enough of this shit. Stop with the damned Holy Wars on computers.
If I wanted to read anything like that I would call a local board! You own a
computer you like, fine. Now STOP IT!!!

Mark Santora
DLK0MS9S@UMIAMI.edu

1281. ADSpeed accel./NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 18:31:59 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <16006@milton.u.washington.edu>
Source record: 234823
Cross-posted to: comp.music,comp.sys.atari.st

Does anybody know if you can use the ADspeed (ICD?) accelerator
with NOTATOR? I realize that you'd have to boot in 8mhz mode
in order to boot the program due to the dongle read... but once
NOTATOR is running, can the soft switch to 16MHZ be enabled, and
does NOTATOR run properly?

Thanks
kevin
ramsiri@blake.acs.washington.edu

1282. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 18:42:46 UTC
From: jbernat@bgsuvax.UUCP
Message-ID: <6913@bgsuvax.UUCP>
Source record: 234824
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

From article <1991Feb2.190113.9621@ncsuvx.ncsu.edu>, by smisra@eos.ncsu.edu (SAURABH MISRA):

> Somoeone wrote here on the net that Spice the circuit
> simulation program was available for the ATARI ST and is
> free. Where can I find it? Thanks for any tips

ftp atari.archive.umich.edu
look in the applications directory and find spice.lzh

Jim

1283. Re: TSR programs

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 19:11:37 UTC
From: rosenkra@convex.com
Message-ID: <1991Feb07.191137.2022@convex.com>
Source record: 234825

[question about doing computationally intensive things in background with a TSR...]

first, do u really mean TSR? a TSR is a program, ususally started at boot time, which remains resident in memory, and runs under special circumstances, generally when another "forground" program tries to access the OS. these programs are generally used for things like ramdisks, and to modify how TOS works.

i think you really want more a multitasking capability. here you have several choices. perhaps the easiest is to look into MiNT, a multitasking extension to TOS. it does not multitask GEM programs, only TOS programs (.ttp, .tos) as far as i know. what you can consider, however, is to build sort of a raytracing server which runs purely as a TOS program. it can be a TSR, but you will also need some form of interprocess communication between your main application and this server, probably. consider pipes or shared memory. at a minumum, you will need to tell the server to start/stop, and give it an image to render as well as whatever parameters are needed (light source, etc).

another solution is to write the raytracer as a DA, and send it messages from your application after some prescribed time (evnt_timer) like an alarm clock. it will only run, however, when u tell it to, so u will have to tell it often.

another solution, which i have used, is to multitask within an application itself. you can install things to be done in the background which take place at each vertical blank interrupt (VBL). this works well for things like disk formatters, and (in my case) doing lots of numerical calculations while you go off and do something else. i had written a program to generate and edit digital audio samples, and i used each VBL to do the sample generation. the tradeoff involves how much work to do during the VBL before things like mouse and keyboard start getting too sluggish. in your case, consider 1 ray/VBL as a start (or 1 pixel/VBL ?). the VBL technique works with GEM programs, too, but you are only multitasking within the application, so when u quit, the renderer goes away, too. you should be especially careful to clean up properly (de-install the VBL routine) when the application quits. i can't remember whether u can call XBIOS/BIOS/GEMDOS during a VBLANK. maybe someone can answer this (for me, too)?

you will be rendering to memory and not to the screen, of course.

you can find MiNT at atari.archive.umich.edu (terminator) as well as the library to roll your own VBL stuff. look for vbi*.arc or vbl*.arc for the latter. i think the VBL stuff is there, if not i can mail it. i think it was also posted some time ago.

sounds like an interesting little project. i hope this helps...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1284. Re: char gen related software

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 19:25:57 UTC
From: rosenkra@convex.com
Message-ID: <1991Feb07.192557.3152@convex.com>
Source record: 234826
Cross-posted to: comp.sources.wanted,comp.sys.atari.st,rec.video

i have just posted some stuff which may help u. nroff v1.10p4 now generates vt100-ish escape sequences (eg ESC [1 m) which another program i posted (manpager) reads and uses to change fonts (mono only so far, monospaced font only so far). check it out. included are a bunch of 8x16 fonts to replace those in RAM (actually, all i do is change the line A pointer to the font data). i posted src, so this may get u going. it should appear soon (i sent it out a week ago). my plans with nroff are to eventually support proportional fonts (for laser printers and the screen) so that it will be more troff than nroff (for non-unix people, these are batch oriented text formatting programs under unix).

note that i also posted a bunch of tools to batch edit the .FED fonts i used, including a program to convert .FNT files (which come with MGR) into .FED files (which is the format used by TOS).

you can also consider GDOS, though i have no experience with it.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1285. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 19:40:52 UTC
From: swarren@convex.com
Message-ID: <1991Feb07.194052.3609@convex.com>
Source record: 234827
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <3389@gmuvax2.gmu.edu> scoile@gmuvax2.UUCP (Steve Coile) writes:
>Ever notice how it's always the Amiga owners who feel the need to press
>their Amiga-ST flame wars over to comp.sys.atari.st?? You'd think if
[...]
No, that's not true, although it might appear that way some times. What
usually happens is the same thing that happened this time:

Someone who doesn't know anything about either computer crossposts a
request for comparisons, and the denisons of both groups respond in an
escalating spiral of verbal hostilities. In each group it looks like the
other group is doing all the attacks, and it takes a long time for everyone
to calm down.

I think that a brief show of respect for each other will make life more
enjoyable for us all over the next week or two.

If anyone wants to actually argue there is an amiga group set aside for
that (note the followup). Otherwise let's try to be civil to one another
while this crossposting nonsense wears off.

--
_.
--Steve ._||__ DISCLAIMER: All opinions are my own.
Warren v\ *| --
V {uunet,sun}!convex!swarren; swarren@convex.com

1286. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 19:53:01 UTC
From: dsherif@csserv2.ic.sunysb.edu
Message-ID: <1991Feb7.195301.16849@sbcs.sunysb.edu>
Source record: 234828
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb6.205829.2142@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
>Best regards, Dr. Peter Kittel // E-Mail to \\ Only my personal opinions...
>Commodore Frankfurt, Germany \X/ {uunet|pyramid|rutgers}!cbmvax!cbmger!peterk
>
>Writes: ...
>
> In my opinion, STs are nice, simple machines with a good monochrome
>display and a nice, but limited OS; Amiga is a more complex machine
>with a powerfull, state-of-the-art OS and far better colour capabilities.
>And when regarding current sales figures, Amiga is the machine of
>the future, I wouldn't too much on Ataris in this aspect.
>
>--
>
>Notice the third word in the paragraph...OPINION. Obviously this man
>never EVER owned an ST. I would contend, that after the equavalent ad ons
>such as a color board/graphics card, in Europe which there are many,
>the ST would look just as nice as an AMIGA machine.

This may be true but equivalent add ons cost money.

>
>As for sales, thats funny, a German friend on my floor says thats all there
>are in Germany is Atari's with a few Amiga's sprinkled here and there???

The OPINIONS of one German friend does not mean that this is automatically
true. I have heard MANY reports from others to the contrary.

>
>Atari has very healthy markets abroad and just like commodore, Atari has
>yet to take advantage of the USA market.

Atari had it's shot at the USA market and failed. (MY OPINION). I do not
know the situation in Europe (except Germany :-)) so will not comment.

(stuff deleted)
>
>Really, multitasking is WAY overplayed by AMIGA people. They are not

This is obviously from someone who has never owned or used an Amiga for
any apreciable length of time.

>the only people who have multi tasking machines, its just that workbench
>supports this option automatically. While on the ST its an add on.
>

>---Gregory
Good for you. Have you added it on yet? I bet it costs extra.
Please take this to comp.sys.amiga.advocacy.
--
Darin Sheriff. One of the few, the proud, an Amiga 1000 owner.
A computer: A machine that enables one to make twice as many mistakes
in half the time. --unknown--
Disclaimer: It wasn't me. It was Chuck. (Yeah that's the ticket)

1287. Re: Directory compress routine ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 19:57:33 UTC
From: piet@cs.ruu.nl
Message-ID: <4806@ruuinf.cs.ruu.nl>
Source record: 234913

>>>>> In message <2981@laura.UUCP>, klute@tommy.informatik.uni-dortmund.de (Rainer Klute) (RK) writes:

RK> The Atari ST Zoo is even smarter than the Unix Zoo: You can type

RK> zoo a// archive mydir

RK> to get 'mydir' with all files and subdirectories into 'archive.zoo'.

I tried this last night and it did not work (zoo complained). Do you have a newer version?
--
Piet van Oostrum <piet@cs.ruu.nl>

1288. Hypercard-like program for ST's

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 20:03:32 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Feb7.200332.4878@oz.plymouth.edu>
Source record: 234829

[This is most likely going to be a perenial question --]

I'm looking for some SOFTWARE product that will let me design
hypercard-like entities on my ST. I saw a notice for something called
Hyperlink here a few weeks back.... can anybody give any further info
about it ??

I'm not interested in Zoomracks (if it even still exists) and I'm NOT
going to go out and buy a Mac anytime in the next two years (not
because of some psuedo-computer religion much like the current Amiga
spoutings in this newsgroup. I like Hypercard on a Mac. I just can't
afford a second computer.) and I can't afford Spectre GCR (not with
a dying harddisk I'll soon be replacing).

SO.....
Does anybody have any pointers for a hypercard-like program
that has a "scripting" language like Hypertalk and that is portable
between the ST (or TT even) and Macs. (Portable means image and
scripting wise. I can understand XCMD's & XFNC's not being portable.

-Andy-
--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

1289. A plea for assistance!

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 20:19:18 UTC
From: dond@gold.gvg.tek.com
Message-ID: <1963@gold.gvg.tek.com>
Source record: 234830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am a new ATARI user who is full of questions. Hopefully some
of you can help me get started. There aren't any other ATARI users
in my area (that I know of) and the "good deal" I got didn't include
much documentation! Thanks in advance for any replies.

I need a description of the operating system. I would really like
to know how the desktop works, how files are managed, how
does the OS know what devices are connected, ect. Where can
I find one?

I have an ATARI 520ST with 500K ram (s/n# A11003969 - does that mean
anything to anyone???). What are my options for upgrading?

I have a printer that will not operate with the CENTRONICS cable (the
same printer/cable operate fine when attached to "one of those
other PC's"). How does the ST know if there is a serial or
a parallel printer attached? What is the correct cable
configuration to use?

What are my options for a hard drive? What type of HD am I looking
for? I now have two floppies - SS354's.

Is there a translation capability to read/write IBM & MAC 3" discs?

Are either of the monitors compatable with other PC's? I have a SM124
and a SC1224 as well. (e.g. I don't need two monitors,
simultaneously - could the one I'm not using be hooked as a
display for something else?)

Must I dismantle the unit to read the PROM version? Is there a way to
ask it? ...and what is the current version of the OS? If I don't
have the current version, how can I get it?

Thanks again for any help offered. I'm excited about the ST and
looking forward to becoming "more functional"!!
Replies can be faxed (916)478-3887,
posted, or
mailed: Don Davis
219 Gethsemane
Nevada City, Ca 95959

1290. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 20:29:27 UTC
From: ddyer@hubcap.clemson.edu
Message-ID: <12986@hubcap.clemson.edu>
Source record: 234831

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>In article <12968@hubcap.clemson.edu> ddyer@hubcap.clemson.edu (Doug Dyer)
>writes:
>> (an article that contains not one word about Atari products)

>That is NOT why I read this group! If you want to relpy to someone about
>Am*gas then do so by mail. Please stop filling this group with such messages!

>Thank you

Just giving amiga specs. I certainly don't mind when atari people explain
their machines in the amiga group.

--
2B|!(2B) => ?
ddyer@hubcap.clemson.edu

1291. Re: Having problems with my Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 21:16:22 UTC
From: bri@jake.tmc.edu
Message-ID: <1991Feb7.211622.22541@cs.wayne.edu>
Source record: 234841

In article <123@klg.UUCP> pavneet@klg.UUCP (KL Group Inc.) writes:
>
>I haven't had any problems with my floppy drive in any other way, but I guess
>that Spectre stresses the floppy a little more.
>
NEC drives, which INDUS uses, need to have a resister soldered in.
This was mentioned in one of the newsletters. Call Gadgets, as
they have a little sheet explaining what to do.

--
PHONE: (313) 577-3750 FAX=577-5626 Wayne State University
BITNET: bholmes@waynest1.bitnet 5925 Woodward
INTERNET: bri@jake.cc.wayne.edu Detroit, MI 48202 U.S.A

1292. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 21:33:05 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb7.213305.26568@jato.jpl.nasa.gov>
Source record: 234832

Now that the 68030 is obsolete, and the 68040 is about to be, but the 68050 isn'ty enven announced yet, how about a TT follow-on with an 88000?

--

vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1293. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 21:37:04 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <28607@cs.yale.edu>
Source record: 234833

In article <1991Feb6.221439.2486@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Now the question: Is there a defragger that works with TOS 1.4's bigger
>partitions? You can go up to 32 megs!

Just a point of clarification. The reason for the 16 meg limit of TOS 1.0 and 1.2 is that TOS used a signed short integer for the sector address. This allows only 2^15 = 32,768 sectors to be addressed. Since each sector is 512 bytes, that works out to 16 meg.

TOS 1.4 uses an unsigned short integer, which allows 65,536 or 32 meg to be addressed.

HDX version 3.01 (Atari's hard disk driver) achieves large partitions another way. It restricts each partition to at most 32,768 "sectors" (I believe, to maintain compatibility across all TOS versions), but the logical sector size can be multiples of 512 bytes. Thus, if the logical sector size is 2048, then those same 32,768 sectors contain 64 meg of disk space.

Because there are two distinct ways of achieving partitions larger than 16 meg, there are two ways for a defragger to fail: (1) it may itself use signed short integers for sector addressing, preventing it from addressing more than 16 meg correctly, even if run under TOS 1.4, or (2) it may assume that the logical sector size = 512 bytes and fail to handle the longer logical sectors of HDX 3.01 correctly.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1294. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 21:56:29 UTC
From: glmwc@marlin.jcu.edu.au
Message-ID: <1991Feb7.215629.15947@marlin.jcu.edu.au>
Source record: 234834
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

```
>}Really, multitasking is WAY overplayed by AMIGA people. They are not
>}the only people who have multi tasking machines, its just that workbench
>}supports this option automatically. While on the ST its an add on.
>}
>}---Gregory

Workbench is NOT the heart of the multi-tasking system, the OS does the
work SO don't call workbench the OS, AmigaDOS is the OS.

matt crowd.
```

1295. 520ST Seller in Rochester-- READ THIS!

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 22:02:58 UTC
From: rrwood@contact.uucp
Message-ID: <1991Feb7.220258.17542@contact.uucp>
Source record: 234835

I apologize to everyone for wasting bandwidth, but...

I'm trying to contact the guy in Rochester who's selling a 520ST. My mail to him (or you, if you're reading) is bouncing for some odd reason. Please forward the email address at which I can reliably reach you. I'm still interested in the ST, if you haven't sold it yet.

-Roy Wood (rrwood@contact.ca)

1296. Re: FTP's

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 22:03:10 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7220@uqcspe.cs.uq.oz.au>
Source record: 234836

In <4701@mindlink.UUCP> Sam_Oben@mindlink.UUCP (Sam Oben) writes:

>I am wondering if anybody can explain to me what FTP and the numbers that are
>associated with them are. So far on my own, I've been confused on how to
>access them or whatever I'm suppose to do to get to them. any help will be
>appreciated.

This seems to be a common question, here's an answer:

1. You must have FTP access
2. read the manual entry
3. access the ftp site, eg. some atari sites:

Main one:

terminator.cc.umich.edu 141.211.164.8 xscheme, msdos, atari,

Others: (NB. lots of European sites here (.de .fi .nl)

cs.uni-sb.de 134.96.7.254 GNU, atari, RFCs, perl, misc
dsrgsun.ces.cwru.edu 129.22.16.2 Minix, TOS Atari ST, gcc from
faui43.informatik.uni-erlangen.de 131.188.1.43 NeWS X11 amiga atari faces
jyu.fi 128.214.7.5 unix, atari, amiga, mac,
mars.ee.msstate.edu 130.18.64.3 msdos, amiga, mac, atari,
rusmv1.rus.uni-stuttgart.de 129.69.1.12 RFCs, X11, atari, amiga,
sol.cs.ruu.nl 131.211.80.5 atari, GNU, HP-UX, TeX, Perl,
um.cc.umich.edu 35.1.1.43 msdos, mac, apple, atari

eg. type "ftp 141.211.164.8"
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1297. Re: Whatta hellya doin' here?!? (Was: Amiga's are far superior...)

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 22:03:45 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb7.220345.12745@santra.uucp>
Source record: 234839

I am a ST-user, till the last drop of blood, and I say that Amiga is a quite nice machine. I just don't need two machines, and I don't want to buy separate MIDI-interfaces...

So, AMIGA-USERS, GET THE FUCK OUT OF THIS NEWSGROUP!!!!!!!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1298. Re: Autoswitch-Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 22:36:45 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb7.223645.13192@santra.uucp>
Source record: 234843

In article <1900@quando.quantum.de> wieners@quando.UUCP (Volkmar Wieners) writes:
>In article <STEVELA.91Feb5104603@beach.csulb.edu> stevela@beach.csulb.edu
>(Steve La) writes:
>
>>How about Spectre-GCR (Mac emulator)?
>
>Sorry, I've no kind of emulator. No experience.
>cu,
> Volkmar
>--
> Volkmar Wieners Uucp: ...uunet!unido!quando!wieners
> Dortmund Eunet: wieners@quando.quantum.de
> FRG Fidonet: 2:241/5800.5 Mausnet: DO

Hey Volkmar, you should try Spectre, it is great!

There is a chanse that the current version of overscan supports Spectre,
they are at least working on it. I'll get my overscan soon, then I am able
to tell. Still waiting for Spectre v. 3.0 to arrive... (I think that 3.0
works with the older overscan also)

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1299. Re: AMIGA Specs - Hey dorks, this is an Atari ST group!!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 23:06:36 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb7.230636.13640@santra.uucp>
Source record: 234844

How many times do I have to repeat this:

ARTICLES ABOUT AMIGA ARE NOT WELCOME HERE!!!
I would piss on them if it would be possible...
I hope that kill-command will do it for me...

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1300. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 23:15:11 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb7.231511.13760@santra.uucp>
Source record: 234845

In article <91037.183353CXW148@psuvm.psu.edu> CXW148@psuvm.psu.edu writes:
>Both the Amiga and the Atari ST are far superior to any IBM PC or Mac, and
>the only people who should be called idiots are the people who buy these
>machines.
> Chris Winward, userid CXW148 on PSUVM
>
>Disclaimer: These opinions are my own, but probably reflect those of any
> knowledgeable computer user.

Hey, you seem to be a quite good fellow after all.

I think the order is: TT > ST > Mac > Amiga > ..... > IBM PC...

Sorry about the nasty flaming in my previous posting...
I just get carried out when I see the word Amiga in this newsgroup...

Jartsu

Which machine you use???? (many may wonder this)

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1301. Mercury UUCP and uucico

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 23:21:46 UTC
From: paulm@unix.UUCP
Message-ID: <124@unix.UUCP>
Source record: 234772

Well at least I managed to get the whole package, both binaries and
sources. One problem though. The host server I call into requires
two passwords! The sequence is login: password: system password:
I log in, issue the 1st password the pomptly logs me out when it
asks for the system password. The hosts file seems too regimented
as far as it's fields go. Is the dialer in the GFA basic uucico.lst
file? I hope not. I do not own the GFA basic compiler (I don't like
basic anymore :^)). If it is one of the other files, I hope it's
one of the MWC files since I don't have MegaMax either.
Can anybody help?
Oh, and another thing, I just got the spectra MAC emulator from a
friend of mine whos dropping his ST for a 486 PC. I got the hardware
(no GCR) and the ST spectre software bu NO spectre formatted System/
Finder boot disk. I also only have a single sided floppy. (I never
bothered to get a double sided one because I have a 380 meg hard disk
and a cartridge tape backup system). Also I didn't get any docs with
the spectre stuff. He 'missplaced' it somewhere and won't look for it.
Anyway, what I'm getting at, can anybody tell me how to make a boot
System/Finder single sidded disk in spectre format so I can at least
boot the MAC and then unsit the whole batch of other stuff I have
for the MAC?
Thanx in Advance, Paul Moreau

UUNET: ..!ccicpg!unix!paulm

1302. Re: Midi on the ST...

Newsgroup: comp.sys.atari.st
Date: 1991-02-07 23:57:17 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb7.235717.14214@santra.uucp>
Source record: 234847

In article <2493@beguine.UUCP> Duncan.Lewis@samba.acs.unc.edu (Duncan Lewis) writes:
>
>1) Significance on the absence of a midi-thru port on the ST, anybody?

There is MIDI-thru in ST, I just don't know anybody who needs it...
It can be used with special cable or a small port-splitter.
I have never needed it.

>2) What cpu model is probably the best most economical but flexible one
>to choose, in terms of pricing, versatility, program compatibiltiy etc.

For musician I would say STacy, with at least 2Mb RAM and largest harddisk
available. If you don't need to carry it around, any will do. I would say
Mega4 or TT with big screen (19") is ideal, but rather expensive. MegaSTE is
also good for serious use. Only important thing is that the system has mono-
monitor and enough RAM & Disk-space. MIDI-stuff eats a lot.
I personally use a 1040STFM transferred to tower-housing, with 4Mb RAM and
170Mb harddisk. There is also a 16MHz accelerator. By the way, this tower
has MIDI-thru port also.

>3) Your opinion of general software for Midi use, brands, names anything will
>help.

I have tried many. The German firm Steinberg won the competition in my case.
I use Cubase 2.0 for sequencing & editing and Avalon for controlling & editing
sample(r)s. There is also a good universal instrument editor called Uniman.
It supports almost any well-known synthesizer/sampler. I have Ensoniq VFX,
being one of the main instruments I use, and there are no serious editors
for it other than Uniman. I bet there are other instruments with similar
situation. The Uniman is from Nederlands.
Only disadvantage in these is that these are propably the most expensive
applications there are. Cubase costs over 500 pounds in the UK...

>4) Why use an ST instead of the Mac or Yamaha/Casio etc.

Mac is a good alternative! But only Atari offers built in MIDI and
top-level software and hardware support for musician.
Still, Mac has all those fancy MIDI-applications, like Finale...

>5) Other interesting hardware implementations, like SMPTE equipment etc.

Those are offered by Steinberg also, for example. There are others also, but
they are not very familiar to me.
SMPTE is well supported with Atari. So is Sample-transfer via SCSI.

>6) What your setup is and how productive has it made you.

I already told about my ST and software. Here are the instruments:
My personal ones:
Ensoniq VFX, Korg M3R
Ones offered by sponsors and friends, etc.:
Korg T3, Korg WaveStation, Korg M1, Ensoniq EPS 16+, E-MU Proteus,
Akai S1000, SynthAxe.... and others not so frequently used.
I have composed & produced about four hours of music, same style like
Jarre, Vangelis, Kitaro, Blenner, Hammer...
I just need to master it to DAT and send it for someone to decide if
it will be released in a form of CD. It took about a year to do it.

>7) ANything of value you'r like to add including flames etc

??????????

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1303. Re: controlling the mouse cursor

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 00:43:08 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb8.004308.29794@jato.jpl.nasa.gov>
Source record: 234846

I have a little sub-desktop a-la the TDI desktop for controlling some stuff. If I invoke a program from it that doesn't do the same number of "show mouse" and "hide mouse" operations, either because it's ill-behaved or it crashed, the mouse is screwed up when I get back to my sub-desktop. I've tried lots of things with GrafMouse, VDI and LineA to get the mouse cursor back to exactly zero "show mouse" / "hide mouse" parity. Nothing seems to work. (Yes, I think I've set the VDI / LineA argument that says "set hide mouse count to zero" correctly.) How does the desktop do it?

Thanks in advance for any information you're able to give me.

Van Snyder = vsnyder@jato.jpl.nasa.gov

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1304. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 01:01:09 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb8.010109.396@jato.jpl.nasa.gov>
Source record: 234837

The 68030 and 68040 are obsolete because:
1. At the same clock rate, even the 68040 is less than half as fast as the 88000.
2. Motorola has only two REAL 680x0 customers left: Apple and Motorola. NeXT might pick up some slack, but not more than 2-3% in the foreseeable future.
3. Motorola has already announced the 88110, twice as fast as the 88000, with the CAMMU built in (not on a seprate chip).
4. Motorola has publicly boasted that 88110 will be operating at 200 Mhz by the end of 1992. They might not make it, but... I'd rather have a 200 MIPS single-chip computer than a 15-MIPS one.
5. Right now, 88xxx's are more expensive than 68xxx's, but that won't last forever.
6. Motorola has several REAL customers for 88xxx: Data General, Tektronix, Sequent, Opus, and, of course, Motorola.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1305. Setting up Acex DM-9600M, need HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 01:03:45 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb8.010345.15181@santra.uucp>
Source record: 234905
Cross-posted to: comp.dcom.modems,comp.sys.atari.st

I have recently bought Ace(e)x DM-9600M, a V.32 MNP 5 modem.
The problem is that I can not find correct settings for it.

The remote-ends are USR 2400e, USR Courier HST DS and a Nokia V.32 MNP 4
modems. Mainly these.
So I would like to set my Acex so that it uses locked terminal baud rate
(19200bps) with RTS/CTS or XON/XOFF flow-control and error-correction
MNP class 4-5. The problem now is that the connection is unstabile.
Even with MNP on, there are marks missing, replaced by others (like $-sign)
or strange marks appear from nowhere. Strangest is that those responses that
modem sends to the terminal are corrupted. OK turns to be just K.
CONNECT 9600T/REL COMPRESSED may become CONECT 9600T/REL COMPESD.
I use this modem currently with 286 AT, and it will be mainly used with
Atari ST. I have only once tried it with ST before, and then it acted
normally. (seemed to, no MNP & stuff related was used)

Any advice, a list of correct settings would be highly appreciated!!!

Email or followup, which suits you better...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1306. Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 01:32:00 UTC
From: psurge@cs.utexas.edu
Message-ID: <17720@cs.utexas.edu>
Source record: 234838
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 2 meg Aerco board for sale. $175, I pay shipping anywhere in the U.S.
Send E-mail to the below address:

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"Life unwinds like a cheap sweater but since I gave up hope I feel a lot better"
-Steve Taylor

1307. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 01:38:21 UTC
From: mpierce@ewu.UUCP
Message-ID: <1420@ewu.UUCP>
Source record: 234914

In article <91037.172827CXW148@psuvm.psu.edu>, CXW148@psuvm.psu.edu writes:
> The limit on Amiga video ram is due to the inability of the custom chips (the
^^^^^^^^^
I think the proper term is accessability or addressability, but certainly not
inability. I have one meg of video ram and two of fast, and I have not run into
any memory problems yet, certainly not any problems with video ram.

> three chips called the Agnes, the Blitter, and the Portia). These same chips
^^^^^^
What the h*ll is Portia, you really need to get your facts straight, there is no
Portia chip.
> are responsible for the multitasking power of the Amiga. The 68K CPU is free
Don't forget to give credit to the operating system, and the CPU, they also play
a very important part in the Amiga's amazingly powerful system.

> to attend to other operations while Portia handles the port accessing, and the
> Blitter and Agnes operate the graphics and sound.
Again, read a book and get your facts straight, and remember label the proper task`
with the proper chip, and to include other chips like Gary and Denise, they are
important too.
Every limitation on the
> Amiga is due to these three chips, which Commodore has been slow to revise and
> upgrade. The only exception being the new 'Fat Agnes' which can access 1 meg
> of video memory at a time, and the new ECS (Enhanced Chip Set).
Don't for get to include Buster, and Super Denise with her amazing programmable
dispisplay modes, you seem to be leaving quite a lot out, and not getting what is
here corect.
While a slight
> improvement, the only thing I can remember about the new capabilities is the
> ability to run Viking Moniterm resolution in 4 colors. There is also a 50MHz
> accelerator board available for the Amiga, and the Tahiti rewritable optical
> drive which stores 1 gigabyte of information. The Amiga 3000 has the
> capability to have RAM expansion to a few gigabytes (but I don't remember the
> exact number). ^^^^^^^^^^^^^
You make it sound so trivial, it's actully 1.7 gigs, and it's a whole lot!!
.
You should both get your facts straight, and read industry-
> wide publications instead of product specific publications. Every system has
> it's limits. Read Byte instead.
> Chris Winward
> userid CXW148 on PSUVM

You should make your words short and sweet, I sense that you may have had to eat them
in the past. YOU should readup on what YOU are talking about, go beyond byte, pickup
or borrow a hardware manual, they are much more informative.

Matt Pierce

1308. Re: opinion about posted 'game'

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 01:40:40 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Feb8.014040.2663@terminator.cc.umich.edu>
Source record: 234923

In article <1991Feb7.123612.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
>I would just like to take a moment to comment on an upload that someone
>recently posted as being on atari.archive.umich.edu. The file name is
>SADDAM.LZH, and it is purported to be a 'game' where one shoots an undefinable
>man riding on a camel.
>
>I, personally, find such a concept disgusting. It promotes a bigotted racial
>stereotype of Arabs. It's on the same level as video games such as the
>infamous 'Custer's Last Stand', where the objective was to rape as many Indian
>women as possible.
>
>If someone wants to write a war game based on the current strength levels in
>the Iraq/Saudi area, I wouldn't object. War games have a long history, and the
>'units' involved are more or less accurately portrayed. Using games for the
>personal villification of Arabs (or any nationality), on the other hand, is
>just stupid.

I'd like to state the 'unofficial' (read my) opinion of the whole thing,
before it gets out of hand. The file saddam.lzh was uploaded by a trusted
uploader who wanted to make this file available to anyone who would
be interested in it. I don't feel it is appropriate for the moderators
of an archive to state their political positions under these circumstance,
so I won't bother.

I'm sure each of us has our own opinions concerning the situation, but
this is not the place for such discussion. The file is provided
as a service to those who want it, and is not intended to degrade
any person's heritage, or promote said racial bigottry.

I respect your opinion David, and encourage others to voice theirs in the
appropriate arenas. However, the file will stay in the archive.
I would view anything else as blatent censorship, and I will have no part
of that whatsoever.

If anyone else has concerns about this file, please voice them directly to me
weiner@terminator.cc.umich.edu or jeff_weiner@ub.cc.umich.edu.

>
>--
>
>David Paschall-Zimbel davidli@simvax.labmed.umn.edu

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
"Out of the way lady! RUN! Run for safety, foolish pedestrians!" -Sam and Max

Atari.archive.umich.edu Co-Caretaker 167M and climbin'

1309. Re: FTP's

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 01:46:09 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Feb8.014609.2817@terminator.cc.umich.edu>
Source record: 234924

In article <7220@uqcspe.cs.uq.oz.au> warwick@batserver.cs.uq.oz.au writes:
>In <4701@mindlink.UUCP> Sam_Oben@mindlink.UUCP (Sam Oben) writes:
>
>>I am wondering if anybody can explain to me what FTP and the numbers that are
>>associated with them are. So far on my own, I've been confused on how to
>>access them or whatever I'm suppose to do to get to them. any help will be
>>appreciated.
>
[excellent suggestions deleted]
> 3. access the ftp site, eg. some atari sites:
>
[list of sites including my favorite one deleted]
>um.cc.umich.edu 35.1.1.43 msdos, mac, apple, atari
>
You probably won't want to use this one. It's mainly used as
a back up site for the atari.archive.umich.edu, and is mostly very old
versions of files everybody already has.

>
>--
> _ |\ warwick@batserver.cs.uq.oz.au
> / `-' * <-- Computer Science Department,
> __--_/ University of Queensland,
> V AUSTRALIA.

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
"Out of the way lady! RUN! Run for safety, foolish pedestrians!" -Sam and Max
Atari.archive.umich.edu Co-Caretaker 167M and climbin'

1310. Re: FTP's

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 01:56:17 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb8.015617.15648@santra.uucp>
Source record: 234840

In article <4701@mindlink.UUCP> Sam_Oben@mindlink.UUCP (Sam Oben) writes:
>I am wondering if anybody can explain to me what FTP and the numbers that are
>associated with them are. So far on my own, I've been confused on how to
>access them or whatever I'm suppose to do to get to them. any help will be
>appreciated.

FTP is a short for File Transfer Protocol. FTP is used to move files via nets
from machine to another. Those numbers are an address. All machines have
their address in both numbers and letters, for example I am on a machine
called saha, saha.tky.hut.fi now (saha is finnish and means saw, like jiggsaw)
there is also a numerical form for that address.

In Unix, to use FTP, simply type FTP. (first see: man ftp)
Or type FTP <address>.
A widely used method is anonymous FTP. You can download PD to your machine
from various servers. When FTP asks your login-name, type "anonymous".
Then it asks your password ads asks you to send your indent as a password.

But FTP is a big thing, try man ftp or try to get some printed instructions
to use it.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1311. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 01:57:13 UTC
From: rabino@eng.umd.edu
Message-ID: <1991Feb8.015713.29253@eng.umd.edu>
Source record: 234906
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Spice.lzh is now on the Atari.archive. I have tried it on several of the included input files, but only got an error message reading "Execution error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20 Meg HD. Is anyone else out there more successful?

1312. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 02:29:56 UTC
From: bud@ms.uky.edu
Message-ID: <1991Feb8.022956.28519@ms.uky.edu>
Source record: 234907
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Feb8.015713.29253@eng.umd.edu> rabino@eng.umd.edu (Michael Rabinovitz) writes:
>
> Spice.lzh is now on the Atari.archive. I have tried it on several of
>the included input files, but only got an error message reading "Execution
>error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20
>Meg HD. Is anyone else out there more successful?

Interesting. A few months ago I bought a used copy of the prospero
fortran compiler, and there's a program PRL that you're supposed to
run before running any of the other stuff. I think PRL is ram resident
library stuff. Anybody know what Spice.lzh was written in?

Bud

--
Dr. William K Glunt | Are you ABNORMAL?
Heh heh nice ring to it!| Then you are probably better than most people!
U of Kentucky math dept | Are alien space monsters bringing a STARTLING NEW
home phone 606 258 8864 | WORLD? from _The book of the SubGenius_

1313. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 02:34:48 UTC
From: dave@cs.arizona.edu
Message-ID: <814@caslon.cs.arizona.edu>
Source record: 234910
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb7.222920.13058@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>
>AMIGA-USERS, GET THE HELL OUT OF THIS NEWSGROUP!!!!

Gee, Wally. I thought this was an Amiga news group. Check out the
Newsgroups line, bucko. This was cross-posted to comp.sys.amiga.misc, too.

> [lots of personal opinions deleted]
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

Followups to alt.flame, please.
--
Dave Schaumann | DANGER: Access hole may tear easily. Use of the access
| holes for lifting or carrying may result in damage to the
dave@cs.arizona.edu | carton and subsequent injury to the user.

1314. Trouble with 1040ST Floppy Disk

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 02:40:57 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb8.024057.1902@jato.jpl.nasa.gov>
Source record: 234911

We've had no end of trouble with the Floppy Disk on a 1040ST, about 3 years old now. It gets lots of errors, occasionally munges a disk, and won't re-read the directory when you mash ESC. The dealer replaced it once. We've tried putting the monitor far away (as far as the cable will reach), and putting a shield (grounded window screen) between the computer and the monitor. No help. Anybody have ideas?

Thanks in advance for any help you're able to give us.

van snyder = vsnyder@jato.jpl.nasa.gov

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1315. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 03:45:04 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb8.034504.16670@santra.uucp>
Source record: 234779

In article <26769@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu () writes:
>I have an Atari ST with a JRI 4096 color board. Big deal, I have 4096
>color pallette. I can't display all of them at once like I can on my
>Amiga 3000.

Hey, get a TT or MegaSTE 4 if you are going to do comparings like that.
I am not either comparing my 16MHz 4Mb ST to C64!!!!

>Amiga is doing quite well overseas. Atari is doing well from what I
>hear, but I've also heard that they are failing in support and are
>being sold mostly as game machines.

In Europe, especially Germany, and UK, and France too, Atari is doing
wery well indeed. Atari is the #1 computer in Germany. And #2 in Finland.
#1 is Amiga, over 80% of users are kids playing games, but almost the
same percentage of Atari-users use their machines for studying & productivity.

>Atari in the US has almost no support at all.

That is a well-known and unfortunate fact. Hope MegaSTE and TT will go better.

>Atari take advantage of the US market?! HAHAHAHAHA! Don't be so absurd!
>You know full well that it will never happen. Atari has lost their chance.
>Software companies are stopping their support, dealers are switching computers
>or going out of business...How many Atari owners live near an Atari dealer?

A 3000 never did those headlines as TT and MegaSTE! If you keep up laughing
like that in here, we'll laugh you out! Kill!

>Here again is the words of someone who has never had a multitasking
>machine. First of all, the Amiga OS multitasks, but that is probably
>what you meant. You can't 'add on' multitasking to the ST, so stop
>decieving this poor guy who is trying to find out information.

Have ever used Atari under Unix? I have. Compared to that, Amiga's
multitasking is like dancing in a chamber full of sticky honey...

>I suggest anyone who is thinking of buying an ST look at the support
>available for both machines and DO use both machines. Take it from
>someone who owns both...You DON'T want to buy an Atari.
>
I also use both machines, I am even a co-sysop in a well known Amiga-BBS.
My opinion is that unless you have loads of money, you can't get yourself
a Amiga that has much future ahead.

Get TT or MegaSTE. Or Mac. Or 386/486 +Win3 (or Unix & X-Win).

Atari-users do it firST, and are hoTTest in STEady markets...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1316. Re: Directory compress routine ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 03:52:47 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb8.035247.24413@watmath.waterloo.edu>
Source record: 234902

In article <5050688@zebedee.uucp> zebedee.geoffc@tharr.uucp writes:
>Does anyone have a program that will compress a TOS directory so that all
>the directory entries for the files lie at the start of the directory ?

There have been a couple of answers to this question already, but I
am not sure that they answered the question that was asked. The way
I read the question, there is another easy answer: Simply use the
desktop to drag the files to another directory, removed the files
from the first directory, and then drage the files back.

1317. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 04:23:12 UTC
From: rjc@geech.ai.mit.edu
Message-ID: <1991Feb8.042312.16582@mintaka.lcs.mit.edu>
Source record: 234850
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb7.222920.13058@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>
>AMIGA-USERS, GET THE HELL OUT OF THIS NEWSGROUP!!!!
>
>or I will definitely come and mess up yours with hundreds of articles
>filled with the same kind of shit you've written here...

Take a look at the header. You've already done that. These articles
were CROSS-POSTED meaning both groups get this crap. The Amiga gets it by
far the most with the Mac vs Amiga, ST vs Amiga, NeXT vs Amiga flames that
pop up constantly.

>Buy an Atari. There are few big advantage above others:
>
> ST/TT-users are definitely not like those fanatic maniacs that
> would defend a jar filled with shit, if there is the word Amiga
> printed on it...

You mean like you?

> ST/TT-users don't attack people who dare to use a computer that
> is something else than ST/TT. They are a one big happy family
> that gives advice to everyone without asking what computer they
> use, or if they are using any...

Yeah right. Dream on. On local bbses in my area, there are ST users that
call AMIGA boards to start wars. Every computer has its example of fanatics,
and your a fine example.

> ST/TT users don't deal people to groups according to their skills
> in computing. In Amigaworld, those mystical expert-user groups with
> mostly under-aged users in charge hide behind funny names and
> keep their organizations up by buying other people's souls using
> pirate-software as a currency.

Hahhaha! The ST has more rampant piracy than any computer in existence!
In Europe there are hundreds of ST pirate groups.

>So, I think there is nothing wrong in the machine itself, it is just ment for
>a bit different kind of use that ST. But there are users that make Amiga
>look dirty. (there are such ST users also, but we wont let them loose...)

Oh sure, I bet all those ST pirates/fanatic obey you fully. How do you
propose to keep st users from 'letting lose'?
People will do as they please.

>I don't care which machine you buy, Amiga is an expensive toy and Atari,
>especially with latest releases, is rather a cheap tool.

Hahah...The ST has an even bigger game image then the Amiga! Get real.

>Do you know any serious, famous musician using Amiga? I don't.
>Do you know any serious, famous musician using Atari? I do, in fact too many
> to count...

B.B. King!
Lets rephase this question:
Do you know any serious, famous video/movie company using the Atari for Video?
Do you know any serious, famous video/movie company using the Amiga for Video?
Tons. Whats the biggest rage in the Video world? The Video Toaster!

Th Amiga has better sound than the ST. The only thing the ST has is
MIDI. Granted there is not much MIDI software on the Amiga's market,however
the few packages that are availible are powerful. You can multitask
Sequencers, Arrangers, Composers, and Video all at the same time, and
synchronize Music to Video.
The Amiga could be used to produce a music video, the ST could not.

I used to use an ST everyday (at a friends house, to play games) He tried to
get me to buy an ST. When I bought my Amiga, within a week his ST was up
for sale, now he owns an A2000.

>
> Jartsu
>

Was I obnoxious? Yes..But I am SICK and TIRED of these constant
XXX vs Amiga flames (except when they are in .advocacy!)

If ST users wish to continue this, please join comp.sys.amiga.advocacy,
and remove c.s.atari.st and c.s.amiga.misc from the newsgroups line.

1318. Re: A plea for assistance!

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 04:23:42 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb8.042342.7481@daffy.cs.wisc.edu>
Source record: 234920

dond@gold.gvg.tek.com (Don Davis)
writes:

I am a new ATARI user who is full of questions. Hopefully some
of you can help me get started. There aren't any other ATARI users
in my area (that I know of) and the "good deal" I got didn't include
much documentation! Thanks in advance for any replies.

I need a description of the operating system. I would really like
to know how the desktop works, how files are managed, how
does the OS know what devices are connected, ect. Where can
I find one?

I have an ATARI 520ST with 500K ram (s/n# A11003969 - does that mean
anything to anyone???). What are my options for upgrading?
I have a printer that will not operate with the CENTRONICS cable (the
same printer/cable operate fine when attached to "one of those
other PC's"). How does the ST know if there is a serial or
a parallel printer attached? What is the correct cable
configuration to use?

What are my options for a hard drive? What type of HD am I looking
for? I now have two floppies - SS354's.

Is there a translation capability to read/write IBM & MAC 3" discs?

Are either of the monitors compatable with other PC's? I have a SM124
and a SC1224 as well. (e.g. I don't need two monitors,
simultaneously - could the one I'm not using be hooked as a
display for something else?)

Must I dismantle the unit to read the PROM version? Is there a way to
ask it? ...and what is the current version of the OS? If I don't
have the current version, how can I get it?

Thanks again for any help offered. I'm excited about the ST and
looking forward to becoming "more functional"!!

Well, as for your first question about operating system information you
might want to try investing in Mark Williams C. The compiler kinda sucks,
but the documentation shows you how to do almost anything you want on your
ST with complete working programs...I learned most of my knowledge by typing
in all the examples myself...and screwing around with them in all sorts
of ways.

As for your upgrade question, icky poo. 500K? With MWC you will want at least 2.5 megs so you can make a RAM disk to keep your CC files in OR ELSE you will be sitting waiting all day for a compile to complete.
(I think most will agree Zubair 3D is a fine memory upgrade I loved mine)

As for the printer, the ST doesn't explicitly have to know if the printer it self is serial or parallel, you simply plug it into the germaine port.
(You didn't sy anything whether the printer was serial or centronics)

As for the hard drive options, I would go with:

#1 Choice is ICD drives. (They look neato and are easily expandable)
(Did I mention they are fast too?)

#2 Supra is an excellent drive too.

#3 Yes, then we have Atari's MEGA file series comming in third...they look better on the outside than on the inside. :)
(Although! My Mega STe's drive IS NO SLOUCH and is comparable if not faster than an ICD setup (157N).

As for the floppies, EGADS, I suppose they are useful, but you really should sell both and get a SF314. FORGET MWC if you have 500K and two floppies as a working development/exploration system.

The monitors, Mmmmm, I am not sure about THAT. Let someone else answer that question...it would be a pain I would guess though...

As for the ROMS, if you have version 1.0, Great HornyToads, get to your dealer and have them order the NEW RAINBOW 1.4 TOS, otherwise half your hard disk performance is GONE. (I mean, you wouldn't want to spend all that money on a fast ICD drive and then hook it up to TOS 1.0 would you now?)

In my long winded conclusion, have fun! Goodluck in your TOSLand pursuits.
And remember, a hppy program is one that does what TOS tells it too.
(Except if its TOS 1.0)

--Gregory

1319. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 04:29:56 UTC
From: es1@cunixb.cc.columbia.edu
Message-ID: <1991Feb8.042956.27660@cunixf.cc.columbia.edu>
Source record: 234912
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb8.001307.14535@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

>Here is the kind of opinion I like to read.
>Of course ST is second to TT, but the difference becomes very small,
>after I have made business with Mr. Small:
>My ST will RUN with the high speed of 33MHz offered by 68030 and using
>all of it's 12Mb of RAM...
>Wait until it is 50MHz and 36Mb RAM....
>A-3000, why so pale?
>
As long as you are cross-posting misleading information
(if you didn't realize, look at the Newsgroups: line of your
message, you sent into to both ST and Amiga groups), let me
`clarify' things.

True, the A3000 is only 25MHz, although you can go to
18MB on the motherboard and more on cards. However the 33MHz on
your ST is NOT from Atari, but rather with 3rd party equipment.
Therefore it is fair to consider what can be done on the Amiga
with 3rd party equipment, and for appr. 8 months GVP has been
shipping a 50MHz 030 card for the Amiga 2000, so you don't have
to wait.
Besides, once the 040 starts getting more widespread
50MHz 030s will be a dead issue. The 040 will be the hot issue
and the Amiga (and I assume the Atari too) will be getting addon
boards probably within 3 months.

> Jartsu
>
> TT, the emperor of comp-world, and the high council of STs and STEs
> supporting its every opinion!
>
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

Hehe, nah, I won't say it. 8-)

-- Ethan

Q: What's the definition of a Quayle?

A: Two right wings and no backbone.

1320. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 04:35:33 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb8.043533.7577@daffy.cs.wisc.edu>
Source record: 234921
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

glmwc@marlin.jcu.edu.au (Matt Crowd)
writes:

>}Really, multitasking is WAY overplayed by AMIGA people. They are not
>}the only people who have multi tasking machines, its just that workbench
>}supports this option automatically. While on the ST its an add on.
>}
>}---Gregory

Ok, I am sorry, I am a dorkus, I will stop wasting your time with a machine
nobody even cares about on this group.

matt crowd.

Ok Matt, glad to see you came to your senses!

--Gregory

PS: I make no judgements on what I just did only that its funnier than all
hell! :))

1321. Re: Whatta hellya doin' here?!? (Was: Amiga's are far superior...)

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 04:37:33 UTC
From: rjc@geech.ai.mit.edu
Message-ID: <1991Feb8.043733.16888@mintaka.lcs.mit.edu>
Source record: 234901

In article <1991Feb7.220345.12745@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>I am a ST-user, till the last drop of blood, and I say that Amiga is a
>quite nice machine. I just don't need two machines, and I don't want
>to buy separate MIDI-interfaces...
>
>
>So, AMIGA-USERS, GET THE FUCK OUT OF THIS NEWSGROUP!!!!!!!

There were never any Amiga users in this group. Perhaps you should try
and read the manual on your newsreader, refer to the section on CROSS
POSTING!

I think your acting overly immature to a simple arguement, no need to
scream jibberish and profanity.

>
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1322. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 04:54:13 UTC
From: rjc@geech.ai.mit.edu
Message-ID: <1991Feb8.045413.17211@mintaka.lcs.mit.edu>
Source record: 234908
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1991Feb7.231511.13760@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>In article <91037.183353CXW148@psuvm.psu.edu> CXW148@psuvm.psu.edu writes:
>>Both the Amiga and the Atari ST are far superior to any IBM PC or Mac, and
>>the only people who should be called idiots are the people who buy these
>>machines.
>> Chris Winward, userid CXW148 on PSUVM
>>
>>Disclaimer: These opinions are my own, but probably reflect those of any
>> knowledgeable computer user.
>
>Hey, you seem to be a quite good fellow after all.
>
>I think the order is: TT > ST > Mac > Amiga > ..... > IBM PC...
Hahah. Thats all ^^^^^^^^^^^^^^^^^^^^^ I have to say about this
order.
Hmm, is it possible to even buy a TT in the USA?

>Sorry about the nasty flaming in my previous posting...
>I just get carried out when I see the word Amiga in this newsgroup...
Yes, your sure do overreact to Amiga messages. I surmise it is because
you have an inferiority complex about your machine. Besides that, you
went off half-cocked yelling at Amiga users posting in your group, when
it was cross-posted!
All I can say is calm down and take a chill pill.

> Jartsu
>
>Which machine you use???? (many may wonder this)
>
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1323. Re: opinion about posted 'game'

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 04:58:53 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991Feb8.045853.4301@rodan.acs.syr.edu>
Source record: 234917

In article <1991Feb7.123612.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
>[blablabla]
>I, personally, find such a concept disgusting. It promotes a bigotted racial
>[blablabla]
>
>David Paschall-Zimbel davidli@simvax.labmed.umn.edu

So DON'T DOWNLOAD the thing. Why don't you go burn a book or something.

---jb

1324. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 05:10:49 UTC
From: rjc@geech.ai.mit.edu
Message-ID: <1991Feb8.051049.17515@mintaka.lcs.mit.edu>
Source record: 234916

In article <1420@ewu.UUCP> mpierce@ewu.UUCP (Mathew W. Pierce) writes:
>In article <91037.172827CXW148@psuvm.psu.edu>, CXW148@psuvm.psu.edu writes:

>> three chips called the Agnes, the Blitter, and the Portia). These same chips
> ^^^^^^
>What the h*ll is Portia, you really need to get your facts straight, there is no
>Portia chip.
Portia=Paula! The Amiga chips were renamed when the Amiga500/2000 were made.
Portia=chip that controls the ports. (the name fits the function) The
Denise chip originally had a different name too.

>> are responsible for the multitasking power of the Amiga. The 68K CPU is free
>Don't forget to give credit to the operating system, and the CPU, they also play
>a very important part in the Amiga's amazingly powerful system.
>
>> to attend to other operations while Portia handles the port accessing, and the
>> Blitter and Agnes operate the graphics and sound.
>Again, read a book and get your facts straight, and remember label the proper task`
>with the proper chip, and to include other chips like Gary and Denise, they are
>important too.

Well, the original message did have some facts wrong, but it is essentially
correct. Portia (Paula) handles Sound, and Agnus plays an integral part
is Sprite DMA, BitMap DMA, DISK DMA, Sound DMA, etc. And the Copper is
located in Agnus. So it can be said that Agnus handles graphics and
sound (and everything else) , however Denise is specialized in display
output, and Portia(Paula) in sound/ports.

>> Amiga is due to these three chips, which Commodore has been slow to revise and
>> upgrade. The only exception being the new 'Fat Agnes' which can access 1 meg
>> of video memory at a time, and the new ECS (Enhanced Chip Set).
>Don't for get to include Buster, and Super Denise with her amazing programmable
>dispisplay modes, you seem to be leaving quite a lot out, and not getting what is
>here corect.

Nor Amber,RAMsey, Super DMAC, and Gary!

>.
> You should both get your facts straight, and read industry-
>> wide publications instead of product specific publications. Every system has
>> it's limits. Read Byte instead.

The real limitation of the Amiga is the speed of the chip bus. Once
the 16bit/NMOS bottlenecxk is overcome, the custom chips can once again
take the lead in the industry, however, I really don't see the need to
keep making new custom chips, the real work needs to be done in display

independence.

>> Chris Winward
>> userid CXW148 on PSUVM
>
>You should make your words short and sweet, I sense that you may have had to eat them
>in the past. YOU should readup on what YOU are talking about, go beyond byte, pickup
>or borrow a hardware manual, they are much more informative.

While the original poster made a few mistakes, he was essentially correct.
You made a few mistakes too so don't get so high on your horse. Everyone
makes mistakes. (And Portia is a REAL CHIP!)

>Matt Pierce

1325. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 05:27:19 UTC
From: rjc@geech.ai.mit.edu
Message-ID: <1991Feb8.052719.17865@mintaka.lcs.mit.edu>
Source record: 234918
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb8.001307.14535@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>In article <11431@hydra.Helsinki.FI> news@cs.Helsinki.FI (news) writes:
>>From: luoto@cs.Helsinki.FI (Markku Luoto)
>>Path: kreeta!luoto
>>
>>- it's faster !!
>>- better connections
>>- better software (calamus SL is the only hard core DTP-prog. for pc:s)
>>- more user support (pd librarys/ pd prog)
>>but
>>- amiga games use the hardware resouces better...and that's about it
>>
>>-----------------> of course I'm talking about TT030/8, st stands for...
>>--->....Second To...TT
>Here is the kind of opinion I like to read.
>Of course ST is second to TT, but the difference becomes very small,
>after I have made business with Mr. Small:
>My ST will RUN with the high speed of 33MHz offered by 68030 and using
>all of it's 12Mb of RAM...
>Wait until it is 50MHz and 36Mb RAM....
>A-3000, why so pale?

Your ignorance of the Amiga is shown by the complete bullsh*t you
continually post!
The Amiga has PLENTY of 33mhz and even 50mhz 68030 cards availible.
They have been availible for a long time! and unlike the ST, the
Amiga's OS doesn't crash 68030s! (TOS won't run on 68030's without a patch
because of the privileges instructions it uses).

The Amiga 3000 can hold 18mb of ram on the motherboard and is expandible
to 1.7 gigs!

>
> TT, the emperor of comp-world, and the high council of STs and STEs
> supporting its every opinion!
Are you an idiot or did someone steal your account? This is complete
childish drivel! I bet the TT hasn't sold 1000 units yet. Not to mention
that lots of software won't run on it.

>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1326. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 06:33:26 UTC
From: greg@ccwf.cc.utexas.edu
Message-ID: <43885@ut-emx.uucp>
Source record: 234919
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

[Sorry for the followup, net.public, but this guy bugs me.]

In article <1991Feb7.222920.13058@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>AMIGA-USERS, GET THE HELL OUT OF THIS NEWSGROUP!!!!

Er, did you bother to check the Newsgroups line?
BTW, here in c.s.amiga.* we have a newsgroup for this kind of stuff, so please honor the Followup-To line.

>or I will definitely come and mess up yours with hundreds of articles
>filled with the same kind of shit you've written here...

...which is a great way to get your USENET access revoked.

>Buy an Atari. There are few big advantage above others:

The Atari _does_ have some advantages, but I Jari fails to mention any of them.

> ST/TT-users are definitely not like those fanatic maniacs that
> would defend a jar filled with shit, if there is the word Amiga
> printed on it...

Well, so far this guy's making good on his threat -- and then some...

> ST/TT-users don't attack people who dare to use a computer that
> is something else than ST/TT. They are a one big happy family
> that gives advice to everyone without asking what computer they
> use, or if they are using any...

That may be true of most ST/TT owners, but I bet the net.public can name _one_ ST/TT owner who attacks owners of other computers. [:-)] I think you'll find the general c.s.amiga.* readers to be pretty decent, helpful people, too.

> ST/TT users don't deal people to groups according to their skills
> in computing. In Amigaworld, those mystical expert-user groups with
> mostly under-aged users in charge hide behind funny names and
> keep their organizations up by buying other people's souls using
> pirate-software as a currency.

[This is the part that made me laugh, BTW.]
I don't see where this guy comes off saying something like this. There are no "mystical expert-user groups" in existance. The users groups I've seen and been a member of were all _very_ good about helping out new users. The group at my university has a small number of so-called "expert users" who are happy to help out the novice users. No exchange of pirated software occurs at these meetings. Such things are not only against the law, but they are

against the rules at the university and they are against the bylaws of the club.

Frankly, (and to be truthful this is only hearsay) I have been told that the about of piracy going on in the Atari market is much higher per capita. It's certianly nothing to brag about.

>So, I think there is nothing wrong in the machine itself, it is just ment for
>a bit different kind of use that ST. But there are users that make Amiga
>look dirty. (there are such ST users also, but we wont let them loose...)
>
>I don't care which machine you buy, Amiga is an expensive toy and Atari,
>especially with latest releases, is rather a cheap tool.

Correct. The Amiga and the Atari are designed to do some things better than other machines. The BANG/BUCK ratio is about equal, IMHO. If all I was interested in was MIDI, I would have bought an Atari. Since I'm interested in music (usu. _not_ MIDI), video, real-time graphics applications, etc., I bought an Amiga. I paid more, and I feel that I made the right choice.

BUT THAT WAS MY CHOICE! DON'T THINK THAT I AM TRYING TO DICTATE TO YOU WHAT MACHINE IS BEST!

>Do you know any serious, famous musician using Amiga? I don't.

I'd have to check back in a few recent c.s.amiga.* posts, but I believe I heard something about Robert Plant and someone else using the Amiga for MIDI. I also heard something about a musician who dropped his Mac system and bought into the Amiga in order to produce his music video. [Someone who remembers this better than I please help me out here.]

>Do you know any serious, famous musician using Atari? I do, in fact too many
> to count...

I know of a few musicians using Ataris. I know of a whole helluva lot of them using the Mac. Why, you say, would someone use a Mac for MIDI? Well, there _is_ a lot of _very_ decent MIDI software available for it. I don't think it's an exaggeration to say that the Mac could do MIDI as well or better than the ST or Amiga, simply because the software developer makes more money from the Mac market and decides to work harder on updates, etc. The advantage to using an Amiga or ST is the low price.

BTW, replace the words "famous musician" in your questions with the following and ask them again. These may make you realize that the Amiga and the Atari are not competitors simply because they do _different_ things.

1) cable company
2) video effects engineer
3) home video fanatic
4) movie effects crew
5) world-wide news network
6) virtual reality designer

For the Amiga, I can provide some answers...

1) Too many to name. For one, Austin Cablevision here in Austin, TX.
2) Again, too many to name.
3) Ditto for #3.
4) The infamous Robocop 2 scenes that apparently got cut, for one.
5) CNN. [Yes, the familiar "Cleared by U.S./British/Israeli/Iraqi Military,"
along with the rest of the genlocked graphics, are done by an Amiga.]
6) Quite a few. Post anything about VR and see what percentage of people
interested are using Amigas. I'll be on the list...

Anyway, my point is that both machines have their good points. Please don't
post saying that the ST/TT is "so much better" and proceed to list a lot of
BS points that are supposedly bad about the Amiga.

I've been carrying on a nice, rather educational conversation with an Atari
owner for quite some time. I have learned quite a bit about the Atari, and
I know its good points. I also hope I've supplied some useful/educational
info on the Amiga to this person. All in all, I don't think either one of
us feels "superior" or "envious" about the other's machine.

Outrageous flaming is not a way to deal with the differences between machines.
Please stop using this tactic.

Greg
--
-------Greg-Harp-------greg@ccwf.cc.utexas.edu-------s609@cs.utexas.edu-------
"Confutatis maledictus "When the accursed have been counfounded
Flammis acribus addictis, == And given over to the bitter flames,
Voca me cum benedictis." -- Mozart Call me with the blessed."

1327. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 06:43:35 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Feb8.064335.26267@cs.ucla.edu>
Source record: 234915

In article <1991Feb8.010109.396@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>The 68030 and 68040 are obsolete because:
>1. At the same clock rate, even the 68040 is less than half as fast as
> the 88000.

Are you talking instructions per second here? I'm sure you realize that the individual 68040 instructions are more powerful than individual 88000 instructions (in general).

>2. Motorola has only two REAL 680x0 customers left: Apple and Motorola. NeXT
> might pick up some slack, but not more than 2-3% in the foreseeable future.

I don't what your definition of REAL customers is, but I _know_ that there are a _lot_ of computer peripherals which use 680x0 processors. No, they're not personal computers, but there are a lot of 'em.

>3. Motorola has already announced the 88110, twice as fast as the 88000, with
> the CAMMU built in (not on a seprate chip).

Is the CA for content addressable? I'm not familiar with this term.

>4. Motorola has publicly boasted that 88110 will be operating at 200 Mhz by
> the end of 1992. They might not make it, but... I'd rather have a 200
> MIPS single-chip computer than a 15-MIPS one.

And how much will this beauty cost? You can get some pretty fast ECL chips right now. Darned expansive (and power hungry) though!

>5. Right now, 88xxx's are more expensive than 68xxx's, but that won't last
>
> forever.
>6. Motorola has several REAL customers for 88xxx: Data General, Tektronix,
> Sequent, Opus, and, of course, Motorola.

I'm sorry, but I still don't understand your definition.

>
>--
>vsnyder@jato.Jpl.Nasa.Gov
>ames!elroy!jato!vsnyder
>vsnyder@jato.uucp

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1328. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 07:20:38 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb8.072038.375@abode.wciu.edu>
Source record: 234922

About optimizing (de-fragging!) your hard drive. I would recommend using Hard Disk Sentry by Beckemeyer Development Tools, this commercial software has a list price of $49.95. It has both a repair utility and an optimizer. It should be available from your local Atari dealer (if you have one!); if not, call Beckemeyer at 415/452-1129. Bye.....

Luis

--
"""""""

1329. Re: Gulam questions

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 07:41:57 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <mwH2w2w163w@ersys.uucp>
Source record: 234756

I think the fellows problem with 'cat' in Gulam is that cat loads the file into memory before displaying it. Therefore if it runs out of memory, it just doesn't display it. For some reason, ue often works.

```
_________________________________________________
//\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
\__/_____________________________________________/ / | \ expressed
[=FoReM-Net:The=Follower===@=Node=171=The Outland==] herein are always
[=UUCP:ersys!arktik@nro.cs.athabascau.ca==========] true, as I am
[=Ryan Daum=======================================] Divinity.
```

1330. Spectre 3.0 - Re: Autoswitch-Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 07:51:00 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb8.075100.8175@daffy.cs.wisc.edu>
Source record: 234925

OK here is the goo on Spectre 3.0: Enjoy it I sure did!

Spectre 3.0 Release Notes

KEYBOARD DRIVER

The new keyboard mapping is as follows:

F1 Mount drive A
F2 Mount drive B
F3-F10 Mount hard drive partitions 1-8

Shift-F1 (unused)
Shift-F2 (unused)
Shift-F3-F10 Mount hard drive partitions 9-16

Control-F1 Color, Scrunch mode
Control-F2 Color, Scroll mode
Control-F3 Color, Top of scrolled screen
Control-F4 Color, Bottom of scrolled screen
Control-F5 SLM804, ImageWriter emulation ON
Control-F6 SLM804, ImageWriter emulation OFF
Control-F7 SLM804, Force formfeed
Control-F8 SLM804, Dump buffer contents
Control-F9 SLM804, 72 dpi rotated screendump
Control-F10 SLM804, 300 dpi screendump

Alternate-F1 Mac Plus emulation
Alternate-F2 Mac 512Ke emulation
Alternate-F3 SCC/VIA patches ON
Alternate-F4 SCC/VIA patches OFF
Alternate-F5 Orwell's disk monitor ON
Alternate-F6 Orwell's disk monitor OFF
Alternate-F7 Turbo disk mode ON
Alternate-F8 Turbo disk mode OFF
Alternate-F9 Debug mode ON
Alternate-F10 Debug mode OFF

(the Alt-Ctl-Fx keys are only active in Debug Mode)
Alt-Ctl-F1 SLM804 hex dump
Alt-Ctl-F2 SLM804 hex dump OFF

Alt-Ctl-F3 Disk messages ON
Alt-Ctl-F4 Disk messages OFF
Alt-Ctl-F5 Line-A tracer ON
Alt-Ctl-F6 Line-A tracer OFF
Alt-Ctl-F7 Debug to printer ON
Alt-Ctl-F8 Debug to printer OFF
Alt-Ctl-F9 Bus Error messages ON
Alt-Ctl-F10 Bus Error messages OFF

ESC Same as keypad Clear (this results in a true ESC code)
UNDO Same as Command-Z (normally UNDO menu entry)
DELETE Same as Command-X (normally CUT menu entry)
INSERT Same as Command-V (normally PASTE menu entry)
CLR/HOME Same as Command-C (normally COPY menu entry)
HELP Same as Command-? (normally HELP menu entry - if available)

Shift-HELP Calls up configuration page

Alternate-Control-Clr/Home Parks all hard disks

Alternate-Control-Delete Warmboot (stays in Mac mode)
Alternate-Control-RightShift-Delete Coldboot (back to ST mode)

As is expected, the keypad and arrows now work as they do on a real Mac (including the shift-, command-, and option- versions).

The configuration page now reflects any changes made via the function keys (this includes machine type, ImageWriter emulation, and SCC/VIA patches).

Applications which return the keyboard type now correctly report the keyboard as a Macintosh Plus keyboard. Also, the problems with the Calculator DA with the keypad have been fixed.

Note: non-U.S. keyboard may not work properly when Spectre is in Mac 512Ke mode (as opposed to Mac Plus mode).

SOUND MANAGER

The Macintosh Sound Manager (introduced in System 6.0 and Hypercard) is now supported. This means HyperCard sounds and alternate System Beeps (in the 'Sounds' CDEV) will work. Due to the differences between the Mac and ST hardware, some sounds may not sound quite right - most notably the 'Cling-Klang' and default beeps. The vast majority of sounds should play just fine.
You will also notice a slight pause the first time a System Beep is sounded. This is necessary to ensure compatibility with all current and future System versions.
If a MegaTalk board is installed, all sounds should sound correct.

Note: when using a color monitor, you might see an occasional flickering dot on the screen as a result of this - this is normal.

SOUND DRIVER CHANGES

Setting the sound volume to 0 in the Control Panel (in the General CDEV or the Sound CDEV) will disable sound. Mac applications will not be able to override this.

SLM804 CHANGES

Page buffer is now cleared following a 300 dpi (straight) screen dump.

CONFIG PAGE CHANGES

The Spectre config page now displays on all monitors, both standard and non-standard (Spectre 2.65 only displayed the config page on a standard Atari monitor).
The config page is also now available in 832K mode. Due to memory restrictions, in 832K mode, Spectre must request 32K of memory from the Mac OS to use as a screen buffer. If 32K is not available, the config page will not appear. If this occurs, quit back to the finder to release some memory and try again.

SERIAL DRIVER CHANGES

The advanced control call for setting the baud rate (csCode=13) is now supported. This should fix CDC Connect (and another CDC program) and any other terminal program which may be using this call.
Several minor changes have been made to the serial driver which may improve compatibility with some applications (such as the Async LaserWriter driver - see comments in the 'Bug Fixes' section).
Due to some slight hardware incompatibilities, if you wish to use the Asynchronous LaserWriter driver (or other application which uses async. serial I/O), you need to turn on the 'Async. serial/printer' option on the config page. Be advised, though, that having this selection on can cause a significant slow-down in programs which do not use async. serial I/O (such as dot-matrix printer drivers).

68020/68030 SUPPORT

CPU type is automatically determined by Mac OS. The Spectre code has
been modified to work with any of the 680x0 family of CPUs.
Mac applications which check the CPU type will know which CPU is
installed.
ZEUS II has been introduced to handle Bus Errors on the 68010, 68020,
and 68030.

68881/68882 SUPPORT

The 68881/882 in the Atari TT, the Gadgets' 68030 SST, or other 68020/
68030 accelerators is now supported for Mac use. This does not include
Atari's 68881 expansion board (SFP004) for the Atari Mega, which interfaces
the 68881 chip in a manner which is exclusive to the Atari.

IMPROVED MONITOR SUPPORT

Spectre can now handle monitors of virtually any size automatically.
This includes standard ST, Moniterm Viking, ISAC (monochrome mode), Matrix,
TT High Res (1280x960). Overscan mode is not yet supported due to the
non-standard software requirements.

DISK DRIVERS (floppy & hard disk)

Spectre now does a better job of informing the Mac whether a disk is
in the drive. This was causing problems with Apple File Exchange and can
be seen with SUM II (look at the Drive Queue).
The size of a drive as shown by SUM II, Norton Utilities and a few other
utilities is now correct.
MacEnvy II and other programs which check the drive type will now think
the floppies are FDHD drives (SuperDrives) controlled by a SWIM controller
and should know the hard disk partitions are not 400K floppies. This
should eliminate the problem of hard disk backup programs converting a
hard disk partition into a 400K MFS partition.

FLOPPY DISK DRIVER

The floppies now function as SuperDrives (minus the 1440K mode) and can
read/write MS-DOS (not ST) disks with programs that support it. DOS
Mounter and Apple File Exchange work as they should.
Using Apple File Exchange, you may format 720K MS-DOS disks which are
usable by Apple File Exchange, DOS Mounter, AccessPC, and directly in ST
mode.
Aladin disks are also supported. There are options in the CONFIG page

to select which format (Spectre or Aladin) to use on each drive. There is also a CONFIG page option to select whether the Aladin disks are 9 sectors per track or 10.
The icon for MS-DOS and Aladin disks is a floppy disk without a Mac Plus or Spectre logo.
If you get a disk failure on an MFM formatted floppy, Spectre will not drop into GCR mode. This means if you insert an ST/MS-DOS disk, you will get the format dialog much quicker.
The in-line formatter now supports Spectre format. You can format a Spectre disk by holding down SHIFT when the format operation begins. If you are using a Spectre 128, you will get Spectre format automatically.
The floppy disk cache has been removed entirely (to free up some more space).

NOTE 1: Only double-sided MS-DOS and Aladin disks are supported.

NOTE 2: You can only mount MS-DOS disks with DOS Mounter or AccessPC. MS-DOS disks can be read from and written to using DOS Mounter, AccessPC, or Apple File Exchange.

HARD DISK DRIVER

The hard drive read/write code has been TOTALLY rewritten to provide 68020/030 support.
You can now park all attached hard disks by pressing Alt-Ctl-Home. All hard drives must have been ejected prior to doing this (if any HDs are mounted, the park function will be inoperative).
Once you've parked the HDs, you will be able to continue using the computer, but will be unable to mount any HD partitions. Parked HDs need to be powered down before they will be usable again.
The Mac OS now knows that Spectre hard disks are actually hard disks and not floppies. You can now select "Erase Disk" to erase a hard disk properly. Also, dragging a floppy disk icon to a hard disk window will create a folder on the hard disk like it is supposed to.

Spectre partitions which support saved parameter RAM/Config page settings will have the type 'OOP' instead of the previous 'ACK' (which is still supported but can't handle the saved parameter RAM/Config page data). See 'PARAM RAM/CONFIG PAGE SAVER' section for further details.

Note: Atari TT SCSI drives are not yet supported. ACSI drives connected to the DMA port work fine, though.

PARAM RAM/CONFIG PAGE SAVER

The parameter RAM (holds your control panel, Map CDEV, and Sound CDEV settings) is now saved, along with your CONFIG PAGE settings. To use this

feature, you must use Spectre 3.0 to reformat your boot partition so that the space needed for saving this data is reserved.
If the hard drive partition you have selected to boot from is an 'OOP' partition, the PARAM RAM/CONFIG PAGE data will be loaded from that partition. If the partition is an 'ACK' partition, or if you don't have a HD partition selected to boot from, the PARAM RAM/CONFIG PAGE data will be loaded from the first enabled 'OOP' partition.
If you're confused about 'ACK' and 'OOP' partitons, there's a simple rule. Partitions formatted with Spectre 2.65 or before are 'ACK' partitions. Partitions formatted with Spectre 3.0 and above are 'OOP' partitions.

Note: There are no provisions for saving this PARAM RAM/CONFIG PAGE data to floppy disk.

MEGATALK SUPPORT SUPPORT

Selecting 'MegaTalk' in the 'Printer' menu (see below) causes the 2 serial ports on the MegaTalk board to be used as the Mac serial ports. If a MegaTalk board is present, the SCSI port on it will automatically be enabled allowing the use of any Mac SCSI device and software. Keep in mind that the Spectre launcher only shows devices connected to the ST's DMA port. The SCSI port is virtually identical to the Mac Plus both electrically and functionally (i.e. the function keys for inserting and ejecting Spectre hard drives does not apply).
If there are any bootable SCSI devices attached to the MegaTalk board, they have priority over Spectre hard disk partitions when booting.

VERTICAL BLANK

There are now two settings for vertical blank (selectable in the CONFIG page): REAL and SIMULATED. The two modes offer different pros and cons, so you should select the one appropriate for the work you are doing.

REAL Vertical Blank (used in Spectre versions prior to 2.65)
PROS: 1. Vertical blank interrupts are synchronized with the screen (some animation/games rely on this).
2. Vertical blank won't interfere with the SCC chip on the MegaTalk board. The prevents lost data.
CONS: 1. When using a monochrome monitor, any software which uses vertical blank for timing will be inaccurate. This affects sounds which will be higher pitched than normal (like Spectre versions prior to 2.65), benchmarks, and some other time-based software.

SIMULATED Vertical Blank (used in Spectre 2.65/2.65c)
PROS: 1. Application which use vertical blank for timing will be

accurate (sounds will be the correct pitch and benchmarks will
be correct).
CONS: 2. May interfere with applications which use the SCC chip on the
MegaTalk board (AppleTalk and MIDI).

For the most part, SIMULATED vertical blanks can be used for general
use. If you are using a MegaTalk board, it is likely you will need to
select REAL vertical blank to prevent interference with MIDI.
This can all get a bit confusing. If you're completely lost, try them
both and see which one works for the programs you are running.

Note 1: Coda's Finale can use MIDI in either mode. Most other MIDI
applications require REAL vertical blanks.

Note 2: Opcode's Vision will play MIDI music too fast when using REAL
vertical blanks with a monochrome monitor. The work-around is to
simply decrease the tempo slightly.

Note 3: The speed of the REAL vertical blank is determined by the monitor
plugged into the ST's monitor port. This is important if you are
using a Moniterm, ISAC, or other display system which doesn't use
the standard monitor port.
A color monitor will result in a 60 HZ vertical blank (in the U.S.,
50 Hz in Europe) and a monochrome monitor will result in a 71 Hz
vertical blank (worldwide).

64K ROM SUPPORT

64K ROM support has been eliminated. It hasn't worked since Spectre
1.9 anyway. We got VERY FEW complaints (maybe 2 or 3) and we needed the
space.

NEW LAUNCHER

The ST-mode launcher has been reworked with many changes to the menus:

SPECTRE 3.0g1: This menu entry now reflects the Spectre version number.
The 'Spectre 3.0' dialog now indicates whether a MegaTalk board is
installed.

FILE: 'Spectre' and 'Quit' positions were reversed to conform with the ST
"standard" for the 'File' menu.

Note: ^Q is the keyboard equivalent for Quit regardless of the language.

MEMORY: sizes shown are "legal" Mac memory sizes. Any size too big for the
current machine/configuration is greyed out. The last size on the list
is the absolute maximum memory size supported by the configuration and
may not equate to a real Mac size. STs with 3 Megs of memory are now

supported.

Note 1: you'll notice that on machines with more than 1 Meg, the max. memory size is 64K larger than before. This was an error in previous versions.

PRINTER: there are three choices for using the ST ports:
1. 'Parallel' directs the Mac printer port to the ST parallel port.
2. 'Serial' directs the Mac printer port to the ST serial port.
3. 'SLM804' directs the Mac printer port to the ImageWriter emulator for the SLM804.
There is one MegaTalk choice:
1. 'MIDI/Serial' directs BOTH the Mac printer and modem ports to the corresponding MegaTalk ports. When this is selected, the ST's parallel and serial ports are inoperative.

The MegaTalk menu entry is disabled if a MegaTalk board is not installed.

Note: you MUST select 'MIDI/Serial' for most MIDI applications to function properly.

PARTITIONS: This menu displays all available Mac/Spectre hard disk partitions and lets you select the one you'd like to boot from. Up to 16 partitions are allowed and displayed.

You can select the partition you wish to boot from by clicking on it. A checkmark will appear next to its name in the menu. If you click on the currently selected boot partition, it will be deselected and when you go into Mac mode, you will be able to boot from any drive by pressing the appropriate function key when the flashing question-mark (?) appears.

HARD DISK: 'Hard Disk boot' has been eliminated in favor of the booting method described in the section above.

'Slow SCSI' has been renamed 'Turbo SCSI' and works opposite previous versions. 'Turbo SCSI' is the same as the "normal" case in previous versions. Having 'Turbo SCSI' turned off is the same as selecting 'Slow SCSI' in previous versions.

The hard disk format dialog has been changed extensively. The dialog now shows a graphical display of the hard drive with each partition shown as a bar whose size is proportional to the partition size on the HD. Each bar's fill pattern corresponds to the type of the partition. You can select a partition by either clicking on the numbered box or the rectangular area corresponding to the desired partition.

The 'Type' field now shows whether a Mac partition is HFS or MFS. If the partition supports Parameter RAM saving, it will be shown with a '-P' after the type, like this: 'Spectre-P HFS' or 'Spectre-P MFS'.

'BGM' (HDX 3.0x Big GEM) partitions may now be converted to Spectre. All partitions foermatted with Spectre 3.0 will be of type 'OOP' as opposed to the old 'ACK'.

Formatting a HD partition for Spectre writes a directory slightly
different than that created by the Mac. This prevents Disk First Aid
from working. If you wish to use Disk First Aid, use the Finder's
'Erase Disk' function to create the proper directory structure.

If you wish to reformat a Spectre partition and keep it the same type
(i.e. keep an 'ACK' as an 'ACK' partition), just select 'Erase Disk' in
the Finder menus. If you wish to convert an 'ACK' to 'OOP', you will
need to use Spectre's format (after which you may use 'Erase Disk' to
be compatible with Disk First Aid).

The new Mac hard drive partitioning scheme is now recognized, so using
real Mac HDs or Mac-formatted SyQuest cartridges should no longer be a
problem. Parameter RAM saving is not supported for these drives.

After formatting a partition for Spectre use, the auto-boot setting
of the hard disk is maintained.

FLOPPY DISK: Formatting a floppy disk writes a directory slightly
different than that created by the Mac. This prevents Disk First Aid
from working. If you wish to use Disk First Aid, use the Finder's
'Erase Disk' function to create the proper directory structure.

OPTIONS: 'Help' provides on-line help (this will be detailed later).

The 'Alternate Video' option has been eliminated. The new dynamic
screen sizing automatically puts the screen in its optimal location.

Sound can be turned on and off here. 'Sound 6.0.x' has been eliminated
since the Sound Manager now works. It was also determined that due to
hardware differences, supporting the STE & TT sound hardware would not
provide any benefit.

The SLM804 device number is set here.

The 68030 options allow you to select which of the 68030's caches to
have enabled and allows you to turn Burst Mode on or off. Generally,
having them all on is the fastest, but in a few rare cases, you may run
across software which is not compatible with one or more of these modes.
Also, Burst Mode may not be supported by all 68030 boards or machines.
Turning on Burst Mode when it's not support should cause no harm, but
will not increase performance, either.

The cache options are only enabled if a 68030 CPU is installed.

The floppy cache has been removed entirely.

All hard drive access in the launcher is done in a 'Slow SCSI'-like mode to
prevent problems with some hard drives.

On the TT, if you are in a resolution other than "ST High" (640x400) or
"TT High" (1280x960), Spectre will switch into "ST High" before going into
Mac mode.

DRVR128.PRG was renamed DRVR128.SYS to prevent confusion (it is NOT a
runnable program, as its name suggested).

Spectre will look for language files, help files, keyboard files, and DRVR128.SYS in both the current directory AND in a folder called ETC if it exists. This provides for better organization of files. The SPECTRE.CNF must be in the same directory as SPECTRE.PRG.

LAUNCH.PRG will look for SPECTRE.CNF in the AUTO folder, outside the AUTO folder or in a SPECTRE folder (if it exists).

FOREIGN LANGUAGES

The Spectre launcher now determines the nationality of the TOS ROMs and will load an appropriate language file (if present) so that all of the menus, alerts, and dialogs will appear in the appropriate language. The language files are named:

USA.LNG - United States of America (this isn't really necessary)
FRG.LNG - Federal Republic of German
FRA.LNG - France
UK.LNG - United Kingdom
SPA.LNG - Spain
ITA.LNG - Italy
SWE.LNG - Sweden
SWF.LNG - Switzerland (French)
SWG.LNG - Switzerland (German)
TUR.LNG - Turkey
FIN.LNG - Finland
NOR.LNG - Norway
DEN.LNG - Denmark
SAU.LNG - Saudi Arabia
HOL.LNG - Holland

If there is a file named DEFAULT.LNG, it will override the auto-country detection. If the appropriate country's language file is not present then the built-in English text will be used.
Instructions for modifying/creating language files are in the file SAMPLE.LNG.

Note: not all of these language files are included with Spectre. If you create a language file for a country not included, we would appreciate a copy of it to distribute with Spectre.

LOADABLE KEYBOARD TABLES

Spectre will now automatically load a keyboard table for the appropriate country (similar to the language files). By editing the keyboard table, you can remap most of the keys to other keys. This is primarily for those countries that we don't currently support, although others may want to change the keyboard table as well. For example, you can now swap the

function of the Alternate and Control keys (many people have requested this). You can also create a Dvorak keyboard layout, etc.
The keyboard table files are named the same as the language files, except they have a .KEY extender (instead of .LNG). Instructions for modifying/creating keyboard tables are in the file USA.KEY.

Note: as with the language files, not all keyboard files are included with Spectre. If you create a keyboard file for a country not included, we would appreciate a copy of it to distribute with Spectre.

ON-LINE HELP

When this option is selected, a help file is loaded from disk and displayed in a dialog box. The first help "screen" is a list of available topics - clicking on one will bring you to the appropriate page. Clicking on 'Home' will take you back to the topic list page.
Help files are named the same as the language files, except they have a .HLP extender (instead of .LNG). Instructions for modifying/creating help files are in the file USA.HLP.

MISCELLANEOUS

The 'Restart' menu option in Finder now works (except on the TT).

The 'Welcome to Macintosh' and Shutdown dialogs are now centered on the screen properly. The startup disk icon and Happy Mac icons are also centered.

BUG FIXES (since Spectre 2.65/2.65c)

As stated above, the keyboard type is now correct (Mac Plus keyboard) and the problem with the Calculator DA and the keypad is fixed.

Several bugs in the in-line formatting code have been fixed making in-line formatting much more stable and reliable. Spectre should never lock up when an unformatted disk is inserted.

A bug necessitating pressing a function key twice to mount a drive after restarting has been fixed.

A problem with the Extended Parameter RAM (XPARAM) not working properly is now fixed. This was evident in the Map CDEV, which wouldn't let you set your current location correctly.

When using System 6.0.4 (and above), emulation of a Mac Plus (as opposed to Mac 512Ke) works as it should.

System 6.0.5 now works.

System 6.0.6 and 6.0.7 work, although the new Sound Manager in them does not work. You will only be able to use the 'Simple Beep'.

When restarting after a crash or failed boot, the system would often lockup (with a non-flashing question mark). This is now fixed. Under VERY extreme circumstances, this could have caused lockups at other times.

A bug in the Bus Error handler has been fixed. This now allows Grammatik Mac to work and PageMaker 4.0 to print PostScript to disk without locking up. This may also help other applications which simply freeze the machine. Note: these programs are doing an illegal Zerostore which the Bus Error handler was handling incorrectly; the real problem still lies internally to the application.

Several bugs in the serial driver have been fixed. This allows the use of Apple's Asynchronous LaserWriter driver to print directly to a PostScript printer attached to the serial port.

A change was made in the mouse handler which should prevent the mouse from ever locking up. Note that this isn't necessarily the same as the COMPUTER locking up, which is generally the result of misbehaved software.

Flashing A & B, crash page, Orwell's disk monitor and other debugger output should display properly on non-standard monitor sizes.

Pressing keypad-* at a crash page should return you to the Finder. This was always here, but never worked properly. Now, it has a good chance of working, although the crash may have left the machine in a non-recoverable state. Note that this works by "quitting" the current application and returning you to the Finder. If you are already at the Finder, this will NOT work.

Copying Mac & Spectre disks with Spectre's 'Duplicate Disk' function now works properly. Previously, there were times it would report that the destination disk is bad.

KanjiTalk 2.0 now works.

HyperCard 2.0 now works.

1331. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 08:04:17 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb8.080417.8298@daffy.cs.wisc.edu>
Source record: 234926

Sender: uucp@ncr-mpd.FtCollins.NCR.COM
writes:

>What's the story with 640x400x2 ?

Duh. That means that in this mode the machine can display 640 dots
horizontally and 400 vertically with a choice of 2 different colors :^) :^)

I should have rephrased it. On the TT it is possible to change these colors
besides the BLACK and WHITE on the STe.

I was just curious if it was possible if I could have any other colors
in this mode, besides my MONO.

That would be nice.

--Gregory

1332. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 09:09:11 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2258@odin.cs.hw.ac.uk>
Source record: 234941

In article <1991Feb7.022155.3442@marlin.jcu.edu.au> glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
>In article <91037.183353CXW148@psuvm.psu.edu> CXW148@psuvm.psu.edu writes:
>>Both the Amiga and the Atari ST are far superior to any IBM PC or Mac, and
>>the only people who should be called idiots are the people who buy these
>>machines.
>> Chris Winward, userid CXW148 on PSUVM
>>
>
>I wouldn't go so far as to say that the ST is better than the Mac, or
>even a 486 ibm for that respect....

I don't want to start a long (and boring!) discussion about this but if you are willing to pay any amount then you will always get a 'better' computer.
I've heard a braggart go on about how great his '486 machine was and how it could do anything an ST could do and some more. BUT for the price of this particular machine you could have bought 4 or 5 ST's and so more people would have some computing power on their own desks.

I really think Atari should make the business community aware of their product line and get the ST/TT into the offices of the world!

>matt crowd.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1333. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 09:41:19 UTC
From: hvaalde@cs.vu.nl
Message-ID: <8997@star.cs.vu.nl>
Source record: 234927

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>In article <4014@orbit.cts.com> schaper@pnet51.orb.mn.org (S Schaper) writes:
>> This is an inevitable question, so I will ask it. How about having TOS 2.05
>>available for the older ST's, in both six and two chip sets (I have an early
>>520 now plus, with the six chip set). It sure would be a major improvement
>>over TOS 1.0 and would be worth the investment.
>> ...

>Well you're a latecomer to the discussion on new TOS versions but your vote on
>the matter is most welcome.

I vote for a fully compatible RAM loadable (from HD ofcourse) version for
HD owners
and if possible a stripped ROM version to satisfy floppy users and some
HD owners with little memory
By the way how big is the ROM space of the 1040STE?

Harold van Aalderen (hvaalde@cs.vu.nl)

1334. A2000/500 pricing (was Re: advice please - Atari-ST or Amiga)

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 10:24:01 UTC
From: jc@cel.co.uk
Message-ID: <8415@suns201.cel.co.uk>
Source record: 234928
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <858@cbmger.UUCP> peterk@cbmger.UUCP (Peter Kittel GERMANY) writes:
>
>If you really want to do serious text processing and accounting,
>I wouldn't recommend the cheapest model (plain A500). Perhaps you
>should consider an A2000, which is not so much more expensive here
>in Europe. Expandability is better, see below.
>
>Best regards, Dr. Peter Kittel // E-Mail to \\ Only my personal opinions...>Commodore
Frankfurt, Germany \X/ {uunet|pyramid|rutgers}!cbmvax!cbmger!peterk

While I think the 2000 is a nice machine (after all, I upgraded to a 2000
from my original 1000 :-) I'm a little surprised at the "not much more
expensive" description. Over here in the UK a 2000 is 2.5 - 3 times more
expensive than a 500, and the difference would probably pay for a hard drive
and some extra memory. That's quite a lot to pay for the extra expandabilty -
It was worth it to me, since I wanted to be able to use lots of extra stuff,
and I like the seperate keyboard, built in PSU and solid case - particularly
since I'm pushed for desk space. (Every time I need to open the case to add
something new, I'm impressed by the design - Commodore did an excellent job
of making it easy to get at things! I hope the 3000 is as good..)

Anyway, back to the original point - Is the German pricing that much
different? If so, why?

And still on the subject of pricing, given that Commodore can afford to
give educational discounts to students in the US, why don't they consider
doing something for the people who've supported the Amiga so far, like
some form of discount on 3000s for existing owners?

--
+---+ |
| Jerry Cullingford jc@cel.co.uk or jc@crosfield.co.uk | ,-|--
| #include <std.disclaimer> Amiga! 2,000,000+ and counting.... | _|__
+---+ ___/

1335. Re: tos bug Was: Using GDB

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 10:55:28 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb8105528@ghiggins.hpl.hp.com>
Source record: 234946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had a look at my system setup following Dave's suggestion. I find that the ICD HD driver already gives me 250 folders, so it can't be that. I too suspect memory management (malloc? sbrk?). It's a bit of a pain as, under Ksh, the commandline args output whilst compiling are single, unbroken lines, so I can't tell which file it was compiling when it bombed (the filename is about 3" to the left of my screen :-( )--- but it still leaves behind an improperly-compiled (improperly written/saved?) .o file, which needs to be deleted before restarting the compilation.

The only things in the AUTO folder are COPYFIX, FSELECT, ICDTIME and MINT. There's a 60k DOS buffer, a 20K disk cache and 250 folders (from the ICD HD driver). I wonder if I need to turn on the write verification?

BTW, Eric Smith noted that -fomit-frame-pointer si inimical to -g/-gg and that he expected GCC to have mentioned this fact (RTFM, Graham -- probably). Dave Megginson says that he's had success with GDB using the unisb GCC, but that the internal gdb stuff has been stripped out and it only produces dbx info. I rmember Edgar Roeder mentioning this --- but what's the net effect? I mean what effect does that have on the functionality of GDB?

Just to satisfy my curiosity ...

Has anyone else suffered from Error 66 (invalid program load format) errors on posted stuff? The recent nroff posting (manpager) yields this error, whilst lessbin was fine. I also remember jbammi once being surprised that a preloaded TeX binary he distributed showed the same error. What I find odd is that no-one else has mentioned any problems with the manpager. Is it just my system, I wonder?

I also had to recompile flib.ttp in showdvi-1.0. Now I've seen a README endorsing showdvi-1.0 from jbammi and would have thought that he'd have mentioned any problems. Flib crashed with an "fseek" error and GCC complained about the usage of a short. I (arbitrarily) replaced the short with an int and it seems to work OK --- at least it will create libraries and showdvi can use them OK. I believe that the fseek problem might be down to the fact that the binaries were compiled with Turbo-C, but I'm curious to know whether anyone else has had the same problem.

BTW, dviatari crashes out on Jeff Long's deskjet font files (300 -> fonts), apparently seeing Character 0 more than once. Anyone got this to work successfully? I tried using single fonts but all dviatari would print was (and here I quote) "G000680c6" at the top of each page. However another dvi printer driver (dvidsk5) worked fine on those same fonts. I suspect a problem with dviatari's compilation --- anyone seen the sources of this?

Thanks for the info. Still trying.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1336. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 11:16:45 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Feb8.111645.8839@newcastle.ac.uk>
Source record: 234931
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

rabino@eng.umd.edu (Michael Rabinovitz) writes:

> Spice.lzh is now on the Atari.archive. I have tried it on several of
>the included input files, but only got an error message reading "Execution
>error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20
>Meg HD. Is anyone else out there more successful?

There is a file PRL.TOS, stick it in your auto folder. Its purpose is to
supply all the library routines that the program requires.

Leigh.
Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1337. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 11:26:25 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Feb8.112625.9349@newcastle.ac.uk>
Source record: 234932
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

L.B.Brown@newcastle.ac.uk (L.B. Brown) writes:

>rabino@eng.umd.edu (Michael Rabinovitz) writes:

>> Spice.lzh is now on the Atari.archive. I have tried it on several of
>>the included input files, but only got an error message reading "Execution
>>error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20
>>Meg HD. Is anyone else out there more successful?

>There is a file PRL.TOS, stick it in your auto folder. Its purpose is to
^^^^^^^
rename to PRL.PRG first of course!

Leigh.

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1338. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 11:38:06 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb8113806@ghiggins.hpl.hp.com>
Source record: 234944

Well said.

One of my favourite cartoons shows two guys standing beside a new car (shown from the rear) on a garage forecourt. Obviously, salesman and prospective customer. The salesman is saying "Well, they *were* going to call it the GT-XLi-TC. but they decided to stop pussyfooting around." On the rear end of the car, there is a marque", written in that stylish chunky but slightly sloping font, "Mine's better than yours, nyahh!".

Come on guys, someone's ringing your bell.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1339. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 11:42:59 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb8114259@ghiggins.hpl.hp.com>
Source record: 234945

By inference, DLII (the only defragger I've used) must use a signed short,
as I have ICD s/w driving my HD's 32Mb partitions and DLII crashes out
on them --- but works OK on floppies.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1340. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 12:11:21 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Feb8.121121.19895@ugle.unit.no>
Source record: 234930
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Feb8.022956.28519@ms.uky.edu>, bud@ms.uky.edu (William K Glunt) writes:
|> In article <1991Feb8.015713.29253@eng.umd.edu> rabino@eng.umd.edu (Michael Rabinovitz) writes:
|> >
|> > Spice.lzh is now on the Atari.archive. I have tried it on several of
|> >the included input files, but only got an error message reading "Execution
|> >error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20
|> >Meg HD. Is anyone else out there more successful?
|>
|> Interesting. A few months ago I bought a used copy of the prospero
|> fortran compiler, and there's a program PRL that you're supposed to
|> run before running any of the other stuff. I think PRL is ram resident
|> library stuff. Anybody know what Spice.lzh was written in?
|>
|> Bud

Yes, you have to run PRL.TOS before you run spice.ttp. PRL.TOS is included
in the .LZH file. Unfortunately spice.ttp/prl.tos bombs out if ataris
cachennn is resident.

Stig Vidar Hovland - stigvi@lise.unit.no

1341. Re: Setting up Acex DM-9600M, need HELP!

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 12:57:36 UTC
From: miked@syscon%nstar.rn.com
Message-ID: <1991Feb8.125736.13872@syscon%nstar.rn.com>
Source record: 234949
Cross-posted to: comp.dcom.modems,comp.sys.atari.st

s37837k@saha.hut.fi (Jari Lehto) writes:

>So I would like to set my Acex so that it uses locked terminal baud rate
>(19200bps) with RTS/CTS or XON/XOFF flow-control and error-correction

The ST will need a program likr TURBOCTS to correctly use RTS/CTS
harware handshaking.Supposedly they fixed the bug in TOS 1.4 but
I have heard that there are still problems with handshaking.

>Atari ST. I have only once tried it with ST before, and then it acted

1342. Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 13:40:25 UTC
From: carlo@electro.com
Message-ID: <1991Feb8.134025.28969@electro.com>
Source record: 234929

I have the following software for sale, all with original docs in original boxes:

MasterPlan (spreadsheet) $15
ST Ledger Personal Accounting System $10
The Informer (database) $10
Muzap (game) $5
Gato (game) $10

You pay shipping. 20% discount if you buy 3 packages. 30% if you buy all five.
--
Carlo Sgro Not a card-carrying member of the
watmath!watcgl!electro!carlo Laurie Bower Singers Fan Club.
carlo@electro.com
System Administrator, Electrohome, Ltd., Kitchener, ON, (519)744-7111x7210

1343. Elvis and Archivers

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 14:50:20 UTC
From: david10@odie.cs.mun.ca
Message-ID: <1991Feb8.145020.8569@garfield.cs.mun.ca>
Source record: 234933

I've been trying to use Elvis from Gulam, but have run into a slight problem. Once I leave Elvis, all of my archivers (arc6.02, lha 1.21, zoo 2.01g) no longer function properly. (i.e. trying to list the contents of an archive may lead to a "File not found" error, even if the archive is in the same directory, or worse, corrupt the archive.) The presence (or absence) of auto-folder programs and desk accessories has no effect on the behavior.

Has anyone else experienced this? If so, is there a fix?

FYI, I'm using a 1040STfm, 1 Meg RAM, TOS 1.2.

Unless you feel this is of net interest, reply by e-mail.

Thanks in advance,
Dave C

--
Dave Churchill * * * "To get your free sample,
david10@garfield.cs.mun.ca * * * send five dollars to . . ."
david10@odie.cs.mun.ca * * * - The Simpsons
My opinions are just that - mine. * * *

1344. UUPC Help

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 15:12:10 UTC
From: lodzins@pilot.njin.net
Message-ID: <Feb.8.10.12.08.1991.5933@pilot.njin.net>
Source record: 234936

I am interested in installing Mercury ST (Rodney's UUCP) on my ST. I have one question at the present time. How does one find a host to call? Is there a list of available hosts that will accept calls? Any info would be appreciated.
--

Dean Lodzinski DEAN_L@TURBO.Kean.edu, lodzins@pilot.njin.net
47 Mercury Circle csra19@TURBO.Kean.edu or D.LODZINSKI on GEnie
South Amboy, NJ 08879 Dean Lodzinski on Hologram Inc., FNET Node 133,
USA at 908/727-1914 (1200/2400/9600)

1345. Sozobon C manuals (was dstart.o <==> ramdisk)

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 15:12:24 UTC
From: jhm@snitor.uucp
Message-ID: <jr5fuo9ab@snitor.uucp>
Source record: 234934

In <27AF8150.12058@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:

> By the way, this stuff is written up in the documentation. I >recommend you do what I did: print the manual, maybe with a DTP program >like TimeWorks, and staple it together. It impresses people what you >show them the manual, and then say, "It's public domain."

> Have fun.
>--
>John Schmitt
>johns@maccs.dcss.mcmaster.ca
>...!unet!utai!utgpu!maccs!johns

I did this.

I printed the documentation off and then discovered that my desk is *far* too crowded for an open 9 X 12 binder, so I used Pagestream to produce pasteups for a 5.5 X 8.5 manual and cerlox-bound them: One for Sozobon C, one for dLibs. (Haven't gotten around to doing the Gemfast documentation or the floating point library yet.) It's quite nice. It cost me about $15.00 to have it copied and bound (access to a Postscript printer kept the cost down considerably).

I still have my paste-up boards around. If anyone wants a copy, let me know and I'll print some more up, as many as the demand justifies. The cost would be production and postage and probably another couple of dollars so I can justify the time. The actual dollar figure would depend on the volume.

(Aside: According to Johann Ruegg, there's a company in England which has printed the Sozobon documentation and sells it (with the compiler) for 20 pounds. I don't know anything more about it, and I got the impression that he doesn't, either.)

John McMullen

(P.S. It just occurs to me that this sounds, uh, commercial. If the net.gods-that-be object, or if you feel this is an improper usage of this newsgroup, let me know, please; I have inadvertantly offended before, and I don't like the feeling.)

John McMullen

At work, I'm: At home, I'm:
jhm@snitor.UUCP or jhmcmullen@watyew.waterloo.edu
Siemens Nixdorf Information Systems John McMullen

2235 Sheppard Ave. E. 151 Beresford Ave.
Willowdale, Ontario Toronto, Ontario
Canada M2J 5B5 Canada M6S 3B2
416-496-8510 416-604-0310

1346. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 15:38:54 UTC
From: bcc@Eyring.COM
Message-ID: <1991Feb8.153854.24877@Eyring.COM>
Source record: 234937

In article <1991Feb8.010109.396@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>The 68030 and 68040 are obsolete because:
[several arguments deleted]
>6. Motorola has several REAL customers for 88xxx: Data General, Tektronix,
> Sequent, Opus, and, of course, Motorola. ^^^^^^^^^
^^^^^^^^
I think it`s funny that you should propose this as an argument against the 68040 -- the 88000 is better than the 680x0 because Motorola backs the 88000? I think that Motorola makes lots of boards for the 680x0 as well! Also, didn't I see recently that Tektronix decided there was no future in the 88000 for them and they decided to get out? They closed down a division or something? Going by usenet alone, the 68k traffic has been higher than the 88k traffic for some time now. (P.S., I like both chips, but I doubt that the 88K will ever make the 68K go away ... and I don't think Motorola wants it to.)

Most of the 88K boards I have seen used a 68K to handle the I/O anyway; the interrupt handling destroys the advantages of pipelining and caching.

1347. Re: 4Meg 1040ST For Sale - Cheap!?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 15:46:15 UTC
From: marshall@hplsla.HP.COM
Message-ID: <5440153@hplsla.HP.COM>
Source record: 234943

The system is sold.

Ron, tell David thanks for me and I hope he gets a lot of use out of his new 4Meg system!

Marshall

1348. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 15:48:17 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4218@eastapps.East.Sun.COM>
Source record: 234935
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Ahhemmm, Attention Please! Cut It Out. Please.

"Thank you for you support" (tm) :-)

Joe
-=-

PS - Besides, tech info should go to c.s.a.st.t... :-)

1349. Marketing the Mega STe as an educational tool /w apple2 comp

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 16:03:24 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3727.27b2857c@miavx1.acs.muohio.edu>
Source record: 234939
Body handling: Inline uuencoded payload not displayed: SIG.LZH

Ok now that Apple has realized the][line is dead, they are going to start pushing the Mac LC with the Apple][emulator card. What I would like to know is why Atari won't want to try the same. How much work would it take to put a 65C02 on a cadrtridge, and write the necessary software? Since GBS has figured out how to write GCR disks, with it you could run ProDOS also in the ST's drives.

With the new Mega STe, it could really be a Mac LC killer, all it has to do is take the educational world by storm. Schools will like the idea of being able to buy two Megas for the price of one LC. (The price that was being quoted in Comp.sys.apple2 was $3500 with 2 megs and a 60 meg hard drive!!)

Ryan 'Gozar' Collins rlcollins@miavx1.BITNET
("UUdecode and Type with vt100 emulation")

[Inline uuencoded payload not displayed: SIG.LZH]

1350. Any flames would be appreicated (was Re: Midi on the ST...)

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 16:24:42 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Feb8.162442.9741@cs.mcgill.ca>
Source record: 234938

Excuse me - does anyone out there who uses a supercharger
have problems with the ST crashing when you hit ctrl-s to pause the
output in emulation mode? It is getting me quite frustrated.

Wow! I had the following line in my KILL file:

/amiga/h:j

and I saw almost 10 messages that were killed right before my very eyes!
Not bad... I guess this started up cause some jerk started crying
"my amiga is better than yours! nayah nayah!" isn't that right?
oh well. the perennial discussion comes back from time to time. if everyone
else puts the same line in his header, we'd never notice it though!

on an unrelated note:

>In article <2493@beguine.UUCP> Duncan.Lewis@samba.acs.unc.edu (Duncan Lewis) writes:

>7) ANything of value you'r like to add including flames etc

Methinks this guy is trying to figure out what "Flame" means from context,
rather than from experienced fellow netter.

Shall we give him some flames, people, so he knows what they are? :-)

haw haw...

--
|Sam Alan Ezust McGill University |
depeche@cs.mcgill.ca School of Computer Science

1351. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 16:40:22 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340077@hpfcso.HP.COM>
Source record: 234770

> #Both the Amiga and the Atari ST are far superior to any IBM PC or Mac, and
> #the only people who should be called idiots are the people who buy these
> #machines.
>
> And the marketing people at Atari. Agreed?

Perhaps. The people I would call idiots are the ones who think one computer is inherently better than another, or that such a proposition would provable by quoting spec sheets.

For what I want to do - integrated sequencing and notation - the Atari ST & Notator does it the best for me. Having, say, a "CRAY" on my desk, even if it were small enough and cheap enough, would be pointless, since there is no software to meet my needs. Having 3,000,000 colors all on the screen at once would be equally pointless. The only multi-tasking I need is the complete integration of sequencing and notation, since I do nothing else with this computer. And yes, I have used multi-tasking - the HP 425t's with 68040's we have here at work, on which I do all other computer "work", will multitask rings around the Amiga, are faster than the TT, and have better graphics than Atari & Amiga combined. But they are useless as sequencers.

Someone else may have different needs, and another machine (perhaps a PC for data processing, or a Mac for DTP; I don't follow those markets) would address them better. That doesn't make them idiots.

1352. Re: DM1: Level 11-Clockwise Room

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 17:01:16 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340078@hpfcso.HP.COM>
Source record: 234771

>Well being thick I have got stuck in the first few metres of level 11.
>Going round and round ad nauseam clockwise forwards does nothing and
>going in reverse I find an iron key near the writing and a foot plate
>bit of armour. However, apart from this diversion I cant see anywhere to
>shove the key and escape this prison.
...
>
>Ok How in the world [G-rated version] do you get out of here ???

Well, you're right, I *am* grinning. On one of the walls you see a sign
that says "TURN BACK". Think of all the different ways you can do that.
You can turn around and go the way you came, you can walk backwards, (looking
over your shoulder occasionally), or you go back the way you came, walking
backwards -- in addition to walking normally.

If it will help you, do the Hansel & Gretel bit again, and drop things at
every corner. The next time you round a corner, you will see that they've
disappeared -- no they haven't, you've only been transported to another room.
The "see through walls" spell might help you figure things out.

This is a very frustrating part of the dungeon, and I never did figure it
out completely. I was glad to get through it, and only used the skeleton-
key stairs from then on.

-- Ray
rrd@hpfitst1.hp.com
DISCLAIMER: I'm on break.

1353. Re: opinion about posted 'game'

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 17:15:56 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Feb8.171556.8991@garfield.cs.mun.ca>
Source record: 234766

davidli@simvax.labmed.umn.edu writes:
>I would just like to take a moment to comment on an upload that someone
>recently posted as being on atari.archive.umich.edu. The file name is
>SADDAM.LZH, and it is purported to be a 'game' where one shoots an undefinable
>man riding on a camel.

>I, personally, find such a concept disgusting. It promotes a bigotted racial
>stereotype of Arabs. It's on the same level as video games such as the
>infamous 'Custer's Last Stand', where the objective was to rape as many Indian
>women as possible.

I agree that this is a stupid reason for a game, but there are people who
will play & enjoy it.

If you don't like the game, don't download it... nice and simple, huh?
--
C. Miguel Borges |"Cyberspace. A consensual hallucination... |||
carlos@garfield.cs.mun.ca|Unthinkable complexity. Lines of light ranged |||
an630@po.cwru.edu |in the nonspace of the mind, clusters and / | \
ad040@yfn.ysu.edu |constellations of data. Like city lights, receding..."

1354. Re: How to play Ecology?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 17:22:09 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440154@hplsla.HP.COM>
Source record: 234757

whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:

> I just downloaded "ECOLOGY.LZH" from Delphi, and I can't figure
> out how to play it (Guess I'm just stupid... 8^B). Can anyone
> clue me in? It looks great!

Join the club! It looks like great fun but the only thing I've managed to do is eat a blade of grass here and there. I've concluded this is meant as a demo, not a playable game. If someone knows otherwise, I'd like to hear about it as well!

%%%

1355. Number for BEST Electronics

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 17:56:46 UTC
From: melton@mcnc.org
Message-ID: <2799@speedy.mcnc.org>
Source record: 234942

Does anyone know the number for BEST electronics, do they supply
stuff for the ST?

Matt Melton
melton@mcnc.org
"Absolutely nothing is impossible, but most things aren't worth the trouble"

1356. Re: Neodesk3/TOS 1.4 - bug??

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 19:22:49 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb8.192249.16041@uvm.edu>
Source record: 234759

From article <3441@gos.ukc.ac.uk>, by lhf@ukc.ac.uk (L.H.Fuller):
>
>
> I have recently upgraded to TOS 1.4 and I am also a Neodesk 3
> user. I seem to have come across a problem with this combination.
>
> When in Lattice Cv5, I have to set up various environment variables
> to show where the binaries/libs/headers etc are. This information is then
> saved into a tool .inf file, which is then used once entering the compiler
> the next time. However, whenever I enter Lattice, the said .inf file is
> never re-read, hence the environment variables are empty.

Ah, somebody else has this problem! I only solve it temporarily by
recopying LC.prg from a floppy again. Guess it's time to contact
Gribnif. I also have problems occasionally, when dragging files to
arcgshl (I'm still looking into what is being done by Neodesk Ranier...
8-)

> If I execute Lattice from the normal Atari desktop, this problem
> does not occur. The problem did not occur also with Neodesk with my old
> TOS 1.2. Installing Lattice within Neodesk, to make sure the program has
> its current working directory in the same place as the .inf file (namely,
> the text or program path), does no solve the problem.
>
> Lee.
>
> --
>
> Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
> Small blue-green planet, Unfashionable end of the Galaxy.

Post the answer please.

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1357. Re: Marketing the Mega STe as an educational tool /w apple2 comp

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 19:38:50 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb8.193850.10464@daffy.cs.wisc.edu>
Source record: 234754

There is only one thing wrong with that idea...

System software....to run the apple programs on....

Unless you have a good pool of lawyers, I wouldn't think Atari would think
about something like this kind of venture.

--Gregory

1358. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 20:49:57 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb8.204957.10770@jato.jpl.nasa.gov>
Source record: 234947

1. Speed. I don't count how many instructions are executed per second. I haven't looked at the output of a compiler more often than twice per year since about 1970. I look at how fast a given program gets executed. At the same clock rate, the 88000 gets done twice as fast as the 68040.
2. REAL customer: A stable company with a good reputation that buys several hundred thousand or more of some particular part, e.g. 68030 or 88100, per year, year after year. By this measure, Atari is not a REAL Motorola 680x0 customer -- too small a player (several tens of thousands at most).
3. CAMMU means "Cache And Memory Management Unit", presently a separate chip.
4. I know that 200 Mhz means 5 ns clock, and that a Y-MP has a 6+ ns clock. But it also has MILES of wires. The Fujitsu VP-200 has a 2+ ns clock. The 88xxx is built on a 1+ cm die, so no wire is longer than about 2cm, about .17 ns. The Y-MP has 64 bit paths, and TERRIBLE arithmetic. The 88110 has 80 bit data paths, and IEEE arithmetic (much better than the junk Cray calls arithmetic). With SuperScalar and Multi-Pipelining, the 200 Mhz 88110 will be faster than a Cray 1-s, and at $1000 (initially) will cost al LOT less. When the price inevitably comes down to $50, who would prefer a 68090 that costs the same (give or take $5), but runs half as fast at the same clock rate? (The "half as fast at the same clock rate" part is inevitable: The 680x0 instruction set REQUIRES hazards in the pipeline that INEVITABLY slow it down, except at the expense of ENORMOUS numbers of transistors. To achieve the same speed as an 88xxx, a 68xxx will need 2-4 times as many transistors, and therefore ultimately COST A LOT MORE.)
5. My first hand calculator was an HP "Digital Slide Rule", 6 digits, add, subtract, multiply, divide. No square root. $600+. They GIVE you a better calculator now if you buy a toaster at K-mart. I don't think the price of 88xxx chips will be FOREVER greater than the price of 68xxx chips, if for no other reason than the 88xxx has fewer transistors!

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1359. Re: Uniterm 2.0e help

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 20:51:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4fb2916e.20b6d@apollo.HP.COM>
Source record: 234950
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <91032.112332REEVES@SLACVM.SLAC.STANFORD.EDU>, Terry Reeves writes:
|> The Uniterm manual suggests that you should try cntrl-M.

Whoa!! The question was "how to get Uniterm 2.0e to send a carriage return".
The example requested was to get the character string "vax*" sent from f1.

Looking at the macro language section, the syntax is as follows:

```
send('vax*\r') # if you want the CR
send('vax*\n') # if you want the NEWLINE
```

To get it into a function key macro, the macro is %send('vax*\r'),
meaning that you must escape macro-language function calls with '%'.

Note that the string handling stuff also supports "\0xx" for an arbitrary
octal string. Since 7-bit ascii won't fit into 2 octal digits, I believe it
might be HEX and not octal - but I haven't tried anything more than '\r' and
'\n', both fo which work just fine.

...walt...

Walt Weber Hewlett Packard Response Center
508-256-6600x6772 Chelmsford, MA, USA
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1360. Re: How to play Ecology?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 21:20:45 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Feb8.212045.10057@mailer.cc.fsu.edu>
Source record: 234753

In article <59550@aurs01.UUCP>, whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:
>I just downloaded "ECOLOGY.LZH" from Delphi, and I can't figure
>out how to play it (Guess I'm just stupid... 8^B). Can anyone
>clue me in? It looks great!

You first start out at a little bug of some sort. You first need to find some food (the little worm things) and eat it. To do this, get near it press the button and move the stick in the food direction (look at the screen when you press the button, you will see that you have to hold the joystick a certain direction to indicate you wish to eat), and keep holding it. Your bug will chase the food and eat it. You then need to find another bug like you to mate with. You will now have a "mate" direction for the joystick (with the button down). Again, get near it and hold the joystick correctly. After this, you will see the genetic selection screen, where you can play with your DNA, in hopes of becoming a higher life form (usually a doggie, or a bug with wings so you can fly). The eat/mate cycle starts again (amazingly accurate, huh?!?). The object of the game is to evolve to a person. During this whole time, you must avoid all of the other higher life forms you see milling around the gamespace. These are pretty brief instructions, if you have any more questions feel free to email.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1361. Re: Re: Midi on the ST...(long)

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 21:29:08 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540007@hpcc01.HP.COM>
Source record: 234602

> If you would like, I've written a rather lengthy review of KCS,
> and I'll email you a copy, or post it if I have some requests.

Here's one vote for posting...

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

1362. WANTED: Atari 314 Disk Drive

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 21:45:15 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb8.214515.28063@ncsuvx.ncsu.edu>
Source record: 234751
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,misc.forsale.computers,misc.forsale

Please let me know the price you want for a 314 disk drive
I would like to buy one

thanks
smisra@eos.nscu.edu

1363. ATARI 1040ST Forsale, PERFECT CONDITION

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 22:01:44 UTC
From: leamon@neptune.iex.com
Message-ID: <1991Feb8.220144.2817@iex.uucp>
Source record: 234752
Cross-posted to: dfw.forsale,misc.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.8bit

I have the following Atari 1040 ST system forsale:

This includes the following hardware, in perfect condition:

1. ATARI 1040ST
2. ATARI COLOR MONITOR
3. NEW goldenIMAGE OPTO-MECHANICAL MOUSE (290dpi) AND MOUSE PAD
4. 2 EPYX 500XJ Joysticks

This includes the following software:

1. TDI MODULA-2 Version 3.00b (w/ registration card)
2. MEGAMAX C Version 1.1
3. Personal Pascal Version 1
4. Atari ST BASIC
5. FLASH (telecommunications software, w/ registration card)

This system is in perfect condition.
All cables and manuals are included.
The first $500 + shipping takes it all.
If you don't like my price, mail an offer.

Send me mail if you are interested.

Thanks,
--
Paul Leamon
IEX Corporation
Plano, Texas
{uunet, convex, ntvax}!iex!leamon

1364. Forwarded post dealing w/Atari vs Amiga conflict

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 22:07:32 UTC
From: greg@ccwf.cc.utexas.edu
Message-ID: <43920@ut-emx.uucp>
Source record: 234755

I was asked by an Amiga user who accesses the c.s.amiga.* groups through a mail relay to post this here in comp.sys.atari.st. The following is the email I recieved from him.

BEGIN INCLUDED MESSAGE...
To: Greg Harp <greg@ccwf.cc.utexas.edu>
Cc: lou@vaxsc
Subject: Re: advice please - Atari-ST or Amiga
Date: Fri, 08 Feb 91 10:29:58 EST
From: lou@vaxsc

[Lou refers to my post in comp.sys.amiga.misc & comp.sys.atari.st yesterday.]

Greg, I agreed with your message regarding the Amiga vs Atari posts. I also think this guy WAY overstepped the limits of sensibility. Could you be a kind soul and post the following on comp.sys.atari.st ? I posted to comp.sys.amiga.misc via the amiga-relay and since I dont have usenet access directly, I cant post it myself. Thanx ahead!!!

-Lou (see .sig at bottom)

----------cut here----------cut here----------

From: lou@vaxsc
Newsgroups: comp.sys.amiga.misc
Subject: RE: Atari vs. Amiga Flamefests ... (was Atari vs Amiga, Advise Please)
Message-Id: <44017@nigel.ee.udel.edu>
Date: 7 Feb 91 15:59:24 GMT
To: amiga-relay@udel.edu
Sender: amiga-relay-request@udel.edu

I realize this should probably be posted over in comp.sys.advocacy but ... sorry for the waste of space.

Have you ever noticed how the Amiga vs. Atari wars usually end up with both sides saying the same things? For example,

"The Amiga does multitasking better than Atari ..." (example only!)
"The Atari does Audio / DTP better than Amiga ..." (example only!)

etc. You get the idea. The above lines are NOT open for debate!
They are presented only as examples of such lines used in flamefests.

So, why is this? I have a clue that both sides are rathar insecure about their purchase, and I suspect that the culprit is neither Atari nor Commodore, but the multitudes of IBM/PC and MAC owners out there. How many times can you Amiga AND Atari owners count that PC owners have attempted to trash your machine? You may know the machine is

better, and you may have even convinced a few others of this fact, but in general, how many times have you been left feeling as the butt end of the purchase, primarily because the masses disagree with your point of view, and instead of them attempting to recognize you, and ACCEPT you, they contend that "they're better than you".

Further, doesn't it ring especially true when you want to go and buy a software or hardware item for either the Amiga or the Atari? You find acres of store space devoted to PC's and MAC's but nothing (or next to nothing) for the Amiga or the Atari? Ok so some of you in the VERY large metropolitan areas (i.e. LA, New York, Chicago, London) may have dealers close by. Great! I'm happy for you. But there are others of us who live in metropolitan areas, albeit smaller ones, who are STILL forced to use mail order because of a lack of stores which carry supplies/software/hardware relating to either the Amiga or the Atari!

Finally, I have only seen one post which brought out the truth of the matter before. Flamefests typically generate large arguments with very little point to them, and this one seems to be no exception. But the truth still remains. The original question, for what purpose did you buy YOUR computer, and does it STILL serve that purpose must be asked. Hopefully, it will be asked before you recommend or flame another machine. I see posts asking for advice continually on which machine should I buy, and why, but I rarely ever see the most important question in the reply. That question being, "What do you intend to use the machine for?"

Further, manufacturers are not guiltless in this campaign. They have different motives, motives which usually do not take into consideration that it is PEOPLE that use their machines. IBM and APPLE are famous for obsoleting their hardware as soon as you've purchased it. But they are not alone, and this attitude in the personal computer industry is prevalent. This further aggravates the buyer into a position of doubt about his/her purchase.

So now that I've opened myself up to yet another flamefest from the PC/MAC users out there, allow me to squelch it now. I am NOT attempting to say that they ALONE are responsible for these attitudes. There seems to be a general consensus in the personal computer industry that the following things are important:

1. If my machine is better than yours, you should own the same thing as I do.

2. If my machine can do more than yours, then your machine should be driven out of existance.

3. My machine is so great that I can withstand any amount of upgrading, because it will only make a great machine better.

Beginning to sound like a materialistic society yet?

Remember, these are PEOPLE who use these machines, not the other
way around. Before you flame somebody because their machine is
different, go look at yourself in the mirror and ask yourself,
"Is there something about me that could be better?" Specifically
"Why should I make them feel poorly about their purchase, simply
because it's different? Perhaps they have different needs than I.
Further, would I want them to make fun of my purchase?"

I, for one, have had just about enough of the materialistic values
of most personal computer owners out there, and worse yet, the spread
of these values (or lack thereof).

Just my $0.02 worth. Please send flames to /dev/null
Please send followups to .advocacy (of whatever group/machine you
choose).

-Lou Williams Via Bitnet : william8@niehs.bitnet
Via Internet: lou@vaxsc.niehs.nih.gov
Computer Sciences Corporation, Research Triangle Park, NC

-Sometimes in order to feel better about yourself, you have to
make others feel bad, and I'm tired of making others feel good
about themselves. -Homer Simpson.

These are only opinions, all mine, and that's the way it is!

END INCLUDED MESSAGE...

--
-------Greg-Harp-------greg@ccwf.cc.utexas.edu-------s609@cs.utexas.edu-------
"Confutatis maledictus "When the accursed have been counfounded
Flammis acribus addictis, == And given over to the bitter flames,
Voca me cum benedictis." -- Mozart Call me with the blessed."

1365. HPite with atari.archive access?

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 22:27:07 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540008@hpcc01.HP.COM>
Source record: 234603

I'm looking for somebody within HP that has access to atari.archive.
For some reason, I'm not able to access the archive either by ftp or
the BART e-mail server. I'm trying to get hold of the Alchemie Jr.
sequencer, which I understand is on the archive as alchemjr.{arc|lzh}
in the music subdirectory.

If you're willing to get this file for me please e-mail and I'll set
you up to my workstation by ftp.

Thanks.

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

1366. Re: Proper Documentation: was Tex/LaTeX & *.sty files..

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 22:32:46 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb8.223246.16933@uvm.edu>
Source record: 234760

From article <1991Feb06.015345.751@convex.com>, by rosenkra@convex.com (William Rosencranz):

[All interesting Tex comments deleted - RBPIII]

> files in manifest (all upper case :-):

[large guffaw - considering Bill's usual posting style 8-) RBPIII]

>
> README describe what the program does, what the pieces
> do, etc (so user/installer sees the "big picture")
> INSTALL *precise* installation instructions, and the assumed
> execution environment (cli, desktop, etc). don;t
> make the user guess. and include any non-standard
> environmental issues (like the termcap file cannont
> have CR/LF line termination, just LF, which GNU
> emacs port required at one time, and which i do
> not ever recall seeing explained, for example)
> BUGS we NEVER make misteaks (air the dirty laundry,
> explain limitations, etc)
> CHANGES change history or at least what's new in this post
> XXX.MAN nroff source for a manpage (for nroff)
> XXX.<section> ascii-formatted manpage (for humans, section 1 for
> commands, 2 for sys calls, 3 for libs, etc, a la
> BSD, if possible)
>
> and post the readme or at least an except before the uuencoded archive
> so recipients know whether they need or want this post. this goes for
> things archived but not posted as well.
>
> most software posted has much of this info, this just tends to make it
> consistent. and yes, manpages are a unix-ism, but also a fairly common
> method in this group for documenting things. note that i just posted the
> latest nroff as well as a man(1) and a pager for man (manpager). and yes,
> i would hope this would be in english :-). if we go thru the trouble of
> getting something to run, and share it, we might as well spend an extra
> hour to make it easier for people to install and use. [sure, why not]
[...]
> there, i feel better now... :-)

>
> -bill
> rosenkra@convex.com
>
> --

> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
> Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

I feel better too. I definitely second the motion. Only problem is...
How do we get all of the Internet to adopt it? It's too good an idea
to be just for STs....

comments?

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1367. Re: looking for mac 128k roms

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 23:16:18 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb8.231618.11545@daffy.cs.wisc.edu>
Source record: 234761

I don't have a number for you, but, holy cow, what an ordeal to find those little buggers!

Shreve Systems has the license, the right to sell them, at least the supply they have, at a very good price of $265. If you buy them from these guys you can be assured the FBI won't knocking at your door the next day.

I bought the last of two sets a week ago. Anywhere else may sell them lower but I wouldn't give them my money cause they probably don't have them. (AND they won't be getting any either!)

Oh yeah, one place is selling them for $500 can you believe it?

This could be the END of Mr. Small's company. He is going to have to shift his market niche otherwise he ain't going to make it. (ie SST BOARD).

Apple is on a vengance hunt for all those people who bought those bogus Denis Hayes ROMS..mostly ST users. Therefore, NO MORE ROMS.

--Gregory

1368. Re: Uniterm 2.0e help

Newsgroup: comp.sys.atari.st
Date: 1991-02-08 23:54:49 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91039.155450REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 234758
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article 4fb2916e.20b6d, Walt Weber points out how I may have given incorrect advice for programming Uniterm to send the string "vax*" followed by a carriage return when the F1 key was pressed. He then presents an example of how to use macros within function key definitions to achieve the desired effect. However, my solution does work and is simplier if all you want to do is send the string "vax*" followed by a carriage return. There is no need to imbed the string in a macro. Now if you need some real smarts in the characters sent, then a macro is essential.

Terry

Disclaimer: The above are my opinions and are not the opinions of SLAC, Stanford University, or the DOE.

1369. looking for mac 128k roms

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 00:21:40 UTC
From: doser@vxcrna
Message-ID: <14028@lanl.gov>
Source record: 234948

Before buying a Spectre GCR, I think it might be wise to try to find some
Mac 128k roms first. If anybody is selling a set, or knows a dealer who
is selling them, please drop me a note along with price.
Thanks in advance, michael
(doser@cernvm on bitnet, vxcrna::doser on decnet)

1370. Re: Uniterm 2.0e help

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 02:11:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4fb3af57.20b6d@apollo.HP.COM>
Source record: 234763
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <91039.155450REEVES@SLACVM.SLAC.STANFORD.EDU>, Terry Reeves writes:
|> In article 4fb2916e.20b6d, Walt Weber points out how I may have given incorrect
|> advice

Terry is being more than kind. What might be more correct is "Walt stuck his foot in his mouth by not checking for simpler ways to do something than what Walt stumbled over". Sorry that it came across that way.

<We return you to your regularly-posted Amiga flame-war thread>

...walt...

Walt Weber Hewlett Packard Response Center
508-256-6600x6772 Chelmsford, MA, USA
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1371. Falcon is Copy Protected

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 02:33:27 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Feb9.023327.23336@lsuc.on.ca>
Source record: 234764

I just went out and bought "Falcon" by Spectrum Holobytes.
I CANNOT recommend this program. Not only is it copy protected,
it is "double protected." The disk cannot be backed up by
normal means and furthermore they also have a codewheel.

All in all, this is a most unsatisfactory program package.
It is not a company who I would like to see succeeding in
this industry. Hopefully, someday I'll see the founders of
the company bankrupt. I will feel no regrets about that at
all.

Those of you planning products in the future, for the
Atari or any other computer, read this message twice and think
about it.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1372. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 03:18:04 UTC
From: koleman@pnet51.orb.mn.org
Message-ID: <4059@orbit.cts.com>
Source record: 234774
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Who was the geeeeen that stated that there were only a few Amigas in Germany, while the ST is rampant. I lived in Germany (Bonn) up until last year, and even then there was a VERY BIG Amiga scene. Far bigger than in the states. Amiga is actually able to compete with IBM in MANY of the European countries. The ST and Amiga have very similar presence in Germany. And since I've left, the ST market share has dropped considerably.

Also, if we talk about other countries I visited in the area:

France: Lot's o Amigas.
Denmark: Lots o' Amigas.
Sweden: Very lots o' Amigas.

I would have to say that in these 3 countries, the ST was far outnumbered. I went to big "pirate parties" in France, one of which was busted by the "French Software Police." It was a gas. The ST has groups with similar parties, but the piracy is much HIGHER among the ST community. This comes from 3 different dealers in Germany, and 1 in Denmark, all of which have had to compete with outfits that SELL pirated software over the counter. Like B.Dalton's Software Etc.... But the laws are a changing. One of my friends from Germany just informed me a few months ago that Germany now has Software Laws as well. The people were upset that it also restricted people copying in a party-like way, not just the selling. Amazingly different attitude over there...

Kurt "Koleman" Koller
UUCP: {crash tcnet}!orbit!pnet51!koleman
INET: koleman@pnet51.orb.mn.org

1373. TEMPUS WORD

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 03:28:28 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <16125@milton.u.washington.edu>
Source record: 234765

I heard a while back that TEMPUS WORD was available in Europe. Has anyone seen it here in the US? Anybody know anything about its features?

Thanks
Kevin
ramsiri@blake.acs.washington.edu

1374. For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 03:34:07 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9102090334.AA23901@cwns6.INS.CWRU.Edu>
Source record: 234767

Atari STe w/4 megs of memory, mouse pad, mouse, manuals, disk case, and
25 disks w/demos and utilities.

if interested please call (216) 361-3108, and leave a message
(hopefully on the answering machine since people here don't like
to take messages, or you can get me usually after 8:30pm.)

--
aa400@cleveland.Freenet.Edu (Phillip M. Chow)

1375. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 05:28:02 UTC
From: buggs@cup.portal.com
Message-ID: <39069@cup.portal.com>
Source record: 234768

Sounds like a nice machine, all except the graphics.
The graphics are DEFINATELY seriously lacking!
Guess you have to wait to buy an expen$ive card for the VME slot, eh?
THEN you can buy the appropiate expen$ive monitor, too!

1376. Re: All about TOS 2.05 / New Desktop / Mega/Ste

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 05:48:47 UTC
From: buggs@cup.portal.com
Message-ID: <39071@cup.portal.com>
Source record: 234769

Gee, now all we Mega 4 owners NEED is an upgrade/trade-in policy/path.
I'd DEFINATELY go for one if indeed it was an affordale proposition...

1377. VCTRDEMO.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 09:05:43 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb09.090543.5831@ecst.csuchico.edu>
Source record: 234773

This file was just posted to atari.archive.umich.edu. It's 55K. It's the Lost Boys' version of the Amiga's Red Sector Demo. It lasts about 5 minutes before it starts over. Incredible vector graphics! By all means download this if you can and if you have a color monitor, because it only runs in color and it 'doesn't take American Express.' ;^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1378. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 10:05:03 UTC
From: koleman@pnet51.orb.mn.org
Message-ID: <4063@orbit.cts.com>
Source record: 234632
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

glmwc@marlin.jcu.edu.au (Matt Crowd) writes:
>>}Really, multitasking is WAY overplayed by AMIGA people. They are not
>>}the only people who have multi tasking machines, its just that workbench
>>}supports this option automatically. While on the ST its an add on.
>>}
>>}---Gregory
>
>Workbench is NOT the heart of the multi-tasking system, the OS does the
>work SO don't call workbench the OS, AmigaDOS is the OS.
>
>matt crowd.

In fact, as long as you're incorrectly pointing out that AmigaDOS is the OS,
when in fact EXEC is the OS, and AmigaDOS is a subset thereof, and WorkBench
is just another program, running.....

Ah, never mind.

Kurt "Koleman" Koller
UUCP: {crash tcnet}!orbit!pnet51!koleman
INET: koleman@pnet51.orb.mn.org

1379. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 10:23:18 UTC
From: gknauss@sdcc13.ucsd.edu
Message-ID: <16491@sdcc6.ucsd.edu>
Source record: 234777

Anybody know where to get DLII now that we've established that it's
a wonderful PD defragger? Is it on atari.archive?
Just too damned lazy to check
myself,
Greg "Sloth" Knauss
gknauss@sdcc13.ucsd.edu

1380. Test Message

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 12:13:12 UTC
From: root@esummer.UUCP
Message-ID: <1781825@esummer.UUCP>
Source record: 234775

Hi, all!

Sorry to bother everybody, but this is a test message to

comp.sys.atari.st from my homesite UUCP node.

So far, I *think* I have gotten Rodney's UUCP modules to work correctly.

We'll see how things go.

Regards,

Timothy Roeder

1381. Summarize: evnt_button ()

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 12:31:38 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4123@cernvax.cern.ch>
Source record: 234776

```
Hi Atarians,

I'll summerize. May be it has to be added at the faq.
The right and most usefull answer (at least for me:-)) is:

#From jeroen@phil.ruu.nl Wed Feb 6 13:38:24 1991
(stuff deleted)
#evnt_button(from memory) lets you specify three parameters:
# - ev_bclicks, the number of clicks to fire on;
# - ev_bmask, the mouse button mask (see below)
# - ev_breturn, the return button mask (see below).
#
#The mouse mask determines the mouse keys to check: it is a coniunctive
#bit mask, that is, bit 1 = left button, bit 2 = right button.
#Example: 0 queries for NO mouse buttons
# 1 queries for LEFT mouse button;
# 2 queries for RIGHT mouse button;
# 3 queries for BOTH mouse buttons.
#
#The return mask is much the same, only this should be considered a template
#for the events to accept.
#Example: 0 accepts NO mouse buttons pressed;
# 1 accepts LEFT button pressed;
# 2 accepts RIGHT button pressed;
# 3 accepts BOTH buttons pressed.
#
#So if you want to wait until the user presses the right mouse button, you
#specify 1 click, button mask 2 and return mask 2.
#
#By the way, as you may have noticed you cannot inquire 'left OR right mouse
#button', only none, one of both or both together.
#But there is an undocumented way of doing this: (I got this from Claus Brod):
#add 256 to the desired value of mouse clicks, and the button and return masks
#are viewed as negated.
#So evnt_button(257,3,0,xptr,yptr,bptr,kptr) is interpreted as 'NOT (the left
# and the mouse button both released)', that is, 'left or right button
# pressed'.
Jeroen asked me to add in this summarize the 'xptr,yptr,bptr,kptr' values.
So, and as far as I know:
- xptr points to an int that holds the 'X' coordinate of the mouse pointer
- yptr: the same but for the 'Y' coordinate
- bptr points to an int that indicates the button state when the event occurs
- kptr points to an int that indicates the state of the Ctrl, Alt, Shift keys
all ORed , in the following way:
- 0x0 : all keys up
```

```
- 0x1 : right shift key down
- 0x2 : left " " "
- 0x4 : ctrl key down
- 0x8 : alt key down
#
#By the way, I seem to recall return value of 0 is quite normal for the function:
#you get the return values from the pointers you supply.
#(That's the way it is in evnt_multi anyway...)
#
#If you still have any problem, why not mail me the fragment of the source
#containing the problem? I'll look at it and (hopefully) can help you.
#
#Greetings, J. (jeroen@phil.ruu.nl)
```

It's OK for me now, Jeroen.

Notice that the MWC manual doesn't say that ev_bmask and ev_breturn
are 'bit weighted'...

Hope this helps other MWC owners.

Regards and thanks at all the replyers.

Roger hohr@cernvax.cern.ch

1382. Re: tos bug Was: Using GDB

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 13:40:09 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb9.134009.8982@doe.utoronto.ca>
Source record: 234786
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <GJH.91Feb8105528@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>BTW, Eric Smith noted that -fomit-frame-pointer si inimical to -g/-gg and that
>he expected GCC to have mentioned this fact (RTFM, Graham -- probably). Dave
>Megginson says that he's had success with GDB using the unisb GCC, but that the
>internal gdb stuff has been stripped out and it only produces dbx info. I
>rmember Edgar Roeder mentioning this --- but what's the net effect? I mean what
>effect does that have on the functionality of GDB?
>

I've had success with gdb, but it's been very mixed. When I try it on large programs, there is not enough stack space for the symbol table (yes, it uses alloca, I guess), and on medium-sized programs, it often loses synch with the source code. Oh well, ... for now, I just bring my source to a Sparcstation, recompile it there, then use gdb to find the error--it's faster than wasting my time on the ST trying to do it.

It would be __great__ if someone could port szadb to gcc, so that it could read the gcc symbol tables. Since gcc can leave local as well as global symbols in, it would be pretty useful.

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1383. No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 14:04:14 UTC
From: rrwood@contact.uucp
Message-ID: <1991Feb9.140414.23054@contact.uucp>
Source record: 234787
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

So, if it is true that Apple no longer allows the sale of Mac ROMs, is the Spectre GCR dead? Or are we about to see a sudden boom in pirated ROMs? I gather that the Spectre has to be modified a little to accept EPROMs, but it's a minor mod at most....

-Roy Wood

1384. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 14:40:58 UTC
From: glmwc@marlin.jcu.edu.au
Message-ID: <1991Feb9.144058.2546@marlin.jcu.edu.au>
Source record: 234778

```
>I really think Atari should make the business community aware of their product
>line and get the ST/TT into the offices of the world!

If they could, they would've.

matt crowd.
```

1385. Re: opinion about posted 'game'

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 17:09:50 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750105@hpsad.HP.COM>
Source record: 234789

David Paschall-Zimbel writes:
>>I, personally, find such a concept disgusting. It promotes a bigotted
>>racial stereotype of Arabs. It's on the same level as video games
>>such as the infamous 'Custer's Last Stand', where the objective was to
>>rape as many Indian women as possible.

Although I agree with David that this 'game' file is objectionable because it promotes racial bigotry, I don't think he is advocating censoring the file. It appears to me that he's trying point out how such a file can be offensive to some people in much the same manner as the 'Custer's Last Stand' file is.

Glorifying violence against an 'undefinable man riding a camel' can be seen by some as lumping all Arabs into a group that should be shot at. Some people in the USA are acting this way, as can be shown by the violence being perpetrating against non-Iragi Arabs during this very stressful time. And yet, Americans are losing their lives in an effort to save the lives of Arabs from Saudi Arabia and Kuwait. That's the only reason can I see why we're fighting. By promoting and distributing such a 'game', race hatred might continue. This is what David is objecting to. Thanks for being sensitive, David.

I hope that most people will realize this and ignore the file.

Jeff Weiner writes:
>I respect your opinion David, and encourage others to voice theirs in the
>appropriate arenas. However, the file will stay in the archive.
>I would view anything else as blatent censorship, and I will have no part
>of that whatsoever.

I appreciate this, Jeff, as your position is to allow access to all Atari software, not to choose what to limit. The person doing the uploading can censor what they upload, just as a book publisher can censor what it publishes. We do it now because what is available on the archive now is far less than the total available Atari software.

Jeff, is there a limit to the amount of space available for the Atari archive? It seems that at sometime we will have to choose what is stored there. Will we have to someday 'censor' what is kept at the archive in the name of 'disk space'?

-Bob

P.S. Yes, I know, there are appropriate groups for political discussions, and this isn't one of them.

---------------------------------- --
Bob Waltenspiel	AT&T: (707) 794-3091 (Telnet: 794-3091)
ATE Software Team	e-mail: bobw@hpsad.HP.COM
HP Signal Analysis Division	HPDesk: Bob WALTENSPIEL/HP5300/A0
1212 Valley House Dr.	HP Mailstop: 1UR-M
Rohnert Park, CA 94928-4999	GEnie: B.WALTENSPIE
---------------------------------- --
"Maybe this is heaven." -Ray in the film _Field of Dreams_

1386. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 18:15:57 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <16141@milton.u.washington.edu>
Source record: 234780

In article <16491@sdcc6.ucsd.edu> gknauss@sdcc13.ucsd.edu (G. "Maddog" Knauss) writes:
>Anybody know where to get DLII now that we've established that it's
>a wonderful PD defragger? Is it on atari.archive?
> Just too damned lazy to check
> myself,
> Greg "Sloth" Knauss
> gknauss@sdcc13.ucsd.edu

I found it in the netherlands:

sol.cs.ruu.nl

in the utils directory.

don't know if this is the latest version.
it's a 72k file and takes about 52 seconds to transfer to Seattle.

kevin
ramsiri@blake.acs.washington.edu

1387. Re: Falcon is Copy Protected

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 18:23:12 UTC
From: mg40+@andrew.cmu.edu
Message-ID: <Ybh3sE200VpIMAsUxP@andrew.cmu.edu>
Source record: 234781

> Excerpts from netnews.comp.sys.atari.st: 9-Feb-91 Falcon is Copy
> Protected Jim Omura@lsuc.on.ca (740)

> I just went out and bought "Falcon" by Spectrum Holobytes.
> I CANNOT recommend this program. Not only is it copy protected,
> it is "double protected." The disk cannot be backed up by
> normal means and furthermore they also have a codewheel.

I think that perhaps you have bought an old copy. I have Falcon and
both Mission disks, none of which have disk-based protection. In fact,
the newer ones can even be installed on hard disks (speeds up things a
lot). However, I will agree that the code wheel is a pain; it's often
very hard to identify what icons are on the screen.

Michael Garland
Carnegie Mellon
mg40@andrew.cmu.edu

1388. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 18:25:26 UTC
From: be@arium.stgt.sub.org
Message-ID: <1426108@arium.stgt.sub.org>
Source record: 234604

In article <wolfram.665923768@cip-s02> wolfram@cip-s02.informatik.rwth-aachen.de (Wolfram Roesler) writes:

> twmanino@ncsuvx.enet.dec.com (TONY W MANINO) writes:
>
> >Does anyone know of a good hard drive defragmentation utility?
>
> Try Diskus.

Where?

TschauTschau
Bernd
--
---
be@arium.stgt.sub.org | be@aragon.gtc.de | ud01@kauni2.bitnet
(X.400: ud01@ibm3090.rz.uni-karlsruhe.dbp.de)

1389. Re: Forwarded post dealing w/Atari vs Amiga conflict

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 18:36:32 UTC
From: bud@ms.uky.edu
Message-ID: <1991Feb9.183632.13545@ms.uky.edu>
Source record: 234614

Goodness! A thoughtful, calm examination of the
'my computer is better than your computer' wars.

This could mean 'the end of the net as we know it' <tm>

:-)
Bud

--
Dr. William K Glunt | Are you ABNORMAL?
Heh heh nice ring to it!| Then you are probably better than most people!
U of Kentucky math dept | Are alien space monsters bringing a STARTLING NEW
home phone 606 258 8864 | WORLD? from _The book of the SubGenius_

1390. Re: UPLOADs to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 18:40:47 UTC
From: rdf@pinet.aip.org
Message-ID: <1991Feb9.184047.28961@pinet.aip.org>
Source record: 234782

I have just completed a program I would like to post. Could someone please mail me a message on the best way to do this. Do I ftp it to atari archives as an arc file. Or do I uuencode the arc and post it as a message to atari binaries, or both? Thanks...

--

Robert Feinman rdf@pinet.aip.org
American Institute of Physics rdf@aip.bitnet

1391. Re: MegaSTe info

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 19:20:18 UTC
From: be@arium.stgt.sub.org
Message-ID: <8305855@arium.stgt.sub.org>
Source record: 234605

In article <1991Feb8.080417.8298@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
(Sender was: news@daffy.cs.wisc.edu)

> Sender: uucp@ncr-mpd.FtCollins.NCR.COM
> writes:
>
> >What's the story with 640x400x2 ?
^
>
> Duh. That means that in this mode the machine can display 640 dots
> horizontally and 400 vertically with a choice of 2 different colors :^) :^)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Well should mean 'two bitplanes' what gives a choise of 4 colours.

TschauTschau
Bernd
--

---
be@arium.stgt.sub.org | be@aragon.gtc.de | ud01@kauni2.bitnet
(X.400: ud01@ibm3090.rz.uni-karlsruhe.dbp.de)

1392. Any information about KAOS-TOS

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 20:07:22 UTC
From: wernerc@Informatik.TU-Muenchen.DE
Message-ID: <1991Feb9.200722.7212@newsserv.informatik.tu-muenchen.de>
Source record: 234783

Hi folks!

Has anybody some information about the KAOS-TOS ??
More than 80 bugs are said to be deleted, the speed is very
high, nearly TT-speed. A team of private programmers has produced
it, but ATARI blocks it's publishing. Has anybody a idea where
you can get it ??

bye SAS

wernerc@tuminfo4.tu-muenchen.de

1393. Re: Atari/Amiga CRAP

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 22:36:18 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb9.223618.5333@santra.uucp>
Source record: 234785
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1991Feb7.125326.7778@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu (Mark Santora) writes:
>
>
> Ok guys, enough of this shit. Stop with the damned Holy Wars on computers.
>If I wanted to read anything like that I would call a local board! You own a
>computer you like, fine. Now STOP IT!!!
>
> Mark Santora
> DLK0MS9S@UMIAMI.edu

He is absolutely right!!!
And a simple request: ST/TT-users (I am one of them), stay out of the
Amiga-groups, if you can't follow them peacefully.
To followup in Amiga-group, you should know about
Amiga and forget ST for a moment.

Amiga-users, stay out of Atari-groups, if ... (look above)

Users of both, or persons that own either but use both occasionally,
please do not compare these machines here, unless you can do that
with the great professional touch of a true neutral-minded journa-
list. I use both Atari and Amiga almost every day, but I have seen
that this is almost impossible.

And those flamy letters I have received. It is no use to abuse ST or praise
Amiga to me privately. As soon as I find out that the letter is like that,
I simply quit reading it and press D(elete)...
Those of you who have got replies from me (Amiga-users specially), read them
through carefully, you may learn some strange things that you wouldn have
beleaved about me.

Nowadays I keep a fire-extinguisher near when I read these groups...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1394. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 22:45:26 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb9.224526.5473@santra.uucp>
Source record: 234788

Could you just finally believe, that articles under that Subject do not belong to this newsgroup at all!!!

Move them to comp.sys.amiga!

This article may well be the begin of a global flame war!!!

THIS GROUP IS FOR ATARI-ORIENTED SUBJECTS ONLY!!!!!

Or should we establish groups like comp.sys.atari.st.amiga-talk and comp.sys.amiga.atari-talk ?????

Or even comp.sys.flame-war ????

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1395. Avoiding the flame war

Newsgroup: comp.sys.atari.st
Date: 1991-02-09 23:43:51 UTC
From: PMR2@psuvm.psu.edu
Message-ID: <91040.184351PMR2@psuvm.psu.edu>
Source record: 234790
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

I've seen some nice, rational postings asking people to cease fire, but the flame war still goes on. Is there some way I can instruct my NETNEWS reader to say, filter out from comp.sys.atari.st all articles with the word 'Amiga' in them (and vice versa for Amiga readers)?

Thanks.

Paul Ricker PMR2@PSUVM.PSU.EDU

1396. Re: A plea for assistance!

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 00:07:30 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb10.000730.6676@santra.uucp>
Source record: 234793

In article <1963@gold.gvg.tek.com> dond@gold.gvg.tek.com (Don Davis) writes:
>I am a new ATARI user who is full of questions. Hopefully some
>of you can help me get started. There aren't any other ATARI users
>in my area (that I know of) and the "good deal" I got didn't include
>much documentation! Thanks in advance for any replies.
>
>I need a description of the operating system. I would really like
> to know how the desktop works, how files are managed, how
> does the OS know what devices are connected, ect. Where can
> I find one?

You like to go quite deep? ST is quite a plug-and-play machine, you
don't need to tell much to it to get peripherals work. But
there are books that scan deep inside ST. They are a bit hard to find
nowadays. In UK and Germany they are well available.

>I have an ATARI 520ST with 500K ram (s/n# A11003969 - does that mean
> anything to anyone???). What are my options for upgrading?

That can be a base for anything. I started out with a regular 1040STF.
Now I have a 16MHz 4Mb RAM 170Mb harddisk bigscreen monster living in
a tower-housing. The old motherboard is still there! That is possibly
with every ST. Best expansions are avilable in Germany, except RAM.
To upgrade RAM, from UK you can find definitely the best expansions.

I live in Finland, and still I export almost everything form my ST
from Germany, UK and USA.

>I have a printer that will not operate with the CENTRONICS cable (the
> same printer/cable operate fine when attached to "one of those
> other PC's"). How does the ST know if there is a serial or
> a parallel printer attached? What is the correct cable
> configuration to use?

The cable I used (before I bought a laser) was a simple direct centronics.
With ST the printer should be able to emulate epson. There is a desk-accessory
where you can set printer's port and other stuff, but I never used it bacause
all programs printed nicely without any extra settings. Centronics is a
default for printer in ST.

>What are my options for a hard drive? What type of HD am I looking
> for? I now have two floppies - SS354's.

Get yourself a SF314 or other 2S-drive fast! You will definitely need one.
There are hard drives specially made for ST, the megafile-serie, but a
very good alternative is a DMA-SCSI -interface (ICD, Supra, etc.) and a
SCSI-harddisk (Quantum, Seagate, Conner, Maxtor). I have myself a ICD SCSI

interface with two Seagate ST296N 85Mb harddisks. Works fine. With megafile
there are only 2 good, the 60Mb model and the removable 44Mb. Smaller than
40Mb are likely to get filled up too quickly...

>Is there a translation capability to read/write IBM & MAC 3" discs?

ST reads directly IBM's 3.5" DD disks. With discovery-cartridge or Spectre GCR
Mac-emulator you can access Mac-disks. By the way, Spectre is worth trying!
Faster than Mac + and bigger screen. Copatibility is very high!

>Are either of the monitors compatable with other PC's? I have a SM124
> and a SC1224 as well. (e.g. I don't need two monitors,
> simultaneously - could the one I'm not using be hooked as a
> display for something else?)

Both MONITORS are, but their connectors ARE NOT! I use multisync instead
of two separate monitors...

!>Must I dismantle the unit to read the PROM version? Is there a way to
> ask it? ...and what is the current version of the OS? If I don't
> have the current version, how can I get it?

No, you can't see the version directly from anywhere. But if there are
more than one year mentioned in the copyright-line of the TOS-box, first
drop-down on desktop, about ... , the TOS is newer that 1.0.
Latest is 1.4, you can get it from almost any Atari-dealer.

> Thanks again for any help offered. I'm excited about the ST and
> looking forward to becoming "more functional"!!
> Replies can be faxed (916)478-3887,
> posted, or
> mailed: Don Davis
> 219 Gethsemane
> Nevada City, Ca 95959
>
>

Always happy to help. If you have further questions, please followup or
send me email.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1397. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 00:35:26 UTC
From: rjc@churchy.ai.mit.edu
Message-ID: <1991Feb10.003526.3433@mintaka.lcs.mit.edu>
Source record: 234791

In article <1991Feb9.224526.5473@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>Could you just finally believe, that articles under that Subject do not
>belong to this newsgroup at all!!!
>
>Move them to comp.sys.amiga!
>
>This article may well be the begin of a global flame war!!!
>
>THIS GROUP IS FOR ATARI-ORIENTED SUBJECTS ONLY!!!!!
>
>Or should we establish groups like comp.sys.atari.st.amiga-talk and
> comp.sys.amiga.atari-talk ?????
>
>Or even comp.sys.flame-war ????
>
>
> Jartsu
>
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

Just to let everyone know there is a special amiga group for comparisons
: comp.sys.amiga.advocacy

And a group for computer flames, alt.religion.computers.

There is already a NeXT vs Amiga and Atari vs Amiga debate going on in
'.advocacy.

1398. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 01:12:32 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb10.011232.25195@watmath.waterloo.edu>
Source record: 234794

In article <11888@darkstar.ucsc.edu> tech002@.ucsc.edu (10020002) writes:

> I cannot find an LHARC program for UNIX
> [I want to] see what it is I am downloading
> before I download it ...

There must be at least two versions...

(1) There is the version done by Bill Shroka. He prepared
compatible versions for the Atari and for Unix. His address is

uunet!hal.cwru.edu!ncoast!bjsjr

My understanding is that he did this with the support of J. Bammi
while he (Bammi) was still at CWRU.

(2) The software support folks at the Univ of Waterloo seem to have
found one somewhere. Maybe there is a unix sources group to look at.

(3) Howard Chu announced recently that he is working on a version
of lharc. I guess this means that he also has source. Whether or not
it is taylored to unix is another question.

My biggest complaint right now is that there are several slightly
incompatible versions of LHARC. I would like to see a shakeout
so that I would not have to keep several different versions around.

1399. Re: Redirection of Printer

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 01:40:45 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb10.014045.26415@watmath.waterloo.edu>
Source record: 234795

In article <40250010@hpindda.cup.hp.com> goo@hpindda.cup.hp.com (Michael Goo) writes:
>>grillo@olivey.ATC.Olivetti.Com (Savino Grillo: writes...
>
>>Does anyone know if a program that can redirect the print-data in a file?
>
>I, too, am interested in this. I remember hearing about a program called
>barrel (or something like that) that was just the ticket. I looked over the
>indexes at panarthea and atari.archive and didn't see anything that looked
>right. Can someone direct us to where we can get this program. Thanks.

I found this in my copy of the "index" file from atari.archives.

utilities:
-rw-rw-r-- 1 jon 10978 Apr 11 1989 barrel.arc

I think it is what you want.

1400. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 01:59:12 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb10.015912.26940@watmath.waterloo.edu>
Source record: 234796

Someone asked about de-fragmentation. If you keep an empty partition,
you can do it at your desktop. No fuss about 512 or 2048, short, signed
short, long, unsigned, etc. Just drag your stuff to another partition.
Clear the partition. Drag back.

For a floppy, I recommend using a ramdisk as big as
the floppy, and copy to a new disk.

1401. Atarti ST1040+hardisk System for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 02:06:41 UTC
From: a9@public.BTR.COM
Message-ID: <1679@public.BTR.COM>
Source record: 234784
Cross-posted to: ba.market.computers,misc.forsale.computers,rec.music.synth,comp.sys.atari.st

```
Atari 1040ST, 1M RAM, 720K internal Floppy
20 Mb Harddisk, Mono Monitor, mouse etc

50 blank/nonblank 3.5" diskettes
Free: software on disks, magazines etc

Asking $750

Also available 2400 external modem (Hayes compatible) with cable $65

-ashar a9@btr.com
408-244-8877
San Jose, CA
```

1402. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 02:34:15 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb10.023415.8641@santra.uucp>
Source record: 234800

In article <1991Feb9.213904.782@mintaka.lcs.mit.edu> rjc@churchy.ai.mit.edu (Ray Cromwell) writes:

> Hahaha.. You sure do like pulling statistics and numbers out of thin air.
>More Commodore C64's were sold last year than Atari's sell in 2 years.
>(700,000 C64s sold in Europe) This comes from CBM's finnancial report
>from the WSJ. Atari's are used exclusively for games far more than
>Amiga's. Amiga's are bought primary for their video and multitasking
>capability. Games don't utilitize multitasking (most of them). An
>Amiga user may play a game once in a while, but thats not all he does.
>When you have awesome video capability, you use it.

You have pulled your brains out of thin air! C64 is more a console than
a computer...
These statistics are waterproof, and they describe the situation in Germany
and Finland, not worldwide. I thought you can read. Leave the C64 out of this,
it is same as when I talk about logs, you talk about toothpicks.
Leave those hahaha things out of your article. You might be taken seriously
if they wouldn't be there...

> Once again pure bullsh*t. The 3000 was on the cover of byte magazine!
>It was reviewed in the Wall Street Journal. The Amiga was rated
>'Best buy of 1990' by consumer reports magazine. Even PC magazine
>has tidbits about the Amiga in it.
> Stop spreading misinformation, and stop making up rediculous
>statistics like 80% of Amiga's are used for games.

Hey dork, learn to read! I was not talking about U.S., but you refer all
the time to U.S. things...
HERE 80% of Amiga-users are pure gamers! This has been proved by official
investigations!!!

> Atari under Unix? What the hell is this? You mean Minix? or do you
>mean an emulated Atari running on a Workstation? If the latter,
>this is a very poor example of multitasking. That method is called
>'virtual machines' (simular to what Windows does) which means Applications
>can't talk to each other or share data. If you mean Minix, Minix is
>a poor example of an OS. Try getting real unix like AT&T Unix SVR4 on the
>A3000.

I don't have A3000 or Minix either. I have used Atari under TRUE WORKING
FULLGROWN UNIX-OS! It was made in Germany. That ST had four terminal programs
running simultaneously, downloading while previously downloaded files were
extracted simultaneously. All processes visible in X-Win type g-environment.

> Once again, bullcrap. I can buy an A500 for $499 that outclasses the
>normal ST. For $1200 you can get an Amiga2000 which will service all your
>expansion needs for a long time!
> For someone who supposedly uses both machines, you know nothing about
>the Amiga. I'd leave you alone if you'd start spouting total
>misinformation and statistics about the Amiga.

You read too much between non-existing lines! I wouldn't dare to write here
anything that hasn't been checked to be solid. Those statistics are, but
THEY ARE NOT, ONCE AGAIN, TAKEN FROM USA'S SITUATION!!! I think I know things
about European markets little better than you. You live in a country, where
everyone doesn't even know where Finland is!!!

>>Get TT or MegaSTE. Or Mac. Or 386/486 +Win3 (or Unix & X-Win).
> ^^^^^^ Yea, if you could actually BUY one in the US.
> What's the point? a 68030 system with no multitasking. Atari is the
>only company who hasn't released an 'official' multitasking kludge for
>their computer. Mac has system 7/multifinder, 386/486 has OS/2 and Windows
>and Unix. The Amiga has what it had since 1985.

I don't get it. Is multitasking some kind of religion to you? You don't
propably even buy a pen, unless it multitasks...
I have often found multitasking (specially in Unix) more confusing than useful.
Human beings can not concentrate to more than one task at a time.
Buy If I want to multitask, I'll do it. I have a true multitasking OS for
my ST. One of my Amiga-using friens said that it is better than Amiga's.
Again something made in Germany. Hope those never get there, because there
are so many people like you, who are too biassed to understand anything
strange and new.

> Seriously. The Atari's niche is MIDI. You don't need fast CPUs for
>MIDI(atleast not above 16mhz). The Amiga's niche is multitasking
>and video which does demand faster CPUs. (real time video, compression,
>ray tracing).
> I have nothing personal against STs. If I need MIDI I'd buy one. But
>personally, I am hooked on multitasking and can't do without it. Also
>since I work with Unix, the fact that AmigaDOS is simular to Unix
>makes it attractive.

Good enough MIDI-software needs fast CPUs. I am about to go for 33MHz.
You are the first Amiga-user that is proven to be a multitasking-maniac.
I know about 60 Amiga-users, 10 of them are my good friends...
They either have nothing agaist ST, some of them even use one frequently.
My opinion is that Amiga is a master of graphics and soud, but it is not
very handy in word-processing, DTP or things like that. OPINION!

> What are you, a Marketroid? You are welcome to live in your
>own little dream world, but IBMs are still the hottest computers
>with a SOLID market.

Intel's unhealthy marketing policy will take IBM & clones with it sooner
or later. I have no dream world, I live in the real world but with your
attitude to other people you should close yourself to your own world...

I prefer rational discussion to flaming...

But let's drop this shit. Peace is far more comfortable. We have thrown enough flames to each other's face now. Let's stop before it is too late.

BTW, PCs are the most unuserfriendly machines I have seen. I think Mac is something special. But if you really want something cool, get NeXT or Sun SPARCstation. Those are far more superior than any of these Atari- and Commodore-toys discussed here... ***OPINION AGAIN!!!***

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1403. Re: A plea for assistance!

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 02:40:25 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb10.024025.10515@ecst.csuchico.edu>
Source record: 234798

s37837k@saha.hut.fi (Jari Lehto) writes:

- Get yourself a SF314 or other 2S-drive fast! You will definitely
- need one.

Well, it's not that much of a necessity. When I got my 1040, I didn't buy a second floppy because I had planned (or hoped :^) to get a hard drive. I didn't see the real need for two disk drives if you had a hard drive. Even when copying disks, the computer reads the data into memory and then spits it out to the other disk; it doesn't read and write simulaneously unless you have something like the Blitz cable. Not unless you do A LOT of copying of disks, can I, in my opinion of course, see the need of a second drive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1404. Re: Autoswitch-Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 02:43:00 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2595@quepasa.cs.tu-berlin.de>
Source record: 234797

In article <1991Feb7.223645.13192@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>There is a chanse that the current version of overscan supports Spectre,
>they are at least working on it. I'll get my overscan soon, then I am able
>to tell. Still waiting for Spectre v. 3.0 to arrive... (I think that 3.0
>works with the older overscan also)
>
> Jartsu
Hello Jartsu,

the other way round... Spectre works on supporting overscan. The older
overscan was not supported by spectre. But there is realy a good chance that
future versions of spectre will support the new overscan. First we now
have english docs and second, we sent a overscan package directly to
Dave Small :-)

Greetings, Karsten ki@opal.cs.tu-berlin.de <OverScan GbR,Berlin>

1405. *** APOLOGY! *** (to all those flaming Amiga-users)

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 03:15:56 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb10.031556.9181@santra.uucp>
Source record: 234601
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I am sick'n'tired to that great number of useless articles...

ALL PEOPLE THAT ARE INVOLVED TO THIS LATEST FLAME-WAR:

I AM DEEPLY SORRY ABOUT ALL THOSE NASTY THINGS I HAVE SAID ABOUT AMIGA.
I easily got over-carried away, SORRY, SORRY, SORRY!
I PERSONALLY USE AMIGA A LOT, AND I HAVE TO SAY THAT IF I HAD ENOUGH
MONEY, THERE WOULD BE AMIGA 3000 AND ATARI TT/MEGA-STE ON MY DESK SIDE BY
SIDE. But I only have my ST, and It does everything well enough for me!

SO I HAVE ONLY ONE SIMPLE REQUEST TO YOU:

PLEASE FORGIVE ME AND STOP FOLLOWING UP THOSE ALREADY CANCELLED ARTICLES
OF MINE OR TAKE THEM AS A BIG JOKE! THERE ARE FAR MORE USEFUL THINGS TO
WRITE ABOUT ON THESE NEWSGROUPS THAN THIS ULTRA-SILLY FLAMEWAR THAT I
STARTED BECAUSE OF MY OWN STUPIDNESS.

I hope you are satisfied. Articles like this are not the easiest ones to write.
Deep christian conviction helps a lot...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1406. Re: STOS - Ste fixes.

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 03:54:00 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Feb10.035400.2659@csn.org>
Source record: 234799

In article <1991Feb7.163631.11916@cs.city.ac.uk> dh108@cs.city.ac.uk (KEATES M G) writes:
>Is the STOS Ste fix available at any of the atari ftp sites.
>If so please let me know at what site, and under what name.
>If not, I'm sure it's PD so could someone upload it, as it is
>pretty useful.

I think stosup26.lzh in the atari/languages directory on atari.archive.umich.edu
is what you need.

- Todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1407. Re: TT disk, memory upgrades (was Re: TT sales)

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 05:09:22 UTC
From: stank@anvil.WV.TEK.COM
Message-ID: <10070@orca.wv.tek.com>
Source record: 234792

Somebody asked the question:

Why would Atari insist on selling you the hard drive THEY want to sell?

Here are my thoughts:

o perhaps because they can sell it pre-loaded with software. How else would distribute all of the O/S, floppies, seems a bit inconvenient

o How would they do quality control on a diskless system? Seems to me that selling half-built systems introduces a lot of complications. Hard disks and hard disk drivers are not that stable yet despite the general acceptance of SCSI. There are still compatibility problems with some drives. Seems to me that selling a system with a harddisk installed is the simplest route to go. Keep in mind that the vast majority of people out there are not hardware hackers.

stank

US Mail: Stan Kalinowski, Tektronix, Inc., Network Displays Division
PO Box 1000, MS 60-850, Wilsonville OR 97070 Phone:(503)-685-2458
e-mail: {ucbvax,decvax,allegra,uw-beaver}!tektronix!orca!stank
or stank@orca.WV.TEK.COM

1408. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 05:51:49 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb10.055149.11367@ecst.csuchico.edu>
Source record: 234606

ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

- My biggest complaint right now is that there are several slightly
- incompatible versions of LHARC. I would like to see a shakeout
- so that I would not have to keep several different versions around.

I don't understand the problem. I use DC Xtract 2.0 from Double Click and it extracts everything. Before I had that, I used UNLZH 1.72 and that extracts everything. To compress, I use DC Xtract and I used LHARC 0.60 before that. I don't understand why people must have different versions to extract. I go through as much compressed software as the next guy -- if not more since I'm a sysop -- and I only use one version.

If you're referring to the Unix version, then I guess that's a different story, since I don't use it much.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1409. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 07:30:20 UTC
From: rjc@geech.ai.mit.edu
Message-ID: <1991Feb10.073020.9858@mintaka.lcs.mit.edu>
Source record: 234607

In article <1991Feb10.023415.8641@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>
>In article <1991Feb9.213904.782@mintaka.lcs.mit.edu> rjc@churchy.ai.mit.edu (Ray Cromwell) writes:
>

>> Once again pure bullsh*t. The 3000 was on the cover of byte magazine!
>>It was reviewed in the Wall Street Journal. The Amiga was rated
>>'Best buy of 1990' by consumer reports magazine. Even PC magazine
>>has tidbits about the Amiga in it.
>> Stop spreading misinformation, and stop making up rediculous
>>statistics like 80% of Amiga's are used for games.
>
>Hey dork, learn to read! I was not talking about U.S., but you refer all
>the time to U.S. things...
>HERE 80% of Amiga-users are pure gamers! This has been proved by official
>investigations!!!

HERE is a relative term. You mean inside your neighborhood? I'm curious
, what 'official investigations' are these? I'm more inclined to believe
the ST is used more for games? Why? Because I know some ST pirates
personally, and the pirating scene is humongous! Also because the
ST is sold in Europe with 'game packages' and it hooks right up to a
TV with no monitor. The Amiga is rather expensive for a games system,
since you usually need around 1mb of ram, a monitor, and a second
disk drive. This comes to about $700-800. When Segas(Megadrives), Nitendos,
and Turbografix(not to mention STs) are far cheaper, they look better
for the gamer.

>> Atari under Unix? What the hell is this? You mean Minix? or do you
>>mean an emulated Atari running on a Workstation? If the latter,
>>this is a very poor example of multitasking. That method is called
>>'virtual machines' (simular to what Windows does) which means Applications
>>can't talk to each other or share data. If you mean Minix, Minix is
>>a poor example of an OS. Try getting real unix like AT&T Unix SVR4 on the
>>A3000.
>
>I don't have A3000 or Minix either. I have used Atari under TRUE WORKING
>FULLGROWN UNIX-OS! It was made in Germany. That ST had four terminal programs
>running simultaneously, downloading while previously downloaded files were
>extracted simultaneously. All processes visible in X-Win type g-environment.

This must be a 'hacked' up port. I'm not aware of an official
Atari AT&T Unix port yet. (Unix has to be licensed, it costs lots of $$$
for the source). Besides, the Amiga can do everything you mentioned above.

(i've downloaded and extracted simulatenously, vied GIF pics, formatted
disks, etc)

>> What's the point? a 68030 system with no multitasking. Atari is the
>>only company who hasn't released an 'official' multitasking kludge for
>>their computer. Mac has system 7/multifinder, 386/486 has OS/2 and Windows
>>and Unix. The Amiga has what it had since 1985.
>
>I don't get it. Is multitasking some kind of religion to you? You don't
>propably even buy a pen, unless it multitasks...
>I have often found multitasking (specially in Unix) more confusing than useful.
>Human beings can not concentrate to more than one task at a time.
>Buy If I want to multitask, I'll do it. I have a true multitasking OS for
>my ST. One of my Amiga-using friens said that it is better than Amiga's.
>Again something made in Germany. Hope those never get there, because there
>are so many people like you, who are too biassed to understand anything
>strange and new.
Well, that can be debated. Multitasking doesn't mean concentrating
on more than 1 task at a time. It means that you can put other tasks
in the background, and split off sub tasks to do important things
you want.
For instance, on my Unix here, I can hit CTRL-Z, stop rn, type
'make' and put a compile in the background, then type 'fg' and resume
rn while something is compiling.
Multitasking isn't a religion, its a luxury. Everytime I download
something to my Amiga, I can extract it and runit while my terminal is
still loaded and connected (and downloading).

>
>> Seriously. The Atari's niche is MIDI. You don't need fast CPUs for
>>MIDI(atleast not above 16mhz). The Amiga's niche is multitasking
>>and video which does demand faster CPUs. (real time video, compression,
>>ray tracing).
>> I have nothing personal against STs. If I need MIDI I'd buy one. But
>>personally, I am hooked on multitasking and can't do without it. Also
>>since I work with Unix, the fact that AmigaDOS is simular to Unix
>>makes it attractive.
>
>Good enough MIDI-software needs fast CPUs. I am about to go for 33MHz.
>You are the first Amiga-user that is proven to be a multitasking-maniac.
>I know about 60 Amiga-users, 10 of them are my good friends...
>They either have nothing agaist ST, some of them even use one frequently.
>My opinion is that Amiga is a master of graphics and soud, but it is not
>very handy in word-processing, DTP or things like that. OPINION!
I guess I can call you a 'MIDI' or 'DTP' maniac then? Just because
I like multitasking doesn't mean I'm fantic about it. For me, its 'normal'
I usually don't notice I'm multitasking, or realize how nice it is until
I have to use an IBM/DOS or Mac.

>But let's drop this shit. Peace is far more comfortable. We have thrown
>enough flames to each other's face now. Let's stop before it is too late.

>
>BTW, PCs are the most unuserfriendly machines I have seen. I think Mac is
>something special. But if you really want something cool, get NeXT or
>Sun SPARCstation. Those are far more superior than any of these Atari- and
>Commodore-toys discussed here... ***OPINION AGAIN!!!***

I have included a follow-up line in the header of this message, so
if you wish to continue this 'discussion' you can reply there.

> Jartsu
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1410. Fucking Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 09:45:32 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Feb10.094532.1871@sactoh0.sac.ca.us>
Source record: 234615
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

You godd damned Amiga shit for brains dweebs, STAY OFF THE FUCKING ATARI NEWSGROUP!.

I'm fucking tired from seeing your bullshit on this group. Don't you have anything better to do? Why not bug Apple? I don't GIVE A FLAMIN shit about your system, so stay the bloody hell in your own little hole.

WHat is it with you morons? Are you so bloody insecure or what? You want to fight, I'll kick your fuckin' little brains all over the floor.

Am I pissed? Damn right. And I am not the only one.

Say what you will, you shits, stay on your own fucking side.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1411. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 12:09:54 UTC
From: plinio@boole.seas.ucla.edu
Message-ID: <1910@lee.SEAS.UCLA.EDU>
Source record: 234608

In article <1991Feb8.204957.10770@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>1. Speed. I don't count how many instructions are executed per second. I
...
> the same clock rate, the 88000 gets done twice as fast as the 68040.

Running what software? Not existing ST software. To run ST software without modification requires that the 88000 system be able emulate 680x0 instructions, or that all of the developers port their software to it (a dubious proposition 8-P). Assuming an emulator was written, you'd need to crank much more than twice the dhrystones to keep up with the 040.

For present 68000 machine owners, the 68040 is not an "obsolete" upgrade path in terms of speed. It will run their existing software much faster than any processor that will fit in their case (see, this excludes the Cray :)).

What software did you have in mind?

>2. REAL customer: A stable company with a good reputation that buys several
...
You don't need real customers if you have real volume; the kind of volume intel gets from the jillion little clone companies buying 80286's. As long as the new 486 runs DOS programs, intel doesn't need one real customer to make money off of it. The same could be true of Motorola, if Mac clones (for example) became ubiquitous. As evidence of this, the success of Sun's SPARC technology is due in large part to the fact that Sun didn't keep it proprietary, actually encouraging third parties to produce it, assuring a large installed base, assuring a future demand for new and improved Sun workstations and software.

>3. CAMMU means "Cache And Memory Management Unit", presently a separate chip.

This seems a good way to design a fast system, even a system that is easy to implement into a final product, but it is not the way to make an economical personal computer, where you try to reduce the chip count as much as possible. Instead of buying one chip, you have to buy three. This is likely to cost more than buying one chip. See item 4 (PRICE?) below.

>4. I know that 200 Mhz means 5 ns clock, and that a Y-MP has a 6+ ns clock.
...
> a 68xxx will need 2-4 times as many transistors, and therefore ultimately
> COST A LOT MORE.)

As someone mentioned, the price of a memory system to support a 200MHz clock is prohibitive. A cheap processor with an expensive memory system and many expensive memory chips costs more than one expensive processor

and a simple memory system and many cheap memory chips.

Notice that the 68040 includes an FP and cache on-chip. That effectively
reduces chip count and final system cost, if you were going to include
the FP and cache anyway. If you weren't, you might be interested in the
fact that Motorola plans to release a low cost version of the 68040 this year
...I think it's called the 68EC040. No FP, smaller cache, fewer transistors:
lower price. Just what the doctor ordered for upgrade boards.

Of course, right now it's just as available as the 200MHz 88K :-).

...
> I don't think the
> price of 88xxx chips will be FOREVER greater than the price of 68xxx
> chips, if for no other reason than the 88xxx has fewer transistors!

Another way to look at it is that they will forever cost about the same and
the 68xxx will be slower. But that does not mean people will deem it
obsolete in terms of their own needs.

For most people's personal needs, a 68030 is not just adequate, it's
ideal. Unlike the 68000, it has an on-chip cache (256 words of data,
256 words of instructions), so that even if it's driven up to 33MHz
and used with slow (cheap) memory chips, it may not necessarily need
a large external cache to give a reasonable speed improvement over
16 or 25MHz versions. Furthermore, a 16MHz 68030 is dirt cheap NOW.
And if you could get a 50MHz 68030 at a similar price, you could have
your cake and eat it too.

For reference, my definition of 'obsolete':

A product is obsolete if there is something better which can be used
for the same purpose.

That's why I think that if people can't use the alternative because it
costs more than they are willing to pay, or if it isn't fit for the
same purpose, then the original product is not obsolete.

>vsnyder@jato.Jpl.Nasa.Gov
>ames!elroy!jato!vsnyder
>vsnyder@jato.uucp

plini b
--
----- ---- --- -- ------ ---- --- -- -
The proper place for the capslock key is not where the key 'control' used to be.
plinio@seas.ucla.edu * Boelter 4442 lab: 206-1982, Boelter 3760: 825-7413

1412. HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 12:37:04 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7503@crash.cts.com>
Source record: 234609

```
HHH HHH UUU UUU HHH HHH !!!!!!

HHH HHH UUU UUU HHH HHH !!!!

HHHHHHHHH UUU UUU HHHHHHHHH !!

HHH HHH UU UU HHH HHH

HHH HHH UUUUU HHH HHH !!!

NEWSLETTER!!!

NUMBER 1 VOL.1 Feb 1 1991

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******************

Newsletter serving the Atari Community!

Published By Dazed Publications.

Fairfield CA.(c) 1991

Editor :Chuck Schul (dizzy)!

Contributors:The Above.With Help From Fred(he knows -

Who he is).

**************************************************************************

**************************************************************************

******************

Opinions expressed in this publication are those of the individuals authors

and do not necessarily represent or reflect those of Huh newsletter or any

participating user groups or sysops, none of which are affiliated in any way

with Atari Corp or anyone else for that matter!..

**************************************************************************

*********

From the Editors Cage:
```

Welcome to Huh newsletter. A lot has occurred in my life recently which in turn brought my desire to start this newsletter. I recently purchased an atari Stacy computer thus entering the Crazy world of being an Atari owner.I never thought much of Atari computers which is why most people do not look our way when it comes to purchasing a computer. No one seems to know what an Atari ST computer is or what it can do. Most people thought it was over for atari except for games when Warner Communications sold it to Jack Tarmiel. Alas, there is much to crave in this dizzining world of computers. That is why I wanted this newsletter to exist- so that the Atari users can have a forum in which to ask questions, and read reviews in laymen terms. All publications I have seen attempt this, but start talking about wiring diagrams, etc. We will attempt to break it down further. Since user groups are not near everyone, I wish to provide information to all. Hoping all sysops pass this around as much as possible until we can find a way to network this to all Atari BBSs out there. In the meanwhile we will have small reviews and comments until we can get more user input. Everyone is invited to write. Send email through internet, and to pick up the newsletter call these excellent BBSs:
Solano Station 707-446-4158 Odyssey bbs 707-437-4734
Also I am compiling user addresses and names, and Atari BBSs numbers to start a database of users to provide vendors of products big and small a possible customer list and to show our force in numbers. Maybe in the future we can send out this letter to non modem users.The newsletter will be out the 1st of the month and around the 15th(depending on the help I get?). Look for it in the above BBSs. Now sit back and enjoy the beginning of something nice.
****
****
Atari news:by Chuck Schul
Atari Releases new config.for Atari STE in Canada, 1 meg no hd. At the November Comdex New full config Mega STE was shown running at 16 mhz with a 50 mb hd
Atari Stacy to get retooled for a better fcc class rateing.

St Informer raises price of there mag subscription to $19.95.They are sending it 2nd class mail now vs 3rd.

Dreampark development 1.44 drive released.Internal upgrade for our ds drive for $139.95 or a new unit with own case and power for $219.95.Also a drive small type for stacy "lapmate" out 720k ds drive.

8 bit cave:No Writer yet help help.Nothing new commercially is all we know.

ST hovel:by Chuck Schul

well welcome to this section of the newsletter.Most people by reading this far are either turned off or just have nothing else to do.Hey I know it is bad but I am trying how about you all.I for one am very happy with this computer.I really cannot understand why anybody whould shell out monmey for an IBM Clone.No sound(unless you get a sound card),type type type all those nice(ha)commands in.I guess people like to punish themselves or feel that they are in the mainstream.A mac is a different story they are ok except the cheap ones with no color monitor or high priced color systems(yukie).And the Amiga(i think it means friend in some language?)is similar to or machines except for there operating system workbench.I think workbench is real bad to use but you got to see it to believe it.All the magazines and Atari newsletters I see always complaining about Atari Corp.They may be bad but we got to help push our machines to the mainstream.So I think people should join the atari revolution,Artisan Software publishes a book of activities to spread our machine through the media and other ways.Write to them at the following for the book with a check for $14.95 to:

Artisan Software

po box 849

Manteca Ca 95336

Well Inconclusion I would like to say welcome again and I hope to hear from all of you in one way or another.An please also support our warriors in the gulf and god bless America!!!!!

Views and Reviews:

Public Domain pick of the month:

Saddam shoot- by Weirdsoft a fun shoot em up game where you shoot the mad man and gets some impressive results. For the locals here it's on Solano STation BBS.

Union Demo 1:

One of the greatest graphix and souns demos ever.move a animated figure to different rooms and see different stuff.blows your mind.I saw a sequal to it and it was even better I hope to find the person or anyone with it please let me know.If any one would want a copy of it I plan to upload it to the above mentioned boards.

Atari 8 bit pd/commercial/hardware houses:

L and Y Electronics B and C computer visions

13644 C Jefferson Davis Hwy 3257 Kifer Rd.

Woodbridge,Virginia 22191 Santa Clara Ca 95051

703-494-3444 1-800-969-8810

America Techna Vision Alpha Systems

2098 Pike Ave 1012 Skyland Drive

San Leandro Ca 94577 Macedonia Ohio 44056

1-800-551-9995 216-374-7469

I plan to update you with addresses quarterly. If you know of other addresses for 8 bit support email them to me through the boards or internet. Until then that's all I know of.

Atari 16 bit pd/commercial/hardware houses:

Below are some of the places I have used for ST support,if you know of any others please email them to me and I will update it like the 8 bit section.

Computer Safari D and P Computer

606 W.Cross St. po box 811

Woodland Ca 95695 Elyria Ohio 44036

916-666-1813 800-535-4290

Sideline Software Rising Star

840 N.W 57th court po box 20038

Ft Lauderdale Fl 33309 Dayton Ohio 45420

800-888-9273 800-252-2787

All dealer and software houses are welcome to join the list.

Atari BBS list:

Solano Station BBS 707-446-4158 Supporting Atari's, MAC, Ibm Computers.

Odyssey BBS 707-437-4734 Supporting all types of computers also net mail.

Starlink BBS 707-437-3468 Supporting all types of computers.Online Games.

Those are the only local BBS's i know of that support Atari,I will update every 2 weeks. All sysops that support Atari files are welcome to Join our list and carry the newsletter. Send email to the above bbs's to Chuck Schul,except Odyssey email to chuckie.

Dead zone:

This is our special section to list commercial software releases to the public domain.

Aegis Animator

That's all i know of. If any of you know of any other email the title with the company's phone number so we can verify and list it.

Kitty corner:

Our section on the Atari Lynx.We will list games available and upcoming releases here.

Available Games:

Electro cop, Zalor mercanary, Klax, Slimeworld, Paper Boy, Blue Lighting, Upshot, Xhenophobe, Chips Challenge, Gaulent, Road Blasters, Rygar, Rampage, Ms Pac Man.

Coming soon- Fly World, War birds, Shanghi, Ninja Gaiden, A.P.B, Vindicators.

We will attempt to review all new games in a future issue. If you feel we should do the current onesa also let us know.

Top picks of games:

1-Powerdome-Cool Grand prix racing games set in the future graphix will blow you somewhere deep.My body tingles when I think of it ohhhhh.

2-Targhan-Another conan game but with a nicer style.Nice backdrop graphixs.With a good adventure that makes the slashing more fun!

3-Populous-Assume the role of a god and form your side of the planet and watch out for the bad dude(i call him satan).PLay against the computer or with a bud via modem.Hours lost on this for me I love it!!!

Thank God it's over:

Well We are done with Issue one!Hopefully with some help in 2-4 weeks issue two with some support from you all.Send in your articles and reviews for a look see.I can't do this alone.Till next month take care guys!

****

If you have any suggestions for other areas email them to us and let us know of any special sections you want to do. Email them; we can work something out.

Until next issue hoping you don't die by then the Huh Staff.

****

****

Eat this pc users!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

And the Mac guys too!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

***** *****

* *

* *

* *

****

My online art attempt!

May the farce be with you always my children!!!!!

(C)1991 Huh pub.help we need somebody!!!!!!!!!!!!!

com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1413. Re: AMIGA Specs

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 13:00:24 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb10.130024.7938@actrix.gen.nz>
Source record: 234611

You Forgot to Say that Amigas don't do CRC checks on Disk Data, they
only do Sum checks, they also Read and Write whole Tracks at a Time..
is this why the disks are so flaky...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1414. Re: looking for mac 128k roms

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 15:07:42 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb10.150742.17306@santra.uucp>
Source record: 234610

In article <14028@lanl.gov> doser@vxcrna writes:
>Before buying a Spectre GCR, I think it might be wise to try to find some
>Mac 128k roms first. If anybody is selling a set, or knows a dealer who
>is selling them, please drop me a note along with price.
> Thanks in advance, michael
>(doser@cernvm on bitnet, vxcrna::doser on decnet)

The situation with Mac ROMs is getting wery bad. They are almost impossible
to get from US. I know a firm in Germany, called Fearn & Music. They may
have those for sale separately also, as they advertise Spectre GCR with ROMs
for something about 1000,- DM. I don't have their number or address handy
now, but it should be easy to find from almost any German computer-oriented
magazine, at least STmagazin.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1415. Re: A plea for assistance!

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 15:29:24 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb10.152924.17539@santra.uucp>
Source record: 234612

In article <1991Feb10.024025.10515@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>s37837k@saha.hut.fi (Jari Lehto) writes:
>
>- Get yourself a SF314 or other 2S-drive fast! You will definitely
>- need one.
>
>Well, it's not that much of a necessity. When I got my 1040, I
>didn't buy a second floppy because I had planned (or hoped :^) to get
>a hard drive. I didn't see the real need for two disk drives if you
>had a hard drive. Even when copying disks, the computer reads the
>data into memory and then spits it out to the other disk; it doesn't
>read and write simulaneously unless you have something like the Blitz
>cable. Not unless you do A LOT of copying of disks, can I, in my
>opinion of course, see the need of a second drive.
>

Let me make a little correction. That someone who asked the original question said that he has two SF354 drives. They are both SINGLE-SIDED! I recommended he to get a double-sided drive instead!
I have never really needed a second drive either, but I definitely need my drive to be double-sided one. Now I have two of them, the drive A being a HD-one. And that is simply because of Spectre. I also have a big 170Mb harddisk, so one drive would well be enough.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1416. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 15:39:29 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2268@odin.cs.hw.ac.uk>
Source record: 234743

In article <8997@star.cs.vu.nl> hvaalde@cs.vu.nl (Aalderen van Harold) writes:
>I vote for a fully compatible RAM loadable (from HD ofcourse) version for
>HD owners and if possible a stripped ROM version to satisfy floppy users and
>some HD owners with little memory

Well there's another vote! Are you reading this Atari? Perhaps we should
petition Atari about this.

>By the way how big is the ROM space of the 1040STE?

I think this is the situation on ROM size and location:-

Machine	Size	Address	TOS Version
ST,STF,STFM	192K	$FC0000	TOS 1.0,1.2,1.4
STE	256K	$E00000	TOS 1.60,1.62
Mega STE	512K	$E00000 (?)	TOS 2.05
TT	512K	$E00000	TOS 3.00 (?)

Note however you should *NEVER* rely on the address. You should get the
address system header at $4F2 and work from that.
I guess the STE could be hacked to take 512K of addressing. Maybe the MMU
craps on that idea.

>Harold van Aalderen (hvaalde@cs.vu.nl)

+--+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 512K!" !
+--+

1417. Re: Forwarded post dealing w/Atari vs Amiga conflict

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 16:26:48 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb10.162648.18115@santra.uucp>
Source record: 234617
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Now I think it is a time for refreshed ideas and thoughts.

Instead of fighting agains one another, dear Amiga and Atari users,
we should unite, put our tremendous forces together and start making
our machines known in the world of business, or as you all well know,
in the world of Macs and PCs.

This insane flamewar proves that both Atari- and Amiga-users *love*
their machines, so this would be the best thing to do.
War between Atari and Amiga is like the fight between protestants and
catholics, only different sideways of a strong main-route.

Here in Finland there already exist small groups having both Amiga and ST-
users as members. Lots of different propaganda is produced to fight agaist the
evergroving power of PCs & Macs. But this is done only by the power of pen &
typewriter & word-processor, sometimes with a speech also. We teach things
about different computers to young, first-time users, so they could wisely
select their computer. We are not brain-washing them!!! Many of us are
also PC- and Mac-users. I am typing this article in with a PC.

So, if this idea is good, or anyway, followups are welcome!
It works here, why won't it work everywhere?

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1418. Re: HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 17:03:50 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Feb10.170350.14503@cs.mcgill.ca>
Source record: 234613

In article <7503@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>
>Dreampark development 1.44 drive released.Internal upgrade for our ds
>drive for $139.95 or a new unit with own case and power for $219.95.

This sounds interesting, albeit expensive... Has anyone tried this?
Is the 1.44 drive actually twice as fast as a 720k drive?
What is the address of Dreampark development?

--
|Sam Alan Ezust McGill University |
depeche@cs.mcgill.ca School of Computer Science

1419. Techno in Germany

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 17:08:18 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb10.170818.24785@ncsuvx.ncsu.edu>
Source record: 234616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Techno...
I did not want to mail you to berlin (as it said in your signature)..but
I found spice
Thanks for the offer...

Saurabh

1420. MIDItrack III for the 8-bit.

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 18:12:51 UTC
From: a644690c@edinboro.edu
Message-ID: <2973@edinboro.edu>
Source record: 234736

I know this may not be the base for this (our host only supports comp.sys.atari.st, as far as atari stuff goes), but does anyone out there own MIDItrack III for the Atari 8-bit. I have been looking for it for some time now. I don't currently have the money to spend on an STe (which I desperately want), but I want to sequence my Yamaha PSS-680. If not MIDItrack, then I might consider another package as well.
By the way....Is there an Atari 8-bit base in existance??

A644690C@EDINBORO.EDU

1421. Re: Fucking Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 18:52:56 UTC
From: mcn@lanl.gov
Message-ID: <14183@lanl.gov>
Source record: 234618
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb10.094532.1871@sactoh0.sac.ca.us>, mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
>
> You godd damned Amiga shit for brains dweebs, STAY OFF THE FUCKING
> ATARI NEWSGROUP!.

Oh no! He's calling us names! That'll get you EVERYWHERE in an argument. BTW: Take your own advice and stay out of the Amiga newsgroup.

> I'm fucking tired from seeing your bullshit on this group. Don't
> you have anything better to do? Why not bug Apple? I don't GIVE A
> FLAMIN shit about your system, so stay the bloody hell in your own
> little hole.

Don't you have anything better to do besides post worthless messages? If you have a problem with specific users, mail them!

BTW: Heheh. Apple IS fun to bug however... :-)

> WHat is it with you morons? Are you so bloody insecure or what? You
> want to fight, I'll kick your fuckin' little brains all over the
> floor.

Bloody insecure? No. Just tired of seeing arrogance on both sides that "My computer is superior to yours". I've been part of month-long arguments (not on Usenet, thank God) about whether the ST or Amiga is better. The result? It's IMPOSSIBLE to convince anyone who's spent a good $1000 or more on a system that their computer is inferior to another.

Physical violence? And how, pray-tell, are you going to find all these people to kick their little brains all over the floor? Are you about 6? Any argument/complaint you have goes to pot when you start threatening physical violence. Especially when it's impossible for you to fulfill your threats.

> Am I pissed? Damn right. And I am not the only one.

I can understand why. But, as I said before, reply via Email, and don't threaten physical violence. It makes your apparent maturity level go to 0.

> Say what you will, you shits, stay on your own fucking side.

Same goes for you.

1422. Re: How to play Ecology?

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 19:56:10 UTC
From: daniel@hexagon.se
Message-ID: <2493@hexagon.se>
Source record: 234638

In article <5440154@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>> I just downloaded "ECOLOGY.LZH" from Delphi, and I can't figure
>> out how to play it (Guess I'm just stupid... 8^B). Can anyone
>> clue me in? It looks great!
>
>Join the club! It looks like great fun but the only thing I've managed to do

I don't know about wheter ECOLOGY.LZH is only a demo or not, but if it's
the "real thing" things are easy enough: First, you have to make sure
you don't die of starvation. Second, reproduce yourself. Third, make
sure you evolve to higher levels, (spider -> flying insect -> dog [!],
or dog -> horse -> "human" [!]). The object of the game is to become
"human" (ie two legs, two arms, no wings :-).

It's fun. It's great. It's ECO!

--
Daniel Deimert FidoNet 2:204/117.3
daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel
"There's one more dead with a hole in his head." --Told you so/depeche M

1423. Re: HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 20:30:49 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb10.203049.16091@ecst.csuchico.edu>
Source record: 234619

depeche@cs.mcgill.ca (Sam Alan Ezust) writes:

- In article <7503@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck
- Schul) writes :
- >
- >Dreampark development 1.44 drive released.Internal upgrade for our ds
- >drive for $139.95 or a new unit with own case and power for $219.95.
-
- This sounds interesting, albeit expensive... Has anyone tried this?
- Is the 1.44 drive actually twice as fast as a 720k drive?
- What is the address of Dreampark development?

A friend of mine has this installed in his STe and he loves it. I
think he told me he gets around *1.7* megs per disk. He also has an
Indus drive connected as drive B:, and that is real speedy as well;
he says you can see how fast it is because the track indicator
changes much quicker than before.

A look in ST Informer tells me that Dreampark's address is 1390 So.
1100 E. Suite 104, Salt Lake City, Utah 84105.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1424. Re: UPLOADs to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 20:35:16 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40916@ucbvax.BERKELEY.EDU>
Source record: 234620

please post this information on how to upload to Atari.archive or
mail me too. The take note printing calculator v1.1 is availible and
I think that alot of you on the net and world wide will appreciate it.

1425. Re: Fucking Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 21:11:46 UTC
From: bleys@tronsbox.xei.com
Message-ID: <1369@tronsbox.xei.com>
Source record: 234637

In article <1991Feb10.094532.1871@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
>
>You godd damned Amiga shit for brains dweebs, STAY OFF THE FUCKING
>ATARI NEWSGROUP!.
>
[lots of other stuff in a similar vein deleted]
>--
>the good guys! Sakura-mendo, CA
>
> Internet: mfolivo@sactoh0.SAC.CA.US

Um, gee, I just don't know what to say! I guess pointing out that most of us Amiga folks don't even know what you're talking about would be a good start, though.

There is much wisdom to be found in the new users posting... this situation is covered specifically. Always remember, when one person commits a transgression, posting a flame to a whole newsgroup is not only not constructive, it's downright rude. Two wrongs don't make a right, y'know...
--
* Bill Cavanaugh uunet!tronsbox!bleys *

1426. I Want Space Quest II

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 21:47:09 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1991Feb10.214709.936@julius.cs.uiuc.edu>
Source record: 234621

I you have Space Quest II for the Atari ST, preferably with
box & docs and are willing to sell it for a reasonable price,
I'll buy it from you...

--- Bri

/ Brian Totty o o
/__ __ o 1304 W. Springfield Avenue o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

1427. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 22:32:14 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3743.27b5839e@miavx1.acs.muohio.edu>
Source record: 234622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: Inline uuencoded payload not displayed: SIG.LZH

In article <1991Feb9.140414.23054@contact.uucp>, rrwood@contact.uucp (roy wood) writes:
> So, if it is true that Apple no longer allows the sale of Mac ROMs, is
> the Spectre GCR dead? Or are we about to see a sudden boom in pirated
> ROMs? I gather that the Spectre has to be modified a little to accept
> EPROMs, but it's a minor mod at most....

Well, I have heard that a company has successfully cloned the Mac ROMs,
opening the doors to a flood of Mac clones. I don't know the name or
anything though, but this might be a ray of sunlight to the Mac emulation
world.

Ryan 'Gozar' Collins rlcollins@miavx1.BITNET
("UUdecode and Type with vt100 emulation")

[Inline uuencoded payload not displayed: SIG.LZH]

1428. Question: STE

Newsgroup: comp.sys.atari.st
Date: 1991-02-10 23:13:30 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Feb10.181330.7794@umiami.ir.miami.edu>
Source record: 234639

As I have yet to see a MEGA/STE in the US yet, I have a question about the machine itself.

Those 13 pin anolog controlers that were added to the 1040ste, are they on the MEGA/STE? Just wondering

Mark Santora
Dlk0ms9s@umiami.edu

How can you recognize the good guys from the bad guys?

Easy, we wear white hats...

-The Ivories

1429. VAULT & DCACHE

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 00:12:47 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.666231167.larserio@kvart.ifi.uio.no>
Source record: 234628

```
Vault and Dcache - Any news ???
------------------------------
A while ago I asked about some problems using VAULT while also
having DCACHE (harddisk cache) installed. The problem was
located inside DCACHE and the programmers (of VAULT and DCACHE)
talked and I got a message that a new version of DCACHE would
be made really soon....

Has anyone seen this new version of DCACHE ????
Does anyone know when and where I can get it (and at what price ?)
Does anyone have the email adresse to the author of DCACHE ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

1430. VCTRDEMO.PRG problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 01:16:36 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1991Feb11.011636.14255@lynx.CS.ORST.EDU>
Source record: 234624

The other day somebody posted about the availability of VCTRDEMO.PRG at atari.archive (ekrimen perhaps?). I thought I'd give it a peek, but it doesn't seem to work correctly in either low or med resolution. It seems to be out of synch with the tv (Yes, I use a tv for color-only stuff and a SM 124 for everything else). It displays several shots of the demo, all flickering and jumping around the screen too much to really see anything.

Anybody else seen this? Advice?
(un?)relevant info: ancient 520ST, TOS 1.0, Internal RF modulator.
Thanks for any help.

John Thaanum thaanuj@prism.cs.orst.edu

1431. 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 01:25:03 UTC
From: bgr@uncle-bens.rice.edu
Message-ID: <1991Feb11.012503.1047@rice.edu>
Source record: 234625
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

This is my second post.
I am selling the following system:

Atari 1040 ST (1987 vintage)
1MB, TOS 1.0, 720K disk
Atari color monitor

All my software:
WordWriter ST
Zoomracks II
Alice Pascal
Dungeon Master
Assorted games (only good ones)
~200 disks of PD and Shareware,
including GNUemacs, Net Hack,
microemacs, STWriter, Gulam,
Sozobon C and much, much more.

All original manuals for HW and
commercial SW.

What the heck, I'll toss in the
eight disk storage cases, too.

All this for $575 o.b.r.o.
don't let this venerable system die
by becoming my dad's game machine.

If you buy the system, I will
also sell my Epson LQ800 with
tractor feed for $200.

Email to: bgr@owlnet.rice.edu
Phone: (713) 630 - 8715
Please leave a msg if I'm not there.

1432. Re: Fucking Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 02:01:21 UTC
From: jma@beach.cis.ufl.edu
Message-ID: <26831@uflorida.cis.ufl.EDU>
Source record: 234629
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1991Feb10.094532.1871@sactoh0.sac.ca.us mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
You godd damned Amiga shit for brains dweebs, STAY OFF THE FUCKING ATARI NEWSGROUP!.

I'm fucking tired from seeing your bullshit on this group. Don't you have anything better to do? Why not bug Apple? I don't GIVE A FLAMIN shit about your system, so stay the bloody hell in your own little hole.

WHat is it with you morons? Are you so bloody insecure or what? You want to fight, I'll kick your fuckin' little brains all over the floor.

Am I pissed? Damn right. And I am not the only one.

Say what you will, you shits, stay on your own fucking side.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

Oh dear. You frighten me. Help Help. Get a LIFE and some maturity...

--
John M. Adams --***-- Professional Student ///
Internet: jma@beach.cis.ufl.edu Genie: vlad /// Only the Amiga
Sysop of The Beachside, Amiga BBS, Paragon 2.085 \\V// Makes it Possible
Fido Net 1:3612/557. 904-492-2305 (Florida) \X/

1433. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 02:10:46 UTC
From: glmwc@marlin.jcu.edu.au
Message-ID: <1991Feb11.021046.19954@marlin.jcu.edu.au>
Source record: 234631

>I don't get it. Is multitasking some kind of religion to you? You don't

>I have often found multitasking (specially in Unix) more confusing than useful.

>Human beings can not concentrate to more than one task at a time.

> Jartsu

Those statements just go to show the kind of Lamers you guys really
are.

matt crowd.

1434. Re: HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 03:09:03 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <4991@umbc3.UMBC.EDU>
Source record: 234634

In article <OA3NR0B@lime.in-berlin.de> techno@lime.in-berlin.de writes:

>Next time, use a <80 column format.
>
> Techno

It also would be nice if he used proper spelling, punctuation, and grammar.
It is fairly unreadable in its current condition.

However, I don't want to discourage you from your endeavor. I appreciate
hearing anything about Atari computers from anywhere any everywhere I can.

Chuck Rickard
(chuck@umbc5.umbc.edu)

1435. Atari ST computers for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 03:12:58 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <4992@umbc3.UMBC.EDU>
Source record: 234635
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have two 520ST CPU units for sale:

Unit 1 has 2.5 megs (Z-RAM upgrade) $300
Unit 2 has 1 meg (Piggyback RAM) $200

Units include mouse and power supply, and also have RF modulators built-in.
NOTE: These units do not include disk drives.

These prices are ASKING prices. If you want to haggle, go ahead! I love
a good barter session. If you have some hardware to trade, go ahead and
offer that as well. I'm looking for Atari ST and IBM equipment at the
present time.

If you are interested, just drop me a line at my signature address or call
me at (301) 455-1506 for the personal touch.

Thanks!

Chuck Rickard
(chuck@umbc5.umbc.edu)

1436. Re: HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 03:23:16 UTC
From: techno@lime.in-berlin.de
Message-ID: <OA3NR0B@lime.in-berlin.de>
Source record: 234623

Next time, use a <80 column format.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1437. Re: Fu***** Amiga users! (was something else)

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 03:56:02 UTC
From: uzun@pnet01.cts.com
Message-ID: <7512@crash.cts.com>
Source record: 234641
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

[]
two suggestions Mr Newton John, less caffeine, and get a girlfriend.

-Roger

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!uzun
ARPA: crash!pnet01!uzun@nosc.mil
INET: uzun@pnet01.cts.com

1438. TOS/GEM escape codes

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 04:23:56 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3418@gmuvax2.gmu.edu>
Source record: 234627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do either TOS or GEM support MS-DOS style escape codes, such as those
for clearing the screen, direct cursor accessing, etc? If so, what are
they? Where can I get a complete list of them?

Followups -> 'poster'
Results of this query will be posted at a later date
signature follows (4 line maximum) [/usr/students/scoile/.sig]

Steve "Stevers!" Coile
{scoile|acs075}@gmuvax[{.BITNET|[2].gmu.edu}]|2211c1@gmuvax2.gmu.edu
"Maturity is knowing when and where to act immature"

1439. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 05:21:43 UTC
From: jph@ais.org
Message-ID: <BY%-29_@irie.ais.org>
Source record: 234640
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <A0b0moog@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1991Feb10.073020.9858@mintaka.lcs.mit.edu>, Ray Cromwell writes:
>>In article <1991Feb10.023415.8641@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>>>In article <1991Feb9.213904.782@mintaka.lcs.mit.edu> rjc@churchy.ai.mit.edu (Ray
Cromwell) writes:
>>>
[...]
>>>> Atari under Unix? What the hell is this? You mean Minix? or do you
>>>>mean an emulated Atari running on a Workstation?
>>
>> This must be a 'hacked' up port. I'm not aware of an official
>>Atari AT&T Unix port yet. (Unix has to be licensed, it costs lots of $$$
>>for the source). Besides, the Amiga can do everything you mentioned above.
>>(i've downloaded and extracted simulatenously, vied GIF pics, formatted
>>disks, etc)
>
> Again you show a lack of any knowledge about Unix on the TT. Just
>as Amiga Unix was out in Universities this fall in beta test, so now
>Atari Unix is out in Europe under beta. This is a real SVR4 port done
>by a company contracted to Atari to do the port. It will be (or is)
>running X-Desktop and who knows when we'll see it in North America.

Heehee...Atari couldn't do the port themselves? Atari CAN'T do well in
North America. They've shot their reputation all to hell here. And they're
loosing it in Europe. Atari is the ONLY company that I know of that fucked
upward compatability up because they used an illegal instruction. (With the
exception of Tandy.)

[...]
>>>I don't get it. Is multitasking some kind of religion to you? You don't
>>>propably even buy a pen, unless it multitasks...
>>>I have often found multitasking (specially in Unix) more confusing than useful.

Well, for me, and most Amiga users (if not all) multitasking blends right in.
I couldn't stand a single-tasking machine, and thats one of the MANY reasons
why I won't be caught dead owning a PC or Mac.

>>>Human beings can not concentrate to more than one task at a time.
>>>Buy If I want to multitask, I'll do it. I have a true multitasking OS for
>>>my ST. One of my Amiga-using friens said that it is better than Amiga's.
>>>Again something made in Germany. Hope those never get there, because there
>>>are so many people like you, who are too biassed to understand anything
>>>strange and new.

Yes, but it costs. We get it FREE, and it works. WHERE it's made is no
concern, unless you refer to the Soviet Union, where the public technological
level is near zilch.

[...]
>>>> Seriously. The Atari's niche is MIDI. You don't need fast CPUs for
>>>>MIDI(atleast not above 16mhz). The Amiga's niche is multitasking
>>>>and video which does demand faster CPUs. (real time video, compression,
>>>>ray tracing).

To actually display the video/sound doesn't require a fast CPU. Just lots and
lots of RAM. The rendering, etc requires the RAM.

>>>> I have nothing personal against STs. If I need MIDI I'd buy one. But
>>>>personally, I am hooked on multitasking and can't do without it. Also
>>>>since I work with Unix, the fact that AmigaDOS is simular to Unix
>>>>makes it attractive.
>>>
>>>Good enough MIDI-software needs fast CPUs. I am about to go for 33MHz.
>>>You are the first Amiga-user that is proven to be a multitasking-maniac.
>>>I know about 60 Amiga-users, 10 of them are my good friends...
>>>They either have nothing agaist ST, some of them even use one frequently.
>>>My opinion is that Amiga is a master of graphics and soud, but it is not
>>>very handy in word-processing, DTP or things like that. OPINION!

Really? Neither the ST or Amiga is word processing machines, DTP, maybe but
The ST's best DTP program is also out for the Amiga.

[...]
>>>BTW, PCs are the most unuserfriendly machines I have seen. I think Mac is
>>>something special. But if you really want something cool, get NeXT or
>>>Sun SPARCstation. Those are far more superior than any of these Atari- and
>>>Commodore-toys discussed here... ***OPINION AGAIN!!!***

When the '040's are available in mass quantities, an Amiga will eat a
NeXT or SPARCstation I for lunch.

[Lots of boring .sigs deleted]

--
// Joseph Hillenburg, Secretary, Bloomington Amiga Users Group
\X/ joseph@valnet.UUCP jph@irie.ais.org jph@ai.mit.edu
"Only Apple could slow down a 68030 chip" --Computer Shopper

1440. Re: VCTRDEMO.PRG problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 05:37:55 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb11.053755.19095@ecst.csuchico.edu>
Source record: 234626

thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:

- The other day somebody posted about the availability of VCTRDEMO.PRG at
- atari.archive (ekrimen perhaps?). I thought I'd give it a peek, but it
- doesn't seem to work correctly in either low or med resolution. It seems
- to be out of synch with the tv (Yes, I use a tv for color-only stuff and
- a SM 124 for everything else). It displays several shots of the demo, all
- flickering and jumping around the screen too much to really see anything.

- Anybody else seen this? Advice?
- (un?)relevant info: ancient 520ST, TOS 1.0, Internal RF modulator.
- Thanks for any help.

Don't load any memory resident programs or desk accessories. The
demo should also be run in low res. It looks strange in med. If
you have an ICD hard drive, disable the booter.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1441. FCC and the Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 06:13:09 UTC
From: logajan@ns.network.com
Message-ID: <1991Feb11.061309.6487@ns.network.com>
Source record: 234630

I was recently in a class in which RFI, or EMI as they now call it, was the subject. During the class, the instructor claimed that EMI restrictions were tougher in European countries such as Germany than they are here in the USA. He also claimed that Canadian rules were essentially the same as in the USA except that there was more paperwork involved in the USA.

So my question -- is this constant delay for FCC approval a bogus excuse? If EMI standars are tougher in countries where new Atari equipment shows up first, shouldn't it be a cake walk to get FCC approval here? Having to re-engineer equipment to meet weaker standards seems unlikely :-)

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

1442. Peace, love, happiness...

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 06:50:29 UTC
From: gknauss@sdcc13.ucsd.edu
Message-ID: <16551@sdcc6.ucsd.edu>
Source record: 234636
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Kids, kids... Let's end this here and now. No more cross-posting.
At all. If you cross-posted a message before you got to this one,
go back and kill it. If people wanted to read about the Amiga vs.
the ST, they'd read comp.sys.amiga.advocacy. OK?
This whole mess started out of an innocent question and has
gotten way out of hand. It's childish, it's petty, but worst of all
it's boring.
Play nice now,
Greg "School Marm" Knauss

1443. Re: VCTRDEMO.PRG problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 06:55:12 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Feb11015512@pogo.ai.mit.edu>
Source record: 234633

In article <1991Feb11.053755.19095@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
- The other day somebody posted about the availability of VCTRDEMO.PRG at
- atari.archive (ekrimen perhaps?). I thought I'd give it a peek, but it
- doesn't seem to work correctly in either low or med resolution. It seems
- to be out of synch with the tv (Yes, I use a tv for color-only stuff and
- [...deleted...]

Don't load any memory resident programs or desk accessories. The
demo should also be run in low res. It looks strange in med. If
you have an ICD hard drive, disable the booter.

I don't think that's the problem, as I've run the demo with all my
normal auto stuff and accessories and it works fine. The problem is
probably the fact that the demo uses a software overscan hack to put
graphics in the border. This is extremely tricky and requires perfect
synchronization with the monitor, something you're not likely to get
with an RF modulator and a TV set.

entropy

1444. status line in uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 07:55:41 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <10756@jarthur.Claremont.EDU>
Source record: 234643

How can I get a status line in Uniterm 2.0e?

I want to do this so I can run the sysline program on UNIX systems. I can set the number of rows on my terminal with the stty program (i.e to 23 rows which will leave an extra line at the bottom of the screen for the status line) but sysline still says I don't have status line capability even though I'm running in vt100 mode.

Any suggestions? Does anyone have any newer versions of Uniterm which fixes this?

Thanks for any help.

--Cliff Stein

1445. Forget it, dweebs.

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 08:04:56 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Feb11.080456.15494@sactoh0.sac.ca.us>
Source record: 234737
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Ah, I just love my mail.

Look. I'm sorry if I haven't replied to your hate mail, all mail regarding Amiga users are trashed before I see it.

DON'T... bother cross posting to Atari. Frankly I could never see why Amiga users (and it has only been Amiga users) cross post to atari.st. To piss us off? Why don't we see Apple or IBM users bitch and moan about STs? At least they have class and keep to their own. Even I stay in atari.st. Has there been cross posts from Atari giving Amiga users shit? Why do I think not?

I am not apologizing, and those who would apologize for me, don't. I have nothing against other system users, just the little shits that bug me about mine, and it has ALWAYS been the Amiga users. I've NEVER seen a jerk cross post from Apple, IBM, or even Mindset computers.

I am only frustrated by those idiots that cross post to piss us off. They sound more and more like an anti-war protester at a Support the Troops rally.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1446. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 10:07:44 UTC
From: hvaalde@cs.vu.nl
Message-ID: <9007@star.cs.vu.nl>
Source record: 234645

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

>- My biggest complaint right now is that there are several slightly
>- incompatible versions of LHARC. I would like to see a shakeout
>- so that I would not have to keep several different versions around.
>
>I don't understand the problem.

I do. I have about 8 different versions of LHARC they do not all use the same
letter for the same options. Some do not unpack lhz files with path names, some
do but not correctly. Some unpack in the current directory some unpack in de
root or lzh directory. Some understand UNIX style pathnames some don't

So the problem seems to be real to me!

May in a few days I will send a full list of incompatiblitys if I have time
to test all my version properly.

Harold van Aalderen (hvaalde@cs.vu.nl)

1447. Re: Fucking Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 10:16:01 UTC
From: hawk@pnet01.cts.com
Message-ID: <7514@crash.cts.com>
Source record: 234644
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

>You godd damned Amiga shit for brains dweebs, STAY OFF THE FUCKING
>ATARI NEWSGROUP!.
>
>I'm fucking tired from seeing your bullshit on this group. Don't
>you have anything better to do? Why not bug Apple? I don't GIVE A
>FLAMIN shit about your system, so stay the bloody hell in your own
>little hole.
>
>WHat is it with you morons? Are you so bloody insecure or what? You
>want to fight, I'll kick your fuckin' little brains all over the
>floor.
>
>Am I pissed? Damn right. And I am not the only one.
>
>Say what you will, you shits, stay on your own fucking side.

Hey dipshit. Why don't you get your head out of your ass and look
at the groups this is crossposted to. comp.sys.atari.st, *comp.sys.amiga*.
We are in our group, but the originator crossposted this so the replies
go over to your side also, ya dip-ass.

1448. Re: opinion about posted 'game'

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 10:42:33 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Feb11.104233.1@simvax.labmed.umn.edu>
Source record: 234708

In article <1991Feb8.014040.2663@terminator.cc.umich.edu>, weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>>I, personally, find such a concept disgusting.
>
> I respect your opinion David, and encourage others to voice theirs in the
> appropriate arenas. However, the file will stay in the archive.
> I would view anything else as blatent censorship, and I will have no part
> of that whatsoever.

Perhaps it would be best if people actually look at what I wrote, rather than what they want to read into the message. Nowhere did I state (or suggest) that the file in question be REMOVED from the archive.

I do feel, however, that even computer games deserve some forms of comment. One does not turn off one's moral and ethical standards while sitting at the computer. I doubt that many people reading messages in this forum would have even THOUGHT about the stereotyping involved in games such as the file in question.

From the responses so far, I guess any condemnation of a computer game concept is equivalent to calling for the burning of books or the establishment of churches. I find it disturbing that people are unwilling to face the possible racism (or sexism) in a computer program.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1449. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 10:48:15 UTC
From: colas@lemur.inria.fr
Message-ID: <1991Feb11.114815@lemur.inria.fr>
Source record: 234709
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Facts About European sales figures:
For France, where I live, ST sold better than Amigas till the end of 89, and now the figures have been reversed (amiga sold better than STs). Since mid-90, the amiga sales have raised tremendoulsy since the amiga 500 price went down to exactly the price of an ST. Prices of add-ons (memory, drives, etc..) were ridiculously high for the ami till last year when they drop to ST level, and even lower now.

I have read too that now in the UK that the amiga is the most installed (and the most sold I think) of ALL micros (including C64, etc...).

As for flame wars, I owned an ST and an amiga, and I would advise people to determine themselves by the software they want to run. The only "business" application I use is a videotex emulator, and no good ones exist on the ami, but very nice ones (ZZ-COMM) exist on the ST, I am planning to buy a ST-emulator on my ami to run it.
There are also very nice unix terminal emulators (term83) unavailable on the amiga, due to the nice mono screen of the ST.

But since now I mostly play games, the amiga is way ahead in this aera... so it all boils down to what you want to do with your computer.

--
Colas Nahaboo, colas@sa.inria.fr, Bull Research, Koala Project, GWM X11 WM
Phone:(33) 93.65.77.70(.66 Fax), INRIA, B.P.109 - 06561 Valbonne Cedex, FRANCE.

1450. Re: Sozobon C manuals (was dstart.o <==> ramdisk)

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 10:53:20 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb11105320@ghiggins.hpl.hp.com>
Source record: 234642

```
++ (Aside: According to Johann Ruegg, there's a company in England which
++ has printed the Sozobon documentation and sells it (with the compiler)
++ for 20 pounds. I don't know anything more about it, and I got the
++ impression that he doesn't, either.)

Sounds like one of the better-organised PD Clubs, perhaps even ST-Club. I can
get more info if anyone's interested.

Graham
======

----------------------------------------------------------------------
Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

1451. notice from 'welcome to comp.sys.atari.st'

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 11:05:33 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Feb11.110533.1@simvax.labmed.umn.edu>
Source record: 234710
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

```
Just a reminder, from the 'welcome to comp.sys.atari.st' monthly posting:

What sort of articles would interest people reading comp.sys.atari.st?
======================================================================

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
^^^^^^^^^^^^^^^^^^^^^^^^^^
than...', especially when cross-posted outside of comp.sys.atari.st. If
^^
you don't know how to eliminate other newsgroups from a reply to an article
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
which is cross-posted, ask your systems administrator.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu
```

1452. Re: UUPC Help

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 11:19:08 UTC
From: plinio@turing.seas.ucla.edu
Message-ID: <1913@lee.SEAS.UCLA.EDU>
Source record: 234646

In article <Feb.8.10.12.08.1991.5933@pilot.njin.net> lodzins@pilot.njin.net (Dean Lodzinski) writes:
>
>I am interested in installing Mercury ST (Rodney's UUCP) on my ST. I
>have one question at the present time. How does one find a host to
>call? Is there a list of available hosts that will accept calls?
>Any info would be appreciated.

Look in the newsgroup comp.mail.maps for the particular map(s) for your area. In the U.S., should be something like u.usa.[your state].1, u.usa.[...].2 and so on. Figure out what to call your site, and keep it unique (you don't want your mail being sent to another site that has the same name!). Only the first 6 characters (I think) are significant, to make matters worse.

Using the map files, you should find a site close to yours and try to get a hold of the person or organization associated with it (each map entry has geographic as well as contact information), and ask them if they are willing to give you uucp access to their site. Hopefully, they will be acquainted with the details and will be able to supply you the correct information (number(s), password(s), etc...).

Some of the bigger sites might have enough traffic already (or another reason) so as to be unwilling to provide you a feed. I don't think this should be a problem in heavily populated areas -- plenty of sites to choose from. It may improve your chances of getting a feed if you, in turn, are willing to provide mail feeds to other sites.

Good Luck,

plini
--
----- ---- --- -- ------ ---- --- -- -
The proper place for the capslock key is not where the key 'control' used to be.
plinio@seas.ucla.edu * Boelter 4442 lab: 206-1982, Boelter 3760: 825-7413

1453. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 13:28:33 UTC
From: uza@hexagon.se
Message-ID: <2559@hexagon.se>
Source record: 234715

```
>In article <11888@darkstar.ucsc.edu> tech002@.ucsc.edu (10020002) writes:
>
> > I cannot find an LHARC program for UNIX
> > [ I want to ] see what it is I am downloading
> > before I download it ...
>

I know that a version of lharc (for unix) exists at garbo.uwasa.fi (anon ftp),
and to me it seemed to be quite easy to port to any system. As far as I know
this program was made by a friend to the original author and should be
compatible with the (standard) msdos version .
--
==============================================================================
| Ulf Axelsson | |
| E-Mail: uza@hexagon.se | ...!sunic!kullmar!pkmab!hexagon!uza |
==============================================================================
```

1454. Re: How to play Ecology?

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 13:35:32 UTC
From: awrc@cs.ed.ac.uk
Message-ID: <5983@skye.cs.ed.ac.uk>
Source record: 234744

In article <5440154@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>Join the club! It looks like great fun but the only thing I've managed to do
>is eat a blade of grass here and there. I've concluded this is meant as a
>demo, not a playable game. If someone knows otherwise, I'd like to hear about
>it as well!

From the descriptions I've read of this it sounds very much like the game "Eco" that was released by Ocean back in 1988 ie it was a commercial product and sold for #20. However, it's now a very *old* game and I've not seen it around for ages so I suppose it's not impossible that it's been placed in the public domain since.

If I remember correctly (I sold the game to a friend ages ago) once you've eaten enough grass you should try to mate with another bug. If this is successful you get a chance to modify your DNA and evolve a bit. From their you can evolve into a dog or a bird and eventually into a human being. There's not a great deal to do and the game doesn't really *go* anywhere but it's just so surreal that I love(d) it.

Hmmm. Maybe it's about time I tried to get it *back* from the friend I sold it to...

--
Al Crawford - INTERNET : awrc@lfcs.ed.ac.uk JANET : awrc@uk.ac.ed.lfcs
"We can sanitize your mind in half the time it takes to sign your name..."

1455. Re: F*cking Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 13:37:15 UTC
From: chu@acsu.buffalo.edu
Message-ID: <59040@eerie.acsu.Buffalo.EDU>
Source record: 234649
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

To readers of either of the two newsgroups to which this message is being posted.

Yes, the profanity is inexcusable. However, if one has a gripe with the irrational and irresponsible behavior of one person, why not take it into e-mail rather than spread the flame by continuing the cross-post?

The purpose of this message is to redirect followups to alt.flame.

john
chu@autarch.acsu.buffalo.edu

1456. Memory test program sought.

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 13:50:14 UTC
From: me@dude.pcs.com
Message-ID: <1145@pcsbst.pcs.com>
Source record: 234560

I'm searching for a program to test the ST's memory.

Of course I could go ahead and try to write one, but
why, if someone elese has already done the job.

So any hints to source and/or binaries are welcome.

Michael
--
Michael Elbel | Wollen haetten wir schon moegen
PCS GmbH, Muenchen, Germany | aber duerfen haben wir uns nicht getraut.
me@dude.pcs.com | - Karl Valentin

1457. Undergraduate Summer Research Opportunity

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 14:20:24 UTC
From: GIAMPAL@auvm.auvm.edu
Message-ID: <91042.092024GIAMPAL@auvm.auvm.edu>
Source record: 234702
Cross-posted to: comp.sys.next,comp.sys.atari.st

LOOKING FOR A KILLER SUMMER JOB OPPORTUNITY?
This may be it!

WHO: Any undergraduates who are American Citizens (no exceptions).

WHAT: A summer research program in Intelligent Systems, specifically, Expert Systems and Neural Networks. This is our 3'rd annual REU (Research Experience for Undergraduates) and is sponsored in part by the NSF.

WHEN: From June 2, 1991 until July 26, 1991

WHERE The American University CSIS Dept. in Washington, D.C.

HOW MUCH: YOU get a $2,000.00 stipend, plus FREE room and board.

That's the basics; here are the details :

Why?:
To be part of a team made up of faculty and undergraduate student researchers working in the area of Neural Nets and Expert Systems. The team will experiment with software development tools, design and implement software, and develop expert systems applications. You will have the chance to get your hands wet with some very interesting Neural Net research that is actively (and I do mean actively) going on here now. If you are motivated, this is a fantastic opportunity.

How will students be compensated?:
Student participants will receive a stipend of $2,000 plus FREE room and board (students must live on AU's campus). In addition, there will be opportunities to publish papers about the research carried on in this project.

Who is eligible?:
Currently enrolled sophmores and juniors who are American citizens are qualified. The American Citizen part is not optional - you HAVE to be an American citizen since this is a government funded project.

Participants must also be knowledgeable about Pascal. Some UNIX and 'C' experience is desirable as well as helpful. Essentially, you should be able to write reasonable sized programs (say >1000 lines), and be able to think independently.

How to apply:
Fill out the application form (Part I) and compose a "Personal Profile" (Part II). The profile should describe your career goals, projects you have worked on, subjects you enjoyed, and why and whether you are interested in teaching/research as a career. The Profile need not be longer than one page. Send the application and profile to:

Dr. Larry Medsker
Computer Science & Information Systems Department
The American University
4400 Massachusetts Avenue N.W.
Washington, D.C. 20016-8116

For additional information, contact :
Dr. Larry Medsker or Dr. Anita La Salle at
(202) 885-1470
(or e-mail to medsker@auvm.bitnet).
Fax # : (202) 885-3155

You can also e-mail the Application to : uunet!chopin!nick (me)

OTHER STUFF: I did this the first year it was held, and did support for last year's group. My honest feelings are that this an excellent program and that if you can, do it. This is the absolute best way for an undergrad to get a feel for what REAL research is like. It isn't taking classes, it IS research (read: they don't pamper or babysit you). If you are self-motivated and willing (and capable) of doing independant work, this is for you.

-=-

Application Form (Part I)
NSF Research Experience for Undergraduates Program
The American University
Washington, D.C.

Application due date: April 1, 1991

Name _____Phone_____

Address _____

_____

_____

Are you a U.S. citizen? _____ Person with a disability? _____
Male or Female _____ Member of a minority group (specify)?_____

Overall Grade Point Average (e.g. 3.5/4.0) _____

Please list all computer related courses you've taken.
Course title Semester Taken Grade

_____

Other relevant experiences:

List three references:
Name Phone # E-Mail Address

The American University
Research Experiences for Undergraduates Program

Application (Part II)

Guidelines: Describe where you are currently enrolled; your major; what you think your career goals are; the kinds of computing projects you have worked on; subjects you most enjoyed and why; jobs you held; what you think your strengths and weaknesses are; when you expect to graduate; and, whether you are interested in teaching/research as a career and why. The Profile can be brief (one page or less).

1458. Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 14:28:06 UTC
From: selick@bucsf.bu.edu
Message-ID: <74457@bu.edu.bu.edu>
Source record: 234650

In response to all of the talk about amigas being 'true' multitasking machines and such, I just thought I'd point out that no matter how you slice it, a single microprocessor can only handle one command at a time. Depending on the methods you choose to do your application switching, you can buffer i/o and such to maximize your productivity, but you still are performing one function on the processor at any given clock tick.

Although I am relatively upset at the low priority given to midi and such musical applications on the net, I must agree with the amiga user that one of the main features of the st is its built in midi port and relative low cost, making it ideal for the struggling musician (like myself) but I must say that I have USED the 'big' sequencers on the mac, and I have toyed with amiga/ibm sequencers in the store, and none has come close to Notator on the ST. The ST is a wonderful machine for the price, and I was happy enough with my 1040st to upgrade to an STE (mainly for the blitter chip, tos 1.6, and memory upgrade, but what else is there?) I also just want to say that on the mac (I am running spectre by the way) I feel considerably more closed in. This is not a concrete term, but on the old apple][, I felt at home. On the ST, I feel at home. On the mac, I feel very restricted. I am not saying that the st is better...I don't think anybody needs to make that distinction. I prefer it.

As for multitasking, I hope atari does a system somewhat like multifinder on Mac because I love it.

see ya!
steve
<selick@bucsf.bu.edu>

1459. Re: Question: STE

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 14:30:46 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4237@eastapps.East.Sun.COM>
Source record: 234701

(Mark Santora) writes:
> As I have yet to see a MEGA/STE in the US yet, I have a question about the
>machine itself.
I have (almost everyday) :-)

> Those 13 pin anolog controlers that were added to the 1040ste, are they
>on the MEGA/STE? Just wondering
Doesn't have them. Probably never will. No great loss. Hey, what a
great niche market for some hardware type... :-)

Joe
-=-

1460. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 14:50:36 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Feb11.145036.24222@chinet.chi.il.us>
Source record: 234716
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb11.054514.25449@terminator.cc.umich.edu> jon@terminator.cc.umich.edu (Jon Brode) writes:
>BART service will no longer be available to access the Atari archive

This leaves us back where we were a few months ago. The panarthea archive isn't really an appropriate central depository of 'stuff'; that would impair its function as a newsgroup archive. As long as the enthusiasm and the resources exist at umich.edu, having a central repository there seems like a good idea. But ftp-only leaves a lot of us with pretty weak connections to it.

I have a couple of modest suggestions: In the IBM PC world, there's an ftp-only central repository at SIMTEL20. It is shadowed at (at least) 2 other sites, with mail servers at the shadow sites. There's a modest reduction in the disk load at the shadow sites because they can purge 'dead' files and re-fetch them only if needed. Traffic is decentralized. Any volunteers?

Another model is the UNIX/misc archives. Basically, they exist at 3 sites, with different access at each (although one of them, sir-alan, has been down for a rather long time). What they have in common, is that the requestor pays the phone bill. Anyone in a position to set up a bbs for the atari archive? A uucp-accessible site? Again, some degree of off-lining might be possible, although automating it might take a bit of effort. With both a bbs program and a uucp-clone having been distributed in this newsgroup, basic software availability should be a non-problem.

What all this requires is a couple hundred MB of disk, a cpu and at least one phone line. Ftp access would be desirable, but could be gotten around. The work involved would probably be too much for one person, but reasonable for 2 or more. Does either a shadow server or a second site sound like something someone wants to do? Any user group want to take on a BIG project? I suspect that a bbs with free and fee access levels could be kept from being a hopeless money-sink.
Steve saj@chinet.chi.il.us

1461. Re: Peace, love, happiness...

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 15:04:53 UTC
From: sirotto@oak.circa.ufl.edu
Message-ID: <00944110.53B91DE0@MAPLE.CIRCA.UFL.EDU>
Source record: 234705

In article <16551@sdcc6.ucsd.edu>, gknauss@sdcc13.ucsd.edu (G. "Maddog" Knauss) writes:
>Kids, kids... Let's end this here and now. No more cross-posting.
>At all. If you cross-posted a message before you got to this one,
>go back and kill it. If people wanted to read about the Amiga vs.
>the ST, they'd read comp.sys.amiga.advocacy. OK?
> Play nice now,
> Greg "School Marm" Knauss

You mean you can kill your own posts??? How???

___ __
|\ |\ | / \ SirOtto -- Gallant Knight of a rather large, squarish
| \ | \ | / table someplace in the West Panhandle of Florida.
| \ | \ |--<
| \| \|_______/ Michael E. Cerrato -- University of Florida

Internet: sirotto%maple.decnet@pine.circa.ufl.edu
UUCP: ...!uunet!uflorida!pine.circa.ufl.edu!sirotto%maple.decnet

1462. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 15:12:10 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb11.151210.4010@informatik.uni-erlangen.de>
Source record: 234704

selick@bucsf.bu.edu (Steven Selick) writes:

>In response to all of the talk about amigas being 'true' multitasking
>machines and such, I just thought I'd point out that no matter how you
>slice it, a single microprocessor can only handle one command at a time.
>Depending on the methods you choose to do your application switching,
>you can buffer i/o and such to maximize your productivity, but you still
>are performing one function on the processor at any given clock tick.

I really agree with you, *but* a multitasking system slices one second
so all non-blocked processes get one or more slices of time. This is
transparent for the user, so he may think he has *all* his processes
running.

Actually multitasking can help you e.g. in programming. Lets compare:

Monotasking:
You write some source with the editor, leave the editor, compile,
debug, find an error and start the editor again. Each application
has to be left before the next can run.

Multitasking:
Load all applications before use, and switch (without loading)
only to the one you wanna use. Indeed this is faster !

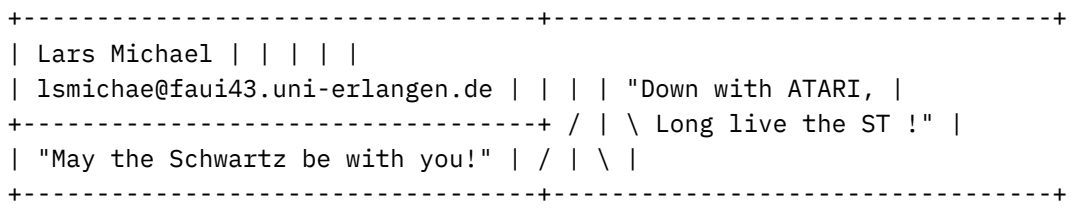
>Although I am relatively upset at the low priority given to midi and
>such musical applications on the net, I must agree with the amiga user
>that one of the main features of the st is its built in midi port and
>relative low cost, making it ideal for the struggling musician (like
>myself) but I must say that I have USED the 'big' sequencers on the
>mac, and I have toyed with amiga/ibm sequencers in the store, and none
>has come close to Notator on the ST. The ST is a wonderful machine for
>the price, and I was happy enough with my 1040st to upgrade to an STE
>(mainly for the blitter chip, tos 1.6, and memory upgrade, but what else
>is there?)

What else? The STE has:

hardware scrolling horizontal and vertical
four Joystick ports (plus two internal ports ?)
stereo digital sound
and some features which I don't know.

Lars

PS.:
I'm an enthusiastic ST-User.


Lars Michael
lsmichae@faui43.uni-erlangen.de
"May the Schwartz be with you!"
"Down with ATARI,
Long live the ST !"

1463. Re: VCTRDEMO.PRG problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 15:18:54 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <1991Feb11.151854.4860@bronze.ucs.indiana.edu>
Source record: 234703

In article <ENTROPY.91Feb11015512@pogo.ai.mit.edu> entropy@ai.mit.edu (entropy) writes:
>In article <1991Feb11.053755.19095@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>> Don't load any memory resident programs or desk accessories. The
>> demo should also be run in low res. It looks strange in med. If
>> you have an ICD hard drive, disable the booter.

>I don't think that's the problem, as I've run the demo with all my
>normal auto stuff and accessories and it works fine. The problem is
>probably the fact that the demo uses a software overscan hack to put
>graphics in the border. This is extremely tricky and requires perfect
>synchronization with the monitor, something you're not likely to get
>with an RF modulator and a TV set.

I had problems with the demo (blocks of gibberish) until I put it on a
floppy and booted without the HD or any TSRs/ACCs.

It would seem to depend on what auto programs one is running....

Jeff

--
Jeffrey C. Burka	"I've lost my way through this world of
jburka@silver.ucs.indiana.edu	profanities/I thrive on the wind and
jburka@amber.ucs.indiana.edu	the rain and the cold." --Happy Rhodes

1464. Re: evnt_button() continued...

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 15:45:39 UTC
From: stefan@hpbbi4.BBN.HP.COM
Message-ID: <510014@hpbbi4.BBN.HP.COM>
Source record: 234569

```
If I remember correctly offhand, bstate should be the same as
bmask for your case.
Try bstate = 2.

Hope this is the correct answer

Stefan
```

1465. Re: Avoiding the flame war

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 15:52:07 UTC
From: swarren@convex.com
Message-ID: <1991Feb11.155207.19611@convex.com>
Source record: 234706
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <91040.184351PMR2@psuvm.psu.edu> PMR2@psuvm.psu.edu writes:
>I've seen some nice, rational postings asking people to cease fire, but
>the flame war still goes on. Is there some way I can instruct my
>NETNEWS reader to say, filter out from comp.sys.atari.st all articles
>with the word 'Amiga' in them (and vice versa for Amiga readers)?
>

This only works for rn or trn newsreaders, so if you are using a vax or other
newsreader you will have to consult your manual.

While reading your newsgroup (comp.sys.atari.st for atari people,
comp.sys.amiga.misc for amiga people), type ^K (control-k).

This should start your news editor (set by the environment variable NFED
in your .login or .cshrc file - example for a csh user: one line in the
.cshrc will read, setenv NFED "emacs" , if you want to use emacs for your
news editor). The file you are editing is your kill file for the group
you are reading. If you want to eliminate postings that contain the word
"amiga" in the title then add this line:

/amiga/:j

If you want to eliminate the word atari then add this line:

/atari/:j

--
_.
--Steve ._||__ DISCLAIMER: All opinions are my own.
Warren v\ *| --
V {uunet,sun}!convex!swarren; swarren@convex.com

1466. Re: Falcon is Copy Protected

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 16:41:10 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Feb11.164110.983@arc.ab.ca>
Source record: 234712

In article <1991Feb9.023327.23336@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I just went out and bought "Falcon" by Spectrum Holobytes.
>I CANNOT recommend this program. Not only is it copy protected,
>it is "double protected." The disk cannot be backed up by
>normal means and furthermore they also have a codewheel.
>

Well I'm not sure what you're doing but I've had no problems making copies of my disks. I had Falcon v1.1 and put both disks onto one (format at 880K) and use this to play as there are no disk swaps required. I've also made similar disks for the 2 missions (Counterstrike, Firefight). I used Mystic to format the disks and use a regular file copy to move the files. If you still have problems let me know.

> All in all, this is a most unsatisfactory program package.
>It is not a company who I would like to see succeeding in
>this industry. Hopefully, someday I'll see the founders of
>the company bankrupt. I will feel no regrets about that at
>all.
>

I have to disagree I think this is a great software package (the codewheel is a bit of a pain to use). I've gotten many hours of pleasure out of this flight simulator and would highly recommend it.

> Those of you planning products in the future, for the
>Atari or any other computer, read this message twice and think
>about it.
>--
>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880

It's a shame you feel that way.

Bob

1467. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 16:44:24 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Feb11.164424.1116@arc.ab.ca>
Source record: 234713

In article <16491@sdcc6.ucsd.edu> gknauss@sdcc13.ucsd.edu (G. "Maddog" Knauss) writes:
>Anybody know where to get DLII now that we've established that it's
>a wonderful PD defragger? Is it on atari.archive?

That's where I got it. I believe it was in the utility directory. Look for
something like DLII024.ARC. Remember this will NOT work with >16 meg
partitiions.

Bob

1468. Re: Peace, love, happiness...

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 16:47:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b0oxb0@jonh.wimsey.bc.ca>
Source record: 234745
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In <16551@sdcc6.ucsd.edu>, G. "Maddog" Knauss writes:

>Kids, kids... Let's end this here and now. No more cross-posting.
>At all. If you cross-posted a message before you got to this one,
>go back and kill it. If people wanted to read about the Amiga vs.
>the ST, they'd read comp.sys.amiga.advocacy. OK?
> This whole mess started out of an innocent question and has
>gotten way out of hand. It's childish, it's petty, but worst of all
>it's boring.
> Play nice now,
> Greg "School Marm" Knauss

It's also becoming appearant that some people (see my other
post for an example), are redirecting this stuff back to the atari
group after we try to move it to .advocacy. Thanks for nothing, Joe.
If we wanted to read this stuff, we'd folow the .advocacy group.
I think redirecting these messages back to groups where they're not
wanted is rude and immature.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

1469. Local Atari User Group - ST meeting - Wed Feb 13/91

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 17:13:22 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Feb11.171322.28480@watmath.waterloo.edu>
Source record: 234707
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

At this month's ST meeting of KWEST:

1) An introduction to APL (available from our library).

2) Demonstration of Powermonger (from the makers of Populous) and 2
Spy vs. Spy games: The Island Caper and Arctic Antics.

3) Further examples of what can be done with Antic's Cyber Studio.

4) If we can get someone to bring midi cables, we will demo the new
shareware Midimaze II from Germany (also available from the library).

5) TWO (2) disks of the month plus the February issue of "The Hard Copy"
full of reviews and articles.

6) If you have any questions, problems, or new software, bring them along.

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs), associated bulletin
boards, public domain libraries, and a newsletter "The Hard Copy".

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Rooms open at 7:00 pm. Meetings start at 7:30 pm.

Call 579-3695 for details.

Next Meetings
****

16-bit (ST) - Wednesday, Feb 13, 1991
DCS Course Room, Room 2009 (2nd floor)

Hope to see you there,
Dani Roloson

1470. Re: Magic Sac for sale - Roger

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 18:02:10 UTC
From: colbeck@laika.misemi
Message-ID: <6477@laika.misemi>
Source record: 234746

This is my first time posting to this newsgroup so hope it makes it!

Someone had posted about having Magic Sac for sale. I believe the person was Roger McClannen. I have attempted to send you email but again I am not sure if it will make it from my machine.

I am interested in purchasing it if you still have it. Please call or email me. Thanks,
Roger

Roger Colbeck
Mitel Semiconductor
Kanata, Ontario, Canada
613 592 2122 x3331 (O)
613 230 2496 (H)

1471. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 18:29:09 UTC
From: chen@digital.sps.mot.com
Message-ID: <4fc12827.1fe60@digital.sps.mot.com>
Source record: 234711

In article <1991Feb8.010109.396@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>The 68030 and 68040 are obsolete because:
>2. Motorola has only two REAL 680x0 customers left: Apple and Motorola. NeXT
> might pick up some slack, but not more than 2-3% in the foreseeable future.

Don't forget HP/Apollo, Unisys, NCR, Atari, Commodore, Force Computer, just to name a few. And both unit/dollar sales of 680x0 based products are much higher than the 88k lines.

There is no doubt 88k is superior than 680x0, but there are still large customer base sitting on 680x0 codes.

Disclaimer: Motorola doesn't know we have net access.
--
Jinfu Chen (602)898-5338
Motorola, Inc. SPS Mesa, AZ
...uunet!motsps!digital!chen
chen@digital.sps.mot.com
CMS: RXFR30 at MESAVM

1472. upload to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 18:31:25 UTC
From: micro@imada.dk
Message-ID: <1991Feb11.183125.4703@imada.dk>
Source record: 234717

A couple of days ago I uploaded Spice, but because this is the first time,
I do any thing of the kind, I wanted to see if the thing got accepted...

SPICE.LZH : Yes the real thing (electornic circut simulator, version 2G5),
it can show some really impressive TTY-plots...
Remember to run the PRL program
before starting Spice itself.

If anybody have a newer/better port please let me know.

(I have some problems with this program, (can't start it) If you have the
same problem - _AND_ solve it, please let me know - thanks).

Klaus Pedersen

1473. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 18:43:55 UTC
From: david@bdt.COM
Message-ID: <8813@bdt.COM>
Source record: 234562

In article <1991Feb8.072038.375@abode.wciu.edu> scale@abode.wciu.edu (Luis Outumuro) writes:
>... [Hard Disk Sentry] should be available from your local Atari dealer
>(if you have >one!); if not, call Beckemeyer at 415/452-1129. Bye.....

Thanks for the plug. But the new phone number for Beckemeyer Development
is (415) 530-9637. I think the forwarding is no longer in affect and
someone else answers the old number now. The new BBS number is (415) 530-9682.

--
David Beckemeyer (david@bdt.COM) | "Beer! Now there's a temporary
Beckemeyer Development Tools | solution." -- Homer Simpson

1474. Re: Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 18:50:05 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340079@hpfcso.HP.COM>
Source record: 234563

> >The 68030 and 68040 are obsolete because:
> >1. At the same clock rate, even the 68040 is less than half as fast as
> > the 88000.

> Are you talking instructions per second here? I'm sure you realize that the
> individual 68040 instructions are more powerful than individual 88000
> instructions (in general).

Not only that, but I doubt the original claim. The 68040 comes pretty close to one instruction per cycle if you perform some instruction scheduling. It can almost certainly average under 2 clocks per instruction. Does the 88000 average under 1?

Anyhow, what counts is how fast an "equivalently equipped" computer with the two chips will run. A 25 Mhz 68040 can generate a SPEC rating of around 11, or more with an external cache. It cranks about 30,000 Dhrystones. Will a 25 MHz 88000 get over 20 SPECmarks or 60,000 Dhrystones?

>2. Motorola has only two REAL 680x0 customers left: Apple and Motorola. NeXT
> might pick up some slack, but not more than 2-3% in the foreseeable future.

I think you are forgetting the workstation market. HP (& Apollo) has a rather large market share (#2, behind Sun), almost entirely based on 680x0 workstations.

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

1475. Re: Avoiding the flame war

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 19:00:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b0p3gy@jonh.wimsey.bc.ca>
Source record: 234567
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In <1991Feb11.155207.19611@convex.com>, Steve Warren writes:
>In article <91040.184351PMR2@psuvm.psu.edu> PMR2@psuvm.psu.edu writes:
>>I've seen some nice, rational postings asking people to cease fire, but
>>the flame war still goes on. Is there some way I can instruct my
>>NETNEWS reader to say, filter out from comp.sys.atari.st all articles
>>with the word 'Amiga' in them (and vice versa for Amiga readers)?
>
> Useful stuff on how to build a kill file deleted
>

Another solution which would help nip these things in the bud, would
be if anyone who follows up to the posting uses the Followup: line to
redirect the discussion elsewhere. If everyone did this immediatly,these
stupid flame wars would die an early death.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

1476. Re: HPite with atari.archive access?

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 19:06:04 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540009@hpcc01.HP.COM>
Source record: 234747

Thanks for the (overwhelming) response! I've got the file.

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

1477. Re: Peace, love, happiness...

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 19:08:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b0p3uc@jonh.wimsey.bc.ca>
Source record: 234568
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In <16551@sdcc6.ucsd.edu>, G. "Maddog" Knauss writes:

>Kids, kids... Let's end this here and now. No more cross-posting.
>At all. If you cross-posted a message before you got to this one,
>go back and kill it. If people wanted to read about the Amiga vs.
>the ST, they'd read comp.sys.amiga.advocacy. OK?
> This whole mess started out of an innocent question and has
>gotten way out of hand. It's childish, it's petty, but worst of all
>it's boring.
> Play nice now,
> Greg "School Marm" Knauss

It's also becoming appearant that some people (see my other
post for an example), are redirecting this stuff back to the atari
group after we try to move it to .advocacy. Thanks for nothing, Joe.
If we wanted to read this stuff, we'd folow the .advocacy group.
I think redirecting these messages back to groups where they're not
wanted is rude and immature.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

1478. Re: FTP's

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 19:45:49 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Feb11144549@acae127.cadence.com>
Source record: 234718

In article <7220@uqcspe.cs.uq.oz.au> warwick@batserver.cs.uq.oz.au (Warwick Allison) writes:

> In <4701@mindlink.UUCP> Sam_Oben@mindlink.UUCP (Sam Oben) writes:
> dsrgsun.ces.cwru.edu 129.22.16.2 Minix, TOS Atari ST, gcc from

please scratch that one. i am no longer at cwru. if it does still exist, its contents are obsolete.

--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1479. DM1: Poison Trap

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 19:49:08 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4473@syma.sussex.ac.uk>
Source record: 234651
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

In Dungeon Master 1 there is a room at the end of which is a diamond
edged sword in an alcove. As soon as you try and depart with it
the room fills with poison gas. The best I have done (even with dropping
everything) is to loose one character. I assume there are other
solutions to this. What are they ???

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

1480. DM1: Alternative Ending

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 19:51:46 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4474@syma.sussex.ac.uk>
Source record: 234600
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

I"ve heard that there is an alternative ending/solution to DM1 which
involves going back to level 1 and out the front door of the dungeon.
Is there any truth to this rumour or is it a wind-up ?

John Upham, (Chemical Physics Ph.D)

University of Sussex, Brighton, UK.

Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)
Fax: +44 273 671966

"I've counted them all out and I've counted them all back"
Murray Walker (?) commentating on the restart at F1 WC, Spa, 1990

1481. Atari Hard disk for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 20:03:23 UTC
From: delta@bucsf.bu.edu
Message-ID: <74480@bu.edu.bu.edu>
Source record: 234714
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
For sale:
Atari Megafile 30, 30 Mb Hard Disk
Turbo Kit, Hard disk utilities (optimize, backup etc).

Asking for $380 or best offer.

e-mail delta@bucsf.bu.edu or
call Peter at (617) 731-5088
```

1482. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 20:23:27 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Feb11.202327.3702@unx2.ucc.okstate.edu>
Source record: 234721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Well, I have heard that a company has successfully cloned the Mac ROMs,
>opening the doors to a flood of Mac clones. I don't know the name or
>anything though, but this might be a ray of sunlight to the Mac emulation
>world.
>

Details!!!!!!

please? anyone!!!!

1483. Good Combat Flight Sim that is 520st compatable

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 20:29:11 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <91042.142911MV010320@NDSUVM1.BITNET>
Source record: 234558

What is the best combat Flight sim that can run in the 520st 512K.
Some of the progs I'm curious about are:
Thier Finest Hour
F-16 Combat Simulator
F-19 Stealth Fighter

Thanks in advance,

Thomas Sheridan

1484. Mega2 wanted

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 20:44:45 UTC
From: aa519@cleveland.Freenet.Edu
Message-ID: <9102112044.AA05736@cwns5.INS.CWRU.Edu>
Source record: 234719

If you have a Mega 2 at a good price for sale, leave Email.

Thank you
aa519@cleveland.freenet.edu

--
Thomas Hill and I, often do not see eye-to-eye. But one thing we
DO agree on is: IBM`s greatest sales tool is ignorance on the
consumers part!!! Wether you own an Amiga, Atari ST or Mac makes
no difference.... The Motorola 68000 family RULES!!!!

1485. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 21:21:35 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Feb11.212135.13827@ccu.umanitoba.ca>
Source record: 234722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb11.145036.24222@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>BART service will no longer be available to access the Atari archive
>
>This leaves us back where we were a few months ago. The panarthea archive isn't
>really an appropriate central depository of 'stuff'; that would impair its
>function as a newsgroup archive. As long as the enthusiasm and the resources
>exist at umich.edu, having a central repository there seems like a good idea.
>But ftp-only leaves a lot of us with pretty weak connections to it.

[various suggestions for allowing non-ftp'ers access to atari.archive deleted]

Your suggestions are good ones, Stephen, but they all sound like a lot
of work. Are you aware that there is a mail server at princeton
specifically set up to handle to remote ftp requests and send the
files to you by mail? Try sending the one-line message "help" to:

bitftp@pucc.princeton.edu

(Note: I haven't actually used this server, but I presume that it
works, since it's been around for a while. I think that there may be
similar servers located elsewhere, but I don't have addresses. Does
anyone else have any details on this sort of thing?)

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

1486. Re: Falcon is Copy Protected

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 21:32:50 UTC
From: cgjxt@ux1.cts.eiu.edu
Message-ID: <1991Feb11.213250.14053@ux1.cts.eiu.edu>
Source record: 234720

In article <1991Feb9.023327.23336@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I just went out and bought "Falcon" by Spectrum Holobytes.
>I CANNOT recommend this program. Not only is it copy protected,
>it is "double protected." The disk cannot be backed up by
>normal means and furthermore they also have a codewheel.

Thats strange. I find Falcon to be one of the best flight simulators I own.
Sure it's protected, but that dosn't mean that it isn't a great game. I don't
find it's protection to be that much of a problem. You have to match up two
icons right after you load it. After that, the protection system leaves you
compleatly alone (Wish I could say that for the migs!).

I find that falcon extension #2 is the best. The enemy migs know have their
own missions (like bombing your own ground targets) and you have to stop them.
They don't just pop up and try to kill you. It has 3 types of aircrafts
(escorts, bombers, and Hinds). and each behaves like you would in their misson,
and not just like some computer was controling it.

Personaly, I hope the Spectrum Holobytes makes it big, they give good serviec,
sell at a resonable price, and know that to keep their customers happy they
need to keep making their products better.

Joe T.S. Taitt

1487. PSU Users

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 21:37:55 UTC
From: KRR102@psuvm.psu.edu
Message-ID: <91042.163755KRR102@psuvm.psu.edu>
Source record: 234723

Can anyone out there give me a list of who at PSU has an AtariST? I can n
ot seem to find anyone.

Thanks,
Mark W.

1488. Re: 680x0 are NOT obsolete (was Re: TT upgrades)

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 21:50:31 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540010@hpcc01.HP.COM>
Source record: 234740

> 2. Motorola has only two REAL 680x0 customers left: Apple and Motorola. NeXT
> might pick up some slack, but not more than 2-3%...
> 6. Motorola has several REAL customers for 88xxx: Data General, Tektronix,
> Sequent, Opus, and, of course, Motorola.

Call me biased, but I consider Hewlett Packard to be more *REAL* than any
of Data General, Tektronix, Sequent, Opus, or Motorola. Since you're
apparently not aware, HP does a pretty good business in Motorola 68k
workstations, partially through the aquisition of Apollo, and partially
through pre-existing HP products.

But of course, I'm not an official spokesman, and am just speaking of
my own opinions. I actually don't our official position on REALity.

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

1489. Music scoring and Tiger CUB

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 21:57:11 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1991Feb11.215711.13159@cbnewsj.att.com>
Source record: 234727

In my quest for reasonably priced MIDI packages that can output high-quality scores to the HP Deskjet, I was happy to come across Dr. T's Tiger Cub demo in STart magazine.

Having a sequencer, music editor, and scoring in one package at that price is pretty amazing.

Now, my question is, can the scoring program be used to add add lyrics (i.e., the words to the song) below the staff? If it can, I'm buying this package right away.

Oh, on the lighter side, does anyone know why the game "Powerdrome" is no longer available? The mail order places all say that Electronic Arts has discontinued it. Thanks,

Rana Dutt
rcd@mtqua.att.com
(908) 957-3389

1490. UPLOAD: COLOUR STrabble!

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 21:58:01 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7249@uqcspe.cs.uq.oz.au>
Source record: 234724

Due to overwhelming requests, I've now uploaded my latest version of STrabble (the game that is "cosmetically similar to Scrabble, but completely different, in that you can play against the computer").

This version runs in COLOUR or MONOCHROME, (Medium and High resolutions), but still requires 1 megabyte to run.

Again, if enough requests come in, I'll try to produce a smaller dictionary, but really, it is better with the full one. I used to run it with a 14000 word dictionary (now it is 45000), but the computer turns out too dumb.

Enjoy!
Warwick.
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1491. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 22:03:33 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7250@uqcspe.cs.uq.oz.au>
Source record: 234725

```
>In article <11888@darkstar.ucsc.edu> tech002@.ucsc.edu (10020002) writes:
>
> > I cannot find an LHARC program for UNIX
> > [ I want to ] see what it is I am downloading
> > before I download it ...
>

Look in: comp.sources.misc/volume 11, on uunet.uu.net

Warwick.
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
\__--_/ University of Queensland,
V AUSTRALIA.
```

1492. UPLOAD: STrabble, NOTE...

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 22:14:44 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7251@uqcspe.cs.uq.oz.au>
Source record: 234726

Please note:

You will need ARC 6.0 to unpack STrabble.arc (It contains directories)
You probably already have this archiver, if not it is on atari.archive in the
archivers directory.

Sorry, I couldn't get LHARC to work (LHA121.LZH and LZH11316.LZH failed)At least now, all
the files will be in their own directories for you! (You might
want to create a "GAMES" directory as well though, for saving games - BTW you
can save games at the end too if you want, I do when I manage to beat the
computer on maximum difficulty, that's two games saved).

Warwick.
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1493. Re: TEMPUS WORD

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 22:59:24 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440155@hplsla.HP.COM>
Source record: 234732

ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:

>I heard a while back that TEMPUS WORD was available in Europe. Has
>anyone seen it here in the US? Anybody know anything about its
>features?

The scuttlebutt on GEnie is that TEMPUS WORD is avilable only in a German
version and there is no interest in creating either a US or UK (e.g. English)
version.

%%%

1494. Gemini for TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 22:59:27 UTC
From: tech002@ucsci.UCSC.EDU
Message-ID: <12184@darkstar.ucsc.edu>
Source record: 234728
Cross-posted to: comp.sys.next,comp.sys.atari.st

I was recently visiting a friend with a Mega 2 and he had the Gemini desktop installed on his computer. It seemed like a nice little Shareware program so I copied it from him because I wanted to run it on my 1040. It wouldn't work. Someone told me that it was because there was a problem with it running under TOS 1.0 (the author used some call nonexistant in the earlier TOS, or something) My question is if there is a version that will work and if so, where might I find it on the net (FTP)? Thank's for help.

Also, I would like to say thank you to everyone who helped me find a LHARC program for UNIX.

Roman Baker
University of California, Santa Cruz

1495. Re: Avoiding the flame war (HOW TO KILL amiga MESSAGES)

Newsgroup: comp.sys.atari.st
Date: 1991-02-11 23:27:15 UTC
From: erik@mcrware.UUCP
Message-ID: <5000@mcrware.UUCP>
Source record: 234734
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <91040.184351PMR2@psuvm.psu.edu> PMR2@psuvm.psu.edu writes:
>I've seen some nice, rational postings asking people to cease fire, but
>the flame war still goes on. Is there some way I can instruct my
>NETNEWS reader to say, filter out from comp.sys.atari.st all articles
>with the word 'Amiga' in them (and vice versa for Amiga readers)?
>
>Thanks.
>
>Paul Ricker PMR2@PSUVM.PSU.EDU

I use 'rn' to read usenet news, and if you wish to kill all articles that
have the word 'amiga' in the title, do the following:

while in the atari newsgroup,

Press control-k.
This will allow you to edit your kill file, type the following:

/amiga/j

This will junk all amiga titled messages.

I did this a few days ago, and it really is nice to skip all the garbage.

Erik R Johnson

1496. Notator 3.0

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 00:10:48 UTC
From: selick@bucsf.bu.edu
Message-ID: <74519@bu.edu.bu.edu>
Source record: 234729

I just ordered the Notator update from C-Lab, and I wanted to know if anyone has already gotten it? What new features does it have? Is it still dongle protected (ick!)? Does it support Postscript to disk yet? Also, it would be nice to hear from anybody else using notator, just to get ideas and such on using the program etc..
later,
steve
<selick@bucsf.bu.edu>

1497. gcc woes

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 00:18:14 UTC
From: 4203_5132@uwovax.uwo.ca
Message-ID: <1991Feb11.191815.8575@uwovax.uwo.ca>
Source record: 234688

Now that I have my problems worked out with LaTeX...

I have been trying to get gcc 1.37.1 to run on my 1040 with a
megafile 30. I have the binaries in /gcc/bin, the includes in /gcc/include
and the libs in /gcc/lib. I believe I have the correct GNULIB and
GNUINC enviroment variables set correctly (from gulam). I am not sure
I have the GCCEXEC set correctly, in that I am not sure if it should be
a path or a prefix for the ld, as, cpp etc ,binaries. I also have TEMP
set to /tmp.

When I run gcc (on even the simplest c source), I get a cmd exit
code 1 from gulam, and no trace of a '.o' file. Seems however I can run
other binaries such as cpp and it has no problem working (finding the
include files etc.) What am I doing wrong? Could someone please e-mail
me the specifics, or a solution to my frustrating problem.

One last point. Where can I get a complete (LaTeX'able) set of
docs for gcc? Atari.Archive doesn't seem to have them, neither a few
other FTP sites. Thanks in advance...

4th year Applied Math/Computer Science |
University of Western Ontario | "Put a cute quote here"
London, Canada | -anonymous
semple@uwovax.uwo.ca |

1498. Re: Which Modula2 compiler ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 00:25:06 UTC
From: 4203_5132@uwovax.uwo.ca
Message-ID: <1991Feb11.192506.8576@uwovax.uwo.ca>
Source record: 234687

In article <wolfram.664808854@cip-s06>, wolfram@cip-s06.informatik.rwth-aachen.de (Wolfram Roesler) writes:
> vdlaan@pttrnl.nl writes:
>
> The very best M2 compiler is a C compiler: faster, easier, better. Use the
> following:
>
> #define BEGIN {
> #define END }
> #define INC(x) (x)++
> #define DEC(x) (x)--
> #define PROCEDURE
> #define MODULE
>
This won't make the people in comp.specification very happy, indeed!

But seriously, is there a Modula compiler for the ST that has a
complete library of modules (and when I say complete, I mean all of the
ones named in Programming in Modula-2 by Wirth, specfically the lowlevel
interface and the multi-programming/resource sharing modules)?

4th year Applied Math/Computer Science |
University of Western Ontario | "Put a cute quote here"
London, Canada | -anonymous
semple@uwovax.uwo.ca |

1499. Re: HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 01:02:59 UTC
From: ltf@ncmicro.lonestar.org
Message-ID: <286@ncmicro.lonestar.org>
Source record: 234554

In article <OA3NR0B@lime.in-berlin.de> techno@lime.in-berlin.de (Techno) writes:
}Next time, use a <80 column format.
}
} Techno

And, for ghods sake, get a spelling and punctuation checker.

Have mercy!

Lance

--
Lance T. Franklin +---+
(ltf@ncmicro.lonestar.org) | "You want I should bop you with this here |
NC Microproducts, Inc. | Lollipop?!?" The Fat Fury |
Richardson, Texas +---+

1500. Re: TEMPUS WORD

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 01:07:03 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7258@uqcspe.cs.uq.oz.au>
Source record: 234735

In <5440155@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:

>The scuttlebutt on GEnie is that TEMPUS WORD is avilable only in a German
>version and there is no interest in creating either a US or UK (e.g. English)
>version.

Don't you just hate these programs with hard-coded language dependancies!
The whole purpose of a RSC file is to do away with such problems:
translating the language is trivial with resources. When I got GEMINI off
the archive, it was all in German. So I changed the resource, but still it
had some German stuff, because the authors had used form_alert type calls
with literal strings in them!

Oh well!
Warwick.
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1501. Re: No More Mac ROMs? <- cloning the roms

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 01:25:43 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <27B74418.1334@maccs.dcss.mcmaster.ca>
Source record: 234677

In article <1991Feb11.202327.3702@unx2.ucc.okstate.edu> cummins@unx2.ucc.okstate.edu (John Cummins) writes:
>>Well, I have heard that a company has successfully cloned the Mac ROMs,
>>opening the doors to a flood of Mac clones. I don't know the name or
>>anything though, but this might be a ray of sunlight to the Mac emulation
>>world.
>>
>
>Details!!!!!!
>
>please? anyone!!!!

about 6 months ago in the 'X' newsgroup there was a posting from a company
that was cloning the mac toolbox roms. In a recent housecleaning I
blew away the article, so I can't quote it. So go looking in the
X group for details.

memory tells me that they had something at the rough beta test stage, using
'X' (only just using X, not heavily depending on it) for the screen
interface.

Sorry I can't be more helpfull

--

Art Mulder, McMaster University art@maccs.DCSS.mcmaster.ca
Hamilton, Ont, Canada ...!uunet!utai!utgpu!maccs!art

1502. Re: Re: Midi on the ST...(long)

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 01:48:52 UTC
From: pdel@ADS.COM
Message-ID: <KS_&PH@ads.com>
Source record: 234738

>> and I'll email you a copy, or post it if I have some requests.

>Here's one vote for posting...

...two!

1503. Re: Question: STE

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 02:12:39 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb12.021239.25374@ecst.csuchico.edu>
Source record: 234742

dlk0ms9s@umiami.ir.miami.edu (Mark Santora) writes:

- As I have yet to see a MEGA/STE in the US yet, I have a question
- about the machine itself.
-
- Those 13 pin anolog controlers that were added to the
- 1040ste, are they on the MEGA/STE? Just wondering

I haven't seen one either, but I've heard they aren't. A couple of people have told me that the MegaSTe4 is selling in limited quantities in the US. Anyone know where to get them?

Does anyone know of any products released or still in development which use the 15-pin analog ports on the STe?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1504. Flame-war

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 02:37:18 UTC
From: eric@sactoh0.sac.ca.us
Message-ID: <1991Feb12.023718.702@sactoh0.sac.ca.us>
Source record: 234733
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I am sorry for having to use a "form" type letter, but it
seems that the user mfolivo has achieved quite a " fan ;-) "
club in the past few days and many are quick to let me know.
I thank you for bringing this to my attention. I have a
strong suspicion that the user will be posting an apology
letter to the amiga and atari newsgroups, as I am sure that
the others involved will.
I am aware that we all have our off days, but that does not
validate flaming each other. The spirit of usenet is the sharing
of information with others. This is hopefully to be done with the
informative discussion of the strengths and weakness of each
computer system as pertaining to various applications.
Heated discussions are best dealt with via E-Mail, not public
ridicule.
I am not coming from the view point of the dreaded "NET POLICE"
as usenet is suppose to be an uncensored forum. I am not asking
for users on this system, or others, to fear censorship. What
I am asking is that users practice informative posting, not
emotional. The other reason is that I prefer to lead a fairly
quite life, as do most system administrators. Please, the next
time a flame war enzyme attacks the brain cells, resist the urge.
A copy of this letter will be send to all those who have written
me, the offending user on this system and posted to both the
amiga and atari groups.
Now maybe I can go back to sleep! :-)
Eric
postmaster@sactoh0.sac.ca.u

--
To think that some | eric@sactoh0.SAC.CA.US
people get paid to do | ames!pacbell!sactoh0!eric
this....! | ucbvax!csusac!sactoh0!eric
root@sactoh0.sac.ca.us | (A Home For Unwanted 3B's)

1505. Uploading to Atari.archive and Comp.{Binaries,Sources}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 03:23:32 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Feb12.032332.12202@terminator.cc.umich.edu>
Source record: 234555

Uploading to Atari.archive.umich.edu
and
Posting to comp.{binaries,sources}.atari.st
By Jeff Weiner, Atari.archive Guardian

How to upload to atari.archive.umich.edu:

There are two main ways to upload to the archive: FTP or mail

1: FTP - This is the preferred method, as it doesn't clog my mailbox with megs and megs of stuff, not to mention it's a bit easier for you too. Logon to the archive as usual, then issue the following commands

```
cd ~atari/new
type binary
put filename.ext
mail weiner@atari.archive.umich.edu .... "Hey Jeff, I just uploaded this..."
```

This last step is very important. As we're now integrating the index with text and the ls -lR listing, descriptions and an address to send questions to are key.

2: MAIL - This is a bit slower for you and for me, but is still very effective. Simply uuencode the file, (please split it into parts ~=40 M or less please) and mail the result to weiner@atari.archive.umich.edu. Please name the parts in the subject line. This is really helpfull as the parts usually don't arrive in the proper sequence. Also, please include a message labeled file transmission, containing a short description of the file, etc. Shar files are also acceptable, but I prefer the uuencoded.

And for those of you who would like to see your binaries and sources appear in comp.{binaries,sources}.atari.st, the following is taken from Steve Grimm's Introduction to Binaries and Sources:

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator, Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist, atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and forward them to me. Submitting to him saves net bandwidth, so it's encouraged.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a

program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while.

Also, as of volume 8, I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this pretty much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to atari-sources@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to sun!ebay!panarthea!atari-sources. In Europe, send your submissions to Jan-Hinrich Fessel, the European submoderator of the group, at unido!atari-sources (or, if you're a masochist, atari-sources@unido.informatik.uni-dortmund.de.)

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, source without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a pain to separate them, and such submissions are invariably placed on the back burner. Sources should be submitted in the same format as binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas' "uue" program if possible, as it can correct some common transmission

errors. Split long submissions up into reasonable (less than 50K)
chunks. "uue" will do this for you, if you use "uue -700 file" to
encode.

Please inform me of any special system requirements, and what development
environment was used, so that I can properly test your submission and
label it when I post it.

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
"As a citizen of this country, I have a right to define this function!"-A. Speis
Atari.archive.umich.edu Caretaker||177M and climbin'|| "So like take off eh?"

1506. Re: Falcon is Copy Protected

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 04:08:48 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb12.040848.23978@actrix.gen.nz>
Source record: 234552

Distribution:world
Followup-To:Falcon

Note; the UK. version of Falcon has allways been Protected, but with
no code wheel, but may be they are using both types of protection now !

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1507. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 04:12:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb12.041244.24065@actrix.gen.nz>
Source record: 234553

Distribution:world
Followup-To:DLII

In article <1991Feb11.164424.1116@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:
> In article <16491@sdcc6.ucsd.edu> gknauss@sdcc13.ucsd.edu (G. "Maddog" Knauss) writes:
> >Anybody know where to get DLII now that we've established that it's
> >a wonderful PD defragger? Is it on atari.archive?
>
> That's where I got it. I believe it was in the utility directory. Look for
> something like DLII024.ARC. Remember this will NOT work with >16 meg
> partitiions.
>
> Bob

From what I know is is VERY Flaky, will corrupt Hard Drives, but you
must clean up your Drive first, I would never use it, It would be
better to back up and reformat.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1508. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 04:31:13 UTC
From: darius@edm.isac.CA
Message-ID: <1991Feb12.043113.20242@edm.isac.CA>
Source record: 234592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb11.212135.13827@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>In article <1991Feb11.145036.24222@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>>BART service will no longer be available to access the Atari archive
>>
>>This leaves us back where we were a few months ago. The panarthea archive isn't
[stuff deleted]
>Your suggestions are good ones, Stephen, but they all sound like a lot
>of work. Are you aware that there is a mail server at princeton
>specifically set up to handle to remote ftp requests and send the
>files to you by mail? Try sending the one-line message "help" to:
>
> bitftp@pucc.princeton.edu
>
>(Note: I haven't actually used this server, but I presume that it
>works, since it's been around for a while. I think that there may be

I've used this server a few times. It works very well. No need to cry
about not having ftp access!!

--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. uucp:{uunet,alberta}!ncc!isagate!darius
Edmonton, Alberta, Canada phone:(403) 420-8081

1509. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 05:01:09 UTC
From: chuj@spot.Colorado.EDU
Message-ID: <1991Feb12.050109.22819@csn.org>
Source record: 234730

I have the following Items for sale:

40 Meg HD (Miniscribe) ST506, I'm using it on a Adaptec 4070A
JUST the drive is for sale.

$160.00 (not including shipping)
(Will consider a trade for another ST machine)

122 Meg HD (MICROSCIENCE) ST506 28ms NEW for $475.00

2400 BAUD modem, Avatex modem. NO manuals.

$70.00 (This I will include shipping)

Single Sided 3 1/2 Drive internal came from the 520stfm

$35.00 ?

IBM LAPTOP Backlit LCD, carrying case, Battery.
It's the SPARK DATAVUE with 2 720k floppies
Click key, COLOR: DARK GRAY. 1200 MODEM,
DOS manuals, SOFTWARE: DOS, Turbo C 2.0.

$825.00 (shipping not included)

AND a local Denver Store has the following for sale for those
who are interested: (I know, I know this is atari newsgrp,
but for those who are about to upgrade to a new machine or
planning on purchasing. Consider this.)

386/33 Mhz 64k Cache, AMI BIOS, I/O PORTS
1 meg 80n (exp to 16meg on board)
FULL TOWER 6 Drive Bays, 230 WATT P/S
1.2 or 1.44 floppy drives.
122 Meg HD 28ms
1024x768 moniter .28 pitch with
PVGA 512k card (1024x768 16 colors) SUPER VGA
101 keyboard (7.5 MIPS and 58.7 Mhz AT speed)
ALL FOR $2150.00 + tax
Comes with 1 year warranty
Options: 9600/2400 FAX/MODEM send-receive grp 3 $170
4 megs $200 (or $70 each add.)
CO-PROCCESSOR CYRIX $500
ADD-LIB or SOUND BLASTER (6 voice - 8 voice) around $160
19 ms IDE instead of 28ms is $120
IF YOU ARE INTERESTED IN ANY OF THE ITEMS LEAVE ME E-MAIL.

By the way, I have recently kept up with the news, there seem to be a war that keeps getting worse. I have started to read the atari newsgrp for my st for new items and information not for comments on whose machine is better. I use to have an MAC+, and an AMIGA now I have an IBM and ST. I feel that the ST serves my educational purpose and the IBM serves the Business purpose. I got rid of the AMIGA and the MAC+ for reasons of the OS and other reasons as well. Oh well that is as far as I can go with this topic I hate flame wars about ATARI vs COMMODORE since the 8 bit years.

Jeff

1510. GEM programming book

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 05:03:01 UTC
From: jvj0852@rouge.usl.edu
Message-ID: <25012@rouge.usl.edu>
Source record: 234731

Hello ST'ers,

I no longer own an ST, but...

I have a Programmer's Guide to GEM book (using C of course) that
has been living on my shelf for 3 years now. Hardly used, it covers programmingin GEM in
general, including on the IBM. Yours for $5, including shipping (
I figure after shipping, I'll make $2.15 or so for my trouble :-)).

Lemme know if you would like it.

John Joubert | /\ | /\ | _
Internet: pabres13@pc.usl.edu | \|<>|>|> \|<>|>|><`|`|
GENIE: J.JOUBERT |--/|-------/|------------
Ph 318-237-8023 | \/ \/

US Mail:

PO Box 53281
Lafayette, LA
70505-3281

1511. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 05:06:46 UTC
From: steve@thelake.mn.org
Message-ID: <A3101103691@thelake.mn.org>
Source record: 234739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[cummins@unx2.ucc.okstate.ed writes ...]

>>Well, I have heard that a company has successfully cloned the Mac ROMs,
>>opening the doors to a flood of Mac clones. I don't know the name or
>>anything though, but this might be a ray of sunlight to the Mac emulation
>>world.
>>
>
> Details!!!!!!
>
> please? anyone!!!!

The following is an excerpt from the Minnesota Atari ST user group newsletter, which goes in the mail tomorrow (assuming I get the laser printing done).

THE LAST WORD

By Steve Yelvington

Well, somebody's finally done what should have been done a long time ago: written a genuine alternative Macintosh-compatible operating system. Not just a Mac emulator. A complete Mac replacement.

It's described in the Jan. 28 issue of InfoWorld, a weekly personal computer trade magazine.

A company called Nutek Computers Inc. has cooked up replacements for Mac ROMs and the disk-based portion of the Mac software (system and multitasking Multifinder). It also has three custom chips that can form the heart of a Mac-compatible, and it's looking for companies to produce the hardware.

This is different from Dave Small's Spectre, Magic Sac, AMAX and other Mac emulators for the Atari ST and the Amiga. They require you to track down a genuine Mac ROM chip set and a copy of Apple's system software.

Apple has suddenly clamped down on Mac ROM chips, and Apple dealers can get them only by turning in the old chips they're replacing -- or by paying a whopping surcharge. Apple seems determined to keep Spectre et al from catching up with current top-of-the-line Macs.

Nutek's technology sidesteps the whole problem by providing its own alternative software, developed in a ``clean room'' environment based on Apple's specifications without seeing a line of Apple's code.

And although it runs Mac software, it avoids ``look and feel'' copyright infringement by not looking like a Mac.

How can that be?

Well, Nutek has licensed the Motif user interface from the Open Software Foundation. OSF is pushing Motif as a friendly look for new Unix systems. IBM has adopted Motif for OS/2. And Geoworks has adopted Motif for GEOS on smaller PC clones. It's an attractive and well thought-out windowing system.

When a Mac application opens a window, it gets a Motif window. When it puts up a menu bar, it gets a Motif menu bar, attached to a window instead of glued to the top of the screen. This is actually easier to understand than Mac Multifinder's method of changing the content of the menu bar as you switch among concurrent applications.

I haven't seen any of Nutek's software running, but the pictures sure look good.

Dave Small has said he's not interested in making a Spectre that can use 256K Mac II ROMs, the current state of the art. One reason may be that they're darned near impossible to get. (There is a report that Apple is considering licensing Mac ROMs to other companies for $500 to $1,000 a pop).

If Nutek makes its alternative system technology available at a modest price, the whole picture may change.

(The rest of the column goes on to discuss TT and Apple pricing, and is therefore omitted here.)

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

1512. QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 05:20:28 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb12.052028.26501@ecst.csuchico.edu>
Source record: 234750

Quick ST 2.2 came in the mail today (Thanks Frank!). I had heard it was faster than Turbo ST 1.8 which I have, so I wanted to give it a try. If this is old news, please forgive me.

Before I rebooted my machine to install Quick ST, I checked the benchmarks for TurboST 1.8 with Quick Index 1.8. I got the following for the monochrome desk accessory version (with TOS 1.6 blitter on and tons of stuff in the AUTO folder and DAs):

TOS Text: 299%
TOS String: 1257%
TOS Scroll: 103%
GEM Dialog: 233%

So I rebooted with QuickST monochrome version and got:

Loaded 4th or 5th in AUTO folder

TOS Text: 195%
TOS String: 670%
TOS Scroll: 101%
GEM Dialog: 224%

Loaded last in AUTO folder

TOS Text: 255%
TOS String: 675%
TOS Scroll: 101%
GEM Dialog: 248%

I was quite perplexed. Where was the overwhelming speed increase? I wondered if it was just one program slowing it down or what. One by one, I removed the TSRs and desk accessories and ran Quick Index each time to find out that it was the accumulation of all of them, not just one which slowed it down. With all of the stuff removed (the ICD booter doesn't make a difference), I got this from QuickST and Quick Index:

TOS Text: 303%
TOS String: 1241%
TOS Scroll: 103%
GEM Dialog: 264%

Therefore, QuickST HATES having stuff installed. Pity.

Just to be fair, I loaded the AUTO folder version of Turbo ST and here are the results:

with nothing else loaded

TOS Text: 302%
TOS String: 1282%
TOS Scroll: 105%
GEM Dialog: 244%

with all my usual stuff loaded

TOS Text: 228%
TOS String: 1225%
TOS Scroll: 103%
GEM Dialog: 227%

For those interested, I loaded both QuickST and TurboST (DA version)
and I got:

TOS Text: 296%
TOS String: 1257%
TOS Scroll: 103%
GEM Dialog: 236%

What was quite interesting was how QuickST blew TurboST away in the
BMVGTEFF benchmark. This one tests normal, bold, italic, light or
grayed, and underlined. The smaller figures are best.

TurboST had 67, 67, 274, 611, and 241.
QuickST had 48, 67, 58, 95, and 48.

I don't use bold, italic, light, and underlined stuff often, so this
isn't real beneficial for me. But QuickST really blew TST away in
this one!

Finally, here's what I have installed:

SUPERBT.PRG STENO.ACC
PINHED18.PRG STALKER.ACC
POOLFIX4.PRG TRBOMONO.ACC
CONS_FIX.PRG MYBUSY.ACC
NEOLOAD.PRG MOUSE28.ACC
FONTLOAD.PRG CALL_UIS.ACC
TIMESET.PRG
TRBO_RES.PRG
SKULL.PRG
WATCHER.PRG
NEWBELL.PRG
AUXINIT.PRG
FORMDIAL.PRG
BLUDTEST.PRG
MACCEL3.PRG
UIS_III.PRG
QUICKSTM.PRG

I'm surprised that QuickST didn't fair that well. Let's just hope
that QuickST III is good and that the upgrade fee isn't outrageous. :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1513. Re: Forget it, dweebs.

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 05:31:37 UTC
From: cft@acsu.buffalo.edu
Message-ID: <59253@eerie.acsu.Buffalo.EDU>
Source record: 234741
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

TAKE IT TO comp.sys.amiga.advocacy IF ANYWHERE OR STICK TO E-MAIL!!!!!!

1514. Re: 1meg to 4meg (REPOST)

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 06:50:07 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480014@hpdmd48.boi.hp.com>
Source record: 234570

>Don't think this got very far on first posting...
>
>I recently asked about experiences upgrading a 1040
>from 1meg to 4meg, and promised to summarize.
>
>100% of my respondents used the Zubair ZRAM board.
>Both tried the installation themselves, failed, and
>ended up sending their computer to Zubair.
>
>Thanks, Rana and Tony.
>

I have the 4 meg Z-RAM board, and it went in with no problem
except for getting the MMU daughtercard to connect correctly (
don't scrap the epoxy!!).

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com

1515. Battletech - Game forsale (Atari ST)

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 07:06:03 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <888@ub.d.umn.edu>
Source record: 234748
Cross-posted to: rec.games.misc,comp.sys.atari.st,misc.forsale.computers

I've got Battletech - The Crecent Hawks Inception for the Atari ST and I'd like to sell it. It has all the original documentation and box. I'm asking $15 (firm) and I'll pay the shipping.

--
Brian Grave bgrave@ub.d.umn.edu

"I bought some powdered water but I don't know what to add..."
- Steven Wright

1516. Cooltetris

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 07:15:13 UTC
From: boggs@unx2.ucc.okstate.edu
Message-ID: <1991Feb12.071513.11651@unx2.ucc.okstate.edu>
Source record: 234551

Just downloaded and de-arc'ed cooltetris.arc from atari.archive.umich.edu and it wouldn't run. Any insight as to why? Will it only run in color (I only have a monochrome)?

Also, what's the deal with risk.arc? It's all in German?!?!

Grant Boggs - alias
The CoCo Kid
(boggs@unx2.ucc.okstate.edu)

1517. Re: Fuc

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 07:15:42 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb12.071542.2379@abode.wciu.edu>
Source record: 234559
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Gee Mark,
You seem a little upset. Do you really mean what you said? By
the way; that wonderful post of yours was posted in the comp.sys.amiga AND the
comp.sys.atari.st groups. Are you telling the Amiga users to shutup and stay
out of thier own group. Who died and made you the net god? Just calm down and
get a tighter grip on your shorts, both hands Mark..... TIGHTER! [:^)=)
I have both Amiga's and Atari's; I would like to not have to read any
of these flames in either group. As an Atari user posts like that make the
rest of us Atari users look bad. On the other hand; some the pro-Amiga posts,
make us Amiga users look bad. No more! I mean it NO MORE! (doing my Jim
Belushi impersonation!). Bye.............

Luis

P.S. They're both fine machines! :)

--
"""""""

1518. Re: HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 07:20:24 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb12.072024.2459@abode.wciu.edu>
Source record: 234749

Hi Sam,
The address for DreamPark Development is as follows:

DreamPark Development
2469 E. Fort Union Blvd., Suite 100
Salt Lake City, Utah 84121

Phone: 801/943-4370

I hope this helps, bye.............

Luis

--
"""""""

1519. Desktop pictures

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 07:23:21 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb12.072321.27217@ecst.csuchico.edu>
Source record: 234556

I'm looking for some monochrome pictures for a desktop background.
If you have one, two, or many please send them to me. I looked at
atari.archive for some, but didn't see any indication. I'd also be
interested in color ones as well.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1520. Relocating

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 08:23:44 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb12.082344.25041@math.lsa.umich.edu>
Source record: 234557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.os.minix

This note is only moderately relevant to these newsgroups so I'll make it brief.

I've accepted a job in Pasadena, California, and will be leaving the University of Michigan after February 28th. While I will still be on the network somewhere, I will probably not be very active maintaining files on the atari.archive site any more. With any luck my STs will survive the move, however, and I'll still be working on ST stuff in my new location. (And bigger and better things too, of course!) Have fun...
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1521. Re: Fucking Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 08:35:15 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb12.083515.11802@santra.uucp>
Source record: 234565
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1991Feb10.094532.1871@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
>
>You godd damned Amiga shit for brains dweebs, STAY OFF THE FUCKING
>ATARI NEWSGROUP!.

I would also really wish that all articles about Amiga should really stay on comp.sys.amiga.*. Posting them at comp.sys.atari.st is nothing but a attempt to start a flame war! If you want to do comparings between these machines, I would suggest you to write separate articles to both groups and not mention the other alternative on the other group! After that you can compare these alternatives on your own...

But using language like that agaist all those respectable Amiga-users (I am a ST-user) does no good, absolutely the opposite.

A polite request JUST MIGHT work better...

>I'm fucking tired from seeing your bullshit on this group. Don't
>you have anything better to do? Why not bug Apple? I don't GIVE A
>FLAMIN shit about your system, so stay the bloody hell in your own
>little hole.

Why not bug Apple? Have they done something nasty to you? I think Apple is not bad at all...

If you don't give a shit about something, why you need to advertise it?

>WHat is it with you morons? Are you so bloody insecure or what? You
>want to fight, I'll kick your fuckin' little brains all over the
>floor.

You seem to be the one that wants to fight...

Make better computers & programs, not war!!!

>Am I pissed? Damn right. And I am not the only one.

You may not be the only one, I don't either like to read about Amiga in comp.sys.atari.st, I simply Kill those subjects...

>Say what you will, you shits, stay on your own fucking side.

They definitely won't, after reading this!

Did you notice that that article of yours was X-POSTED to both comp.sys.amiga AND comp.sys.atari.st!!!

>the good guys!

Doubtful...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1522. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 09:03:16 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb12.090316.12669@santra.uucp>
Source record: 234566
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <BY%-29_@irie.ais.org> jph@ais.org (Joseph Hillenburg) writes:
>
>Heehee...Atari couldn't do the port themselves? Atari CAN'T do well in
>North America. They've shot their reputation all to hell here. And they're
>loosing it in Europe. Atari is the ONLY company that I know of that fucked
>upward compatability up because they used an illegal instruction. (With the
>exception of Tandy.)

Laugh it up, jerk. Can you do it? Why not use a third party if they can do
it better?
Being an Amiga-user does not give you the right to insult the name of Atari,
even that I kind of agree your opinion. I don't either have any right to
insult Amiga, and why to insult A GOOD MACHINE?

>Well, for me, and most Amiga users (if not all) multitasking blends right in.
>I couldn't stand a single-tasking machine, and thats one of the MANY reasons
>why I won't be caught dead owning a PC or Mac.

I wouldn't get a PC (486 & UNIX is an exception) either. Mac, maybe,
multifinder is good enough for me, and Mac definitely is poverful enough
for most of us! I would get myself a A3000, if it would not be so hell expen-
sive in here. (Finland) But NeXT and Sun and Atari TT ARE real competitors!

>Yes, but it costs. We get it FREE, and it works. WHERE it's made is no
>concern, unless you refer to the Soviet Union, where the public technological
>level is near zilch.

Free Amiga? Where? I want one now!!! Do not even mention Soviet Union here,
we have enough trouble because it being our neighbour...

>To actually display the video/sound doesn't require a fast CPU. Just lots and
>lots of RAM. The rendering, etc requires the RAM.

If we need RAM, we go and get RAM!

>Really? Neither the ST or Amiga is word processing machines, DTP, maybe but
>The ST's best DTP program is also out for the Amiga.

Calamus for Amiga? Then you definitely need better display than the standard
Amiga has...
Calamus for Amiga? Haven't heard such thing...

>When the '040's are available in mass quantities, an Amiga will eat a
>NeXT or SPARCstation I for lunch.

Well see about that! Amiga with 040 will be so expensive that it will never
be a real alternative... NeXT is very reasonable priced, it is cheaper than

A3000!!!
(If I get myself a NeXT here, it will cost about 18.000,- FIM. I can't
get a good-enough A3000 package under 23.000,- FIM...)

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1523. Re: How to play Ecology?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 09:10:34 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <28535.27b75caa@kuhub.cc.ukans.edu>
Source record: 234564

In article <2493@hexagon.se>, daniel@hexagon.se (Daniel Deimert) writes:
> In article <5440154@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>>> I just downloaded "ECOLOGY.LZH" from Delphi, and I can't figure
>>> out how to play it (Guess I'm just stupid... 8^B). Can anyone
>>> clue me in? It looks great!
>>
>>Join the club! It looks like great fun but the only thing I've managed to do
>
> I don't know about wheter ECOLOGY.LZH is only a demo or not, but if it's
> the "real thing" things are easy enough: First, you have to make sure
> you don't die of starvation. Second, reproduce yourself. Third, make
> sure you evolve to higher levels, (spider -> flying insect -> dog [!],
> or dog -> horse -> "human" [!]). The object of the game is to become
> "human" (ie two legs, two arms, no wings :-).
>
> It's fun. It's great. It's ECO!
>
But take it from an evolutionary ecologist - it doesn't bear the
slightest resemblance to ecology. In fact, if I can get a copy, I
plan to use it to show my students a humorous example of pseudo-
science. And frankly, folks, any living organism is a "higher-level"
organism - only extinct organisms rank "lower" (is any point along
the circumference of a perfect sphere "farther" from the center than
any other? Does a sphere have a "top"? If not, then humans can't
claim any special status).
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"I'll employ my resources to make your puny lives miserable! I'll crush
your pitiful dreams and ambitions like bugs in the dust!" - Calvin

1524. Re: PATCH utility needed

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 10:20:56 UTC
From: piet@cs.ruu.nl
Message-ID: <4823@ruuinf.cs.ruu.nl>
Source record: 234561

>>>>> In bericht <1991Feb3.132030.6405@tertius.in-berlin.de> schrijft
gaertner@tertius.in-berlin.de (RG):

RG> I'm trying to port some Unix code to the atari. most of the sources is
RG> delivered with PATCH files. I know that there is a PATCH-utilitiy
RG> available on the Unix stations. So my question is: is the PATCH-utility
RG> available for the atari, if not, can someone point me to sources of the
RG> utility (hopefully without patches :-), so that I can port them to the
RG> atari ?

I have a patch.ttp on my atari but I had some problems with it. It didn't
accept some perfectly correct patches. I don't know where I got it.

I see some patch versions on atari.archive.umich.edu, but I don't know if
they are the same versions or better, or worse. Maybe somebody from the
archive management can comment?

atari/gnustuff/tos:
-rw-rw-r-- 1 226 121584 Aug 15 1989 patch.zoo

atari/utilities:
-rw-rw-r-- 1 226 91023 Apr 12 1989 patch.arc
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

1525. Re: status line in uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 12:00:14 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <4480@syma.sussex.ac.uk>
Source record: 234652

cliff@jarthur.Claremont.EDU (Clifford Stein) writes:
> How can I get a status line in Uniterm 2.0e?
>
> I want to do this so I can run the sysline program on UNIX systems. I can
> set the number of rows on my terminal with the stty program (i.e to 23 rows
> which will leave an extra line at the bottom of the screen for the status
> line) but sysline still says I don't have status line capability even though
> I'm running in vt100 mode.

The problem is not with Uniterm but that sysline has looked at the
termcap entry for a vt100 and is complaining that it doesn't include
information on how to write to the status line (not surprising,
since vt100's don't have one).

What you need is a termcap entry that does support the status line.
Check out /etc/termcap on your system to see if it has a vt320 entry
and try if that works. In case you don't have one, I am appending one
to this message. It works fine with Uniterm. You either need to get
your system administrator to add it to /etc/termcap or else you can
set up a file containing it and then set up the environment variable
TERMCAP to point to it, e.g.
setenv TERMCAP /home/myname/termcap
In either case, you also need to set the TERM environment variable
to vt320, e.g.
setenv TERM vt320

(PC users may care to note that this also works very well with
MS-Kermit.)

Leila
------------------------ start of vt320 termcap entry -------------
#
Description: DEC vt320 termcap entry
#
Created by: composer@cs.bu.edu on 10 Feb 1990.
Last modified by: composer@cs.bu.edu on 20 Mar 1990.
Posted to USENET newsgroup comp.terminals on 15 Feb 1990.
Reposted to USENET newsgroup comp.terminals on 20 Mar 1990.

#
This vt320 termcap entry is a test entry for a vt320. (Imagine that? ;-)
It was written from scratch. All (well, at least, most :) of the
capabilities have been commented and should be approximately in the order
that they are in the entry. I took some educated guesses at some of
these, with info from the vt320 "Installing and Using .." manual and from

```
# some other termcap entries. I have yet to test the status line stuff, I
# will probably test it soon, though. Where I wasn't sure what to put for
# a capability, I added a comment of some sort. Also, the initialization
# string has comments about what each control sequence is supposed to do.
# If you have any comments or questions regarding this termcap entry, or if
# you see something I missed, please send me a note. Thanks...
#
# Enjoy!!
#
# -jeff
#
# p.s. Yeah, all these comments don't need to be included, but (who knows?)
# they might be useful for some of those out there that have not built a
# termcap entry before, or have forgotten. If any changes are made that I
# feel should be reposted, I will probably only post the main termcap entry
# with the comment for the `is' capability only. But, then...I dunno.. :)
#
# Jeff Kellem
# INTERNET: composer@cs.bu.edu (or composer@bu.edu)
# UUCP: ...!harvard!bu-cs!composer
# ------------------------------------------------------------------------
# hs: has status line
# es: other display cmds work while writing the status line
# (i.e. escape strings work)
## ts: cmds to move cursor into status line
# moves to status line, moves cursor to 1,1 in status line (?),
# then clears to end of line
# fs: cmds to move cursor back from status line to previous position
# ds: cmds to disable the display of the status line
# maybe we should just set status line type to none for disable
# as in, :ds=\E[0$~
# but, then, may have to chg to host-writable stat line to
# move into it. :( probably leave it alone for now..
# anyways, would rather just keep it host-writable..
# currently, we're doing ..
# moves to status line, moves cursor to 1,1 in status line (?),
# clears to end of line, then moves cursor back to prev position
# im: enter insert mode
# ei: exit insert mode
# IC: insert N chars
# mi: safe to move cursor in insert mode. I'm assuming that the
# terminal remains in insert mode. (I need better technical docs ;-)
# dc: cmds to delete one char position at the cursor
# DC: cmds to delete N chars
# dm & ed: enter/exit delete mode .. should these be here? NO del mode!
# in some termcap entries they seem to be set to nothing, as in:
# :dm=:ed=: ... and others they are nonexistent
# al & AL: insert one/N line/s
# dl & DL: delete one/N line/s
# cs: set scroll region - 2 args, top and bottom lines of region
```

```
# sf: cmds to scroll one line up
# sr: cmds to scroll one line down
# am: flag says wrap on margin
# xn: flag says cursor on last column/line wrap glitch
# ce: cmds to clear to EOL
# cl: cmds to clear entire screen and position cursor at upper left
# cd: cmds to clear the line the cursor is on to end of screen
# ec: cmds to clear N chars, starting with char cursor is on
# cm: cmds to move to cursor position LINE, COLUMN
# ho: cmds to move cursor to home position, upper left corner
# @@@ NO ll: cursor to lower left ??
# cr: cursor to beginning of line ?? set to ^M right now, why not?
# nw: cmds to move cursor to beginning of next line
# ta: cmds to move cursor forward to next hardware tab
# @@@ NO bt: NO backward tab that I can find .. so, NOT included
# bs: ADDED 27 Feb 1990, nethack and some older programs need this
# `bs' capability is obsolete now, though...
# le: cmds to move cursor left one column - should this just be ^H ??
# bc: OBSOLETE - same as `le' capability --REMOVED
# nd: cmds to move cursor right one column
# up & do: cmds to move cursor up/down one line
# LE,RE,UP,DO: move cursor N of above lower case capabilities
# sc & rc: save/restore cursor position
# so & se: start/end standout mode (reverse video)
# ms: says that it is safe to move cursor in standout mode..
# is this ok??? @@@ ?? seems so..but, maybe not..who knows?
# mb: cmds to turn on blinking attribute
# md: cmds to turn on bold/double-bright attribute
# mk: cmds for invisible attribute
# mr: cmds to turn on reverse attribute
# me: cmds to turn OFF all attributes
# @@@ What about uc & ul capabilities .. old underlining stuff..??
# @@@ doesn't seem like vt320 can deal with it, but who knows?
# @@@ What to do about alternate character set?? vt320 can handle more
# @@@ than one alternate set, it looks like.
# vi & ve: cmds to turn cursor off & on
# bl: cmds to sounds bell
# ks: cmds to put numeric keypad and cursor keys in application mode
# ke: cmds to put numeric keypad and cursor keys back to normal
# kl/kr/ku/kd: chars sent by left/right/up/down arrow keys in appl mode
# k1 .. k4: chars sent by pf1 .. pf4 keys
# l1 .. l4: strings on pf1 .. pf4 keys (really, "pf1" to "pf4")
# @@@ put here so as not to confuse with f1 to f4 keys
# kD: chars sent by the `Remove' key ("delete char" key)
# kI: chars sent by the `Insert Here' key ("ins char" or
# "enter ins mode" key)
# kN: chars sent by the `Next Screen' key ("next page" key)
# kP: chars sent by the `Prev Screen' key ("previous page" key)
# what about "scroll forward/reverse" key capabilties instead?? nah..
# is: initialization string
```

```
# exit vt52 mode
# set operating mode to vt300 mode, 7-bit controls (default)
# soft terminal reset
# set screen width to 80 columns, side-effect => clears screen
# set screen mode to dark background
# OVERRIDE disabling of autowrap (from soft reset)
# probably shouldn't, but who cares? :)
# set autorepeat mode on
# set scrolling to jump scroll
# set keyboard usage mode to typewriter
# set status line type to host-writable
# @@@ set tab stops to every 8 positions (only first 9, for 80 col)
# @@@ *NO* need to set tab stops. `tset' should try to do it, since `ct'
# @@@ and `st' capabilities exist. It uses a combination of `ct', `st',
# @@@ and `ch' (or `cm') capabilities to set tab stops at every 8 pos.
#
# rs: reset string, same as `is' capability, right now..
# any other suggestions?
# st: cmds to set tab stop at current cursor column
# ct: cmds to clear all tab stops
#
db|vt320|vt300|vt320-am|vt300-am|dec vt320 w/am:\
:co#80:li#24:\
:hs:\
:es:\
:ts=\E[1$}\E[;H\E[K:\
:fs=\E[0$}:\
:ds=\E[1$}\E[;H\E[K\E[0$}:\
:im=\E[4h:ei=\E[4l:mi:\
:IC=\E[%d@:\
:dc=\E[P:DC=\E[%dP:\
:al=\E[L:AL=\E[%dL:dl=\E[M:DL=\E[%dM:\
:cs=\E[%i%d;%dr:sf=\ED:sr=\EM:\
:am:xn:\
:ce=\E[K:cl=\E[H\E[J:cd=\E[J:ec=\E[%dX:\
:cm=\E[%i%d;%dH:ho=\E[H:\
:cr=^M:nw=\EE:ta=^I:bs:\
:le=\E[D:nd=\E[C:up=\E[A:do=\E[B:\
:LE=\E[%dD:RI=\E[%dC:UP=\E[%dA:DO=\E[%dB:\
:sc=\E7:rc=\E8:\
:so=\E[7m:se=\E[27m:ms:\
:mb=\E[5m:md=\E[1m:mk=\E[m:mr=\E[7m:me=\E[m:\
:us=\E[4m:ue=\E[24m:\
:vi=\E[?25l:ve=\E[?25h:\
:bl=^G:\
:ks=\E[?1h\E=:ke=\E[?1l\E>:\
:kl=\EOD:kr=\EOC:ku=\EOA:kd=\EOB:\
:k1=\EOP:k2=\EOQ:k3=\EOR:k4=\EOS:\
:l1=PF1:l2=PF2:l3=PF3:l4=PF4:\
:kD=\E[3~:kI=\E[2~:kN=\E[6~:kP=\E[5~:\
```

```
:is=\E<\E[63;1"p\E[!p\E[?3l\E[?5l\E[?7h\E[?8h\E[?4l\E[?68l\E[2$~:\
:rs=\E<\E[63;1"p\E[!p\E[?3l\E[?5l\E[?7h\E[?8h\E[?4l\E[?68l\E[2$~:\
:st=\EH:ct=\E[3g:
#
db|vt320-w|vt300-w|dec vt300:\
:co#132:\
:is=\E<\E[63;1"p\E[!p\E[?3h\E[?5l\E[?7h\E[?8h\E[?4l\E[?68l\E[2$~:\
:tc=vt320:
#
# da: says scroll up may bring back some lines..does it? haven't
# tried it. (Maybe should get rid of `da'...up to you.)
# Are there any other enhancements made in Kermit's vt320 emulation
# that I should add?
#
de|vt320-kermit|mskermit|kermit-vt320|MS-Kermit v3.00 vt320 emulation:\
:ch=\E[%dG:cv=\E[%dd:\
:da:tc=vt320:
# these names are getting ridiculous ..
de|vt320-kermit-w|mskermit-w|kermit-vt320-w|MS-Kermit vt320 (wide):\
:co#132:\
:is=\E<\E[63;1"p\E[!p\E[?3h\E[?5l\E[?7h\E[?8h\E[?4l\E[?68l\E[2$~:\
:tc=vt320-kermit:
# End of vt320 termcap entry
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678470
Email: leilabd@syma.sussex.ac.uk (JANET: leilabd@uk.ac.sussex.syma)
```

1526. Re: TEMPUS WORD

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 12:04:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b0qewa@jonh.wimsey.bc.ca>
Source record: 234598

In <7258@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>
>Don't you just hate these programs with hard-coded language dependancies!
>The whole purpose of a RSC file is to do away with such problems:
>translating the language is trivial with resources.

I think the main expense concern is not the resource conversion, but
the cost of translating and printing the manuals. Anyone who has read the
Abacus books will know that it must be hard to find good computer-literate
translators, thus they probably charge a lot.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

1527. Re: HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 12:36:23 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7530@crash.cts.com>
Source record: 234577

In-Reply-To: message from ekrimen@ecst.csuchico.edu

wow somebody read my newsletter.guys help me out with any suggestions or comments.and i would like to know who would like this amiga deal to appear on the newsletter.

,

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1528. Re: Falcon is Copy Protected

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 12:38:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b0qgfm@jonh.wimsey.bc.ca>
Source record: 234599

In <1991Feb12.040848.23978@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz writes:

I tried to reply to the base note via e-mail but it bounced. Since
the current discussion hasn't touched on all the point's I made, I'll
post it here.

Jim, I think you've been sold an old package here. The first
version of Falcon was double protected as you described, but over
a year ago they yeilded to complaints and removed the disk protection.
Actually, when you say "cannot be backed up by normal means",
do you mean copied by the desktop copier? If you do then you should
be aware that many disks nowadays use 10 sectors per track and can't
be backed up by the desktop. There are many pd programs around that
handle 10 sector tracks, and the extra disk space is often necessary
to fit the program onto the unfortunatly still standard single sided
disk.
So I suggest you try a ten sector copier, or if you have a double
sided disk drive, format a double sided 10 sector disk and copy both
disk's files to it. If this doesn't work, contact Spectrum Holobyte
and they will upgrade you to version 1.2 for a nominal fee. I've
found Spectrum Holobyte to be very responsive when talking to them
on GEnie.
Note, version 1.2 and the mission disks will run from the hard
drive, and also have more managable flight controls.
Also note. There are European import versions being sold here
which are heavily copy protected, and usually don't fly as well, as
S.H. usually puts extra time into flight controls after getting the
game from Rowan Software, who does the port.
--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

1529. Re: DM1: Poison Trap

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 13:24:38 UTC
From: pjb89@ecs.soton.ac.uk
Message-ID: <6732@ecs.soton.ac.uk>
Source record: 234653
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

In <4473@syma.sussex.ac.uk> johnu@syma.sussex.ac.uk (John E Upham) writes:

>In Dungeon Master 1 there is a room at the end of which is a diamond
>edged sword in an alcove. As soon as you try and depart with it
>the room fills with poison gas. The best I have done (even with dropping
>everything) is to loose one character. I assume there are other
>solutions to this. What are they ???

> John Upham, (Chemical Physics Ph.D)

There is an easier solution, yes. Instead of grabbing the sword and running, just stay where you are. The first cloud will wear out, and you should still be alive. Cure up if you want to. Then, step forward one square, then back again. This will set off the next cloud, but you won't be in it. As they only trigger once each, you can repeat this down the corridor - set off the next could, then back out of it.

Peter.

--

Swift RatBane, Brother of the Pack
(pjb89@uk.ac.soton.ecs)

1530. Re: DM1: Alternative Ending

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 13:27:38 UTC
From: pjb89@ecs.soton.ac.uk
Message-ID: <6734@ecs.soton.ac.uk>
Source record: 234654
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

In <4474@syma.sussex.ac.uk> johnu@syma.sussex.ac.uk (John E Upham) writes:

>I"ve heard that there is an alternative ending/solution to DM1 which
>involves going back to level 1 and out the front door of the dungeon.
>Is there any truth to this rumour or is it a wind-up ?

> John Upham, (Chemical Physics Ph.D)

ONCE YOU HAVE THE FIRESTAFF (BUT WITHOUT THE GEM), GO BACK TO THE START,
AND LORD LAW WILL GREET YOU - IT IS AN EXPLOSIVE MEETING !!

(SORRY ABOUT THE CAPS - TERMINAL GOT STUCK SOMEHOW...)

PETER.

--

Swift RatBane, Brother of the Pack
(pjb89@uk.ac.soton.ecs)

1531. Number of bitplanes vs. number of colors (was Re: MegaSTe info)

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 13:46:18 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Feb12134618@zappa.FtCollins.NCR.com>
Source record: 234471

<8305855@arium.stgt.sub.org> writes, RE: 640x400x2 :
> Well should mean 'two bitplanes' what gives a choise of 4 colours.
>
> TschauTschau
> Bernd

I'm pretty sure you're wrong, at least in the context of how the numbers were presented in the original article. To quote from the original post:

> <good stuff deleted... >
>
>
> What is also confusing is that the mono mode indicated in the manual
> says two colors are available on the MEGA STe, from a palette of 4096,
> at 640x400?! I of course can't test this as I only have the SM124
> to work on.
>
> < more good stuff deleted... >
>
> Graphics 320x200x16
> 640x200x4
> 640x400x2
>
> Color 4096 Colors

Proof: for 320x200 to have 16 bit planes the color pallette (sic) would have to be _at_least_ 65536.

So, to summarize: #of possible colors to choose from = 4096, X rez = 640, Y rez = 400, # of simultaneous colors for display on screen = 2

Sorry for the repost, to any who understood the first time, but I hate to see misinformation on the 'net. :^)

Thanks, to the original reviewer by the way!

--
/**/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/**/
Fortune:
Death is life's way of telling you you've been fired.
-- R. Geis

1532. Re: Mega STE - Available in Canada, & some rumours

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 13:50:07 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <27B7F290.23492@maccs.dcss.mcmaster.ca>
Source record: 234427

The Mega STE (4mb, 40mb hard disk) is in the store right
now, right here in Hamilton, Ontario, Canada. Selling for
$1900 or so Canadian Funds (plus applicable taxes)

This is not just a display model, they are actually selling them.

Latest Atari Rumours from my dealer:
- due to shakeups in Atari, he thinks that atari may start
shipping the mega-ste's in 1 meg, diskless configurations,
allowing the dealers to slip in 3rd party ram and disks.

- Even wilder rumour that atari might get together with a 3rd
party board manufacturer and put a PC (yes, MS-DOS) board
inside the mega-ste together with the Mega board, and continue
to sell them *AT*THE*SAME*PRICE*

Disclaimer: these are _rumours_ - I have heard nothing official

--

Art Mulder, McMaster University art@maccs.DCSS.mcmaster.ca
Hamilton, Ont, Canada ...!uunet!utai!utgpu!maccs!art

1533. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 14:49:43 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4484@syma.sussex.ac.uk>
Source record: 234659

From article <1991Feb11.054514.25449@terminator.cc.umich.edu>, by
jon@terminator.cc.umich.edu (Jon Brode):
>
> Mr. Kaiser probably thought he was really clever when he figured out how
> to get around our quota system. Over the course of 4 days, he requested
> over 90 files totalling many megabytes. When this came to the attention of
> the atari.archive.umich.edu system administrator, he put an end to it.
> For good.
>

Mr. Kaiser's activities are to be deplored, that's for sure.

But is it not the also the case that the decision to close the service
completely just because of the activities of one abuser is an
over-reaction?

Now other people are being denied use of the service through no fault of
their own. Was there no easy way to fix things so that Mr. Kaiser was
denied but not others?

I don't want to overreact here myself. I appreciate that any access to
atari.archive is a privilege, and not a right. The people who run the
service contribute major efforts, voluntarily as far as I know, and it's
up to them how they want to run it. I hope that net users don't send
flames in the direction of umich.

But on behalf of the people who rely on the BART mail service, as I did
until fairly recently, could I ask that the decision be reconsidered?

In the meantime, if there are any UK users without FTP access who have
used BART and who want files (within the fairly tight limits of my quota
and the time restrictions of our scratch space), I'd be prepared to
fetch them here and then mail them on - provided it can be done quite
quickly, as I don't have time to go exploring on other people's behalf.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
INTERNET: grahamt@syma.sussex.ac.uk JANET: grahamt@uk.ac.sussex.syma
BITNET: grahamt%sussex.syma@UKACRL UUCP: grahamt%sussex.syma@ukc.uucp
Phone: +44 273 678165 Fax: +44 273 685865

1534. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 14:58:56 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <3319@naucse.cse.nau.edu>
Source record: 234581

In article <1991Feb12.052028.26501@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> Before I rebooted my machine to install Quick ST, I checked the
> benchmarks for TurboST 1.8 with Quick Index 1.8. I got the following
> for the monochrome desk accessory version (with TOS 1.6 blitter on and
> tons of stuff in the AUTO folder and DAs):

[various benchmark stat's deleted]

> Therefore, QuickST HATES having stuff installed. Pity.

[more stuff deleted]

> Finally, here's what I have installed:

[more delted to make my news poster happy :-( ]

> CONS_FIX.PRG MYBUSY.ACC
> NEOLOAD.PRG MOUSE28.ACC
> FONTLOAD.PRG CALL_UIS.ACC
^^^^^^^^^^^^
Here's the culprit, Ed. When using QuickST, I discovered (after having received my NeoDesk 3 upgrade) that certain screen operations seemed to be slower than before. After some experimentation I discovered that it is the alternate Font program that causes the major slowdown (especially in the Text Scroll benchmark.)

Not having TurboST 1.8, I did not discover that it handles the alternate fonts better than QuickST. Hmm...

On a personal note: Gee, and I thought that I had a lot of AUTO folder programs! ;-)

> I'm surprised that QuickST didn't fair that well. Let's just hope
> that QuickST III is good and that the upgrade fee isn't outrageous. :^)

My sentiments exactly. Did you receive the Branch Always newsletter?

> Ed Krimen .....

Regards,
--
Timothy A. Roeder UUCP: ...!arizona!naucse!tar
3551 S. San Joaquin Rd. Internet: tar@naucse.cse.nau.edu
Tucson, AZ 85746 troeder@mis.arizona.edu
(602) 578-9115 root%esummer@coyote.UUCP

1535. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 15:35:06 UTC
From: dwh@ataritx.uucp
Message-ID: <1991Feb12.153506.10744@ataritx.uucp>
Source record: 234583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3743.27b5839e@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>In article <1991Feb9.140414.23054@contact.uucp>, rrwood@contact.uucp (roy wood) writes:
>> So, if it is true that Apple no longer allows the sale of Mac ROMs, is
>> the Spectre GCR dead?
>
>Well, I have heard that a company has successfully cloned the Mac ROMs,
>opening the doors to a flood of Mac clones. I don't know the name or
>anything though, but this might be a ray of sunlight to the Mac emulation
>world.
According to Electronic Engineering Times (Jan. 28, 1991, p. 10)
"Startup claims legal Mac-clone chip set", the company, Nutek Computers,
claims to have developed a "Mac-like OS" in a software "clean room",
that is, where the developers had no access to Apple code. The question
yet to be answered is whether or not their approach will actually
withstand a legal challenge.

In order to avoid the "look and feel" issue, the OS uses a Motif interface
instead of the Mac desktop.
>Ryan 'Gozar' Collins rlcollins@miavx1.BITNET
--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

1536. Re: FCC and the Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 15:38:35 UTC
From: dwh@ataritx.uucp
Message-ID: <1991Feb12.153835.10822@ataritx.uucp>
Source record: 234585

In article <1991Feb11.061309.6487@ns.network.com> logajan@ns.network.com (John Logajan) writes:

|
|I was recently in a class in which RFI, or EMI as they now call it,
|was the subject. During the class, the instructor claimed that
|EMI restrictions were tougher in European countries such as Germany
|than they are here in the USA. He also claimed that Canadian rules
|were essentially the same as in the USA except that there was more
|paperwork involved in the USA.
|
|So my question -- is this constant delay for FCC approval a bogus
|excuse? If EMI standars are tougher in countries where new Atari
|equipment shows up first, shouldn't it be a cake walk to get FCC
|approval here? Having to re-engineer equipment to meet weaker
|standards seems unlikely :-)

All I can say is, No, it's not a bogus excuse.
>- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428

--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

1537. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 15:41:58 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb12.154158.10207@doe.utoronto.ca>
Source record: 234587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb11.212135.13827@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>
>Your suggestions are good ones, Stephen, but they all sound like a lot
>of work. Are you aware that there is a mail server at princeton
>specifically set up to handle to remote ftp requests and send the
>files to you by mail? Try sending the one-line message "help" to:
>
> bitftp@pucc.princeton.edu
>
There have been many complaints about BITFTP clogging up the net since it went into mail service--originally, it had a binary-only connection with BITNET nodes. Personally, I use bitftp, but NOT on Usenet, only on BITNET. If we overuse bitftp, it will probably disappear soon. So, use it, but check with your sysadmin and/or your feeds first, and use it responsibly.

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1538. Can I use multisync monitor from PC on ST?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 16:08:28 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <4486@syma.sussex.ac.uk>
Source record: 234660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry if this is a FAQ, but it's not a topic that has ever interested me before.

A colleague is planning to buy a hi-res multisync monitor for his pc and would like to know if he can also use it with an ST. Are there any particular characteristics it should have to be usable on both systems? Are there any particular questions he should ask the salesman?

Thanks,

Leila
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678470
Email: leilabd@syma.sussex.ac.uk (JANET: leilabd@uk.ac.sussex.syma)

1539. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 16:36:41 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Feb12.163641.6286@cbfsb.att.com>
Source record: 234572

In article <1991Feb11.202327.3702@unx2.ucc.okstate.edu>, cummins@unx2.ucc.okstate.edu (John Cummins) writes:

> >Well, I have heard that a company has successfully cloned the Mac ROMs,
> >opening the doors to a flood of Mac clones. I don't know the name or
> >anything though, but this might be a ray of sunlight to the Mac emulation
> >world.
> >
>
> Details!!!!!!
>
> please? anyone!!!!

As I read it, this is a startup company; and they hope to succeed.
Likely these Clean room designed roms will be released with the $500 TT. Ha!

Seriously, I am afraid that GBS is soon to be in big trouble.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

1540. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 16:37:58 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Feb12.163758.13712@arc.ab.ca>
Source record: 234578

In article <1991Feb12.052028.26501@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Quick ST 2.2 came in the mail today (Thanks Frank!). I had heard it
>was faster than Turbo ST 1.8 which I have, so I wanted to give it a
>try. If this is old news, please forgive me.
>
[stuff deleted]
>
>I'm surprised that QuickST didn't fair that well. Let's just hope
>that QuickST III is good and that the upgrade fee isn't outrageous. :^)
>
I just got Branch Always' newsletter and the upgrade to QuickST 3.0 will be $15. It's supposed to be availble in June. I think the big change is they will have different loadable drivers depending on your hardware configuration (Blitter, TOS version, etc.). Also a new version of Quick Tools coming out.

Bob

1541. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 16:39:29 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Feb12.163929.360@cs.mcgill.ca>
Source record: 234575

In article <1991Feb12.052028.26501@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>So I rebooted with QuickST monochrome version and got:
>
>Loaded 4th or 5th in AUTO folder
>--------------------------------
> TOS Text: 195%
>TOS String: 670%
>TOS Scroll: 101%
>GEM Dialog: 224%
>
>
>Loaded last in AUTO folder
>--------------------------
> TOS Text: 255%
>TOS String: 675%
>TOS Scroll: 101%
>GEM Dialog: 248%
>
>
>I was quite perplexed. Where was the overwhelming speed increase? I
>wondered if it was just one program slowing it down or what. One by
>one, I removed the TSRs and desk accessories and ran Quick Index each
>time to find out that it was the accumulation of all of them, not just
>one which slowed it down. With all of the stuff removed (the ICD
>booter doesn't make a difference), I got this from QuickST and Quick
>Index:
>
> TOS Text: 303%
>TOS String: 1241%
>TOS Scroll: 103%
>GEM Dialog: 264%
>
>Therefore, QuickST HATES having stuff installed. Pity.

But by removing each program, when did you notice the jump in the TOS String field? The reason I ask is because when I have all my stuff loaded, this is the kind of performance I get with QSTII (tos 1.4, monochrome, no blitter)

TOS Text: 259
TOS String: 1255
TOS Scroll: 131
GEM Dialog: 233

here is a list of my auto folder programs (granted, you got a hell of a lot more, and I don't even know what a third of them are, but anyway...)

deskmg31 folder075
pinhed18 cache256
poolfix4 maccel3
eternal unix2dos
supclkrd quickstc
lgselect quickstm
neoload

--
|Sam Alan Ezust McGill University |
depeche@cs.mcgill.ca School of Computer Science

1542. Re: How to play Ecology?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 16:47:05 UTC
From: logajan@ns.network.com
Message-ID: <1991Feb12.164705.20167@ns.network.com>
Source record: 234573

kuento@kuhub.cc.ukans.edu writes:
>Does a sphere have a "top"? If not, then humans can't
>claim any special status.

Well, frankly, I claim a lot of special status.

While you go about claiming that you are just a bug,
remember that you are speaking only for yourself.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

1543. PC-Ditto on TT.

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 16:54:51 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Feb12.165451.22903@digi.lonestar.org>
Source record: 234408

Does anyone out there in Net-land know if PC-Ditto (the software emulator) works on the TT? If so, are there any known compatibility problems? Any idea what the Norton SI rating is?

Thanks,
Roy C. Gosewehr

1544. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 16:59:27 UTC
From: reid@wrl.dec.com
Message-ID: <1991Feb12.165927.21941@pa.dec.com>
Source record: 234574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I am the manager of the USENET and electronic mail gateway between Digital Equipment Corporation and the rest of USENET. The unfortunate incident for which Mr. Kaiser has been so cruelly blamed was completely an accident, and is the result of a "culture clash" rather than any malice. It is perhaps best not to use harsh words until you have finished understanding an incident.

Hans Kaiser works in Digital's software support office in Stuttgart, Germany. Like most Digital field offices, it is equipped with VMS computers and connected to Digital's DECNET network. The converstion between internal DECNET and external protocols is performed by the DECWRL computer for which I am responsible.

VMS and DECNET do not have the concept of queueing mail. When you send a message, either it is delivered instantly or it bounces. The idea is that you want the sender to know instantly if his message did not get through. As a result, VMS mail users have, through the years, grown accustomed to believing that if they do not get a "message sent" message, then their message did not get sent.

Whenever mail is relayed from one network to another, rather than just queued, the concept of "immediate delivery" is somewhat meaningless, because you haven't really delivered the mail, but rather have just handed it off to some intermediate postman. But user expectations are still very strong: if a user sends an internetwork message, and doesn't get back a "message sent" reply, his experience leads him to believe that the message was lost.

Last week we had a head crash on the primary disk on our DECWRL relay computer, and for various reasons it took almost 3 days to get the machine back up. We announced this failure on the appropriate internal Digital newsgroups (dec.mail.config), but did not send individual notification to the tens of thousands users of the gateway, as we sometimes do when we are certain that it will be down for a long time.

During this interval Hans Kaiser was trying to retrieve files from the Atari archive server. He is not a reader of dec.mail.config and probably did not know that the gateway was down. He sent some retrieval requests, and got no reply.

Here comes the "culture clash" that I mentioned in the first paragraph.

When a VMS user sends a mail message that does not get delivered, he is conditioned to believe that it has been lost or deleted, because that is what happens in the normal case. However, these messages that Kaiser sent were neither lost, nor deleted. They were carefully queued, waiting for the DECWRL gateway to come back up again, so that they could be sent.

When he got no response, Kaiser sent more requests. This is the natural thing to do in the VMS world. If it didn't work, and if you are following instructions, then try again. Maybe something will have been fixed. I don't know exactly how many times Kaiser repeated the request over the 3-day interval, but I am sure that if he had known that his messages were all being queued, instead of vanishing as he thought, that he would not have repeated them.

Eventually (I think it was on Wednesday night, California time) the DECWRL gateway was brought back to life, and all of the queued messages were sent to the Atari archive server in one lump. Archive servers are in general programmed to have per-user quotas, so that if something like this happens, it won't bring the archive server to its knees trying to handle so many requests at once.

Alas, here the "culture clash" strikes again.

The DECNET mail protocol does not support a "time and date" mechanism. The only information that it records about a message, besides the message body, is what we Unix/IP people know as the "To" and "Cc" and "Subject" and "From" fields.

In DECNET protocol it is up to the receiver of a message to timestamp it with the time that it was received. The reason for this is that since there is no queueing, the time that a message was received is guaranteed to be equal to the time that it was sent. As a result, the network mail protocol has no mechanism to record the time that a message was sent.

The documentation for the DECWRL mail gateway, which we distribute to all employees who ask for it, instructs them to use the gateway by sending mail with a certain mail program that is not part of the software that Digital ships to its customers. This program, called "nmail", is helpful in smoothing the peak load on the gateway by queueing at certain times. However, since the mail-sending software knows that the mail might be queued, it records the time that the message was actually originated. This is because the "Date" field in the message will contain the time that it was delivered and not the time that it was actually sent. "nmail" does this by adding the date and time to the "From" field of the message. It really doesn't have much choice, because the DECNET mail protocol supports only a "To", "Subj", "From", and "Cc" field, and there is a fixed limit to the size of the "Subj" field.

Why does this matter? It matters because the Atari archive server at the University of Michigan looks at the "From" field of an incoming message to avoid processing too many simultaneous requests from the same person. There is a "per-user" quota for each day. The problem is that when you send the mail using a mail program that encodes the date and time of the message in the "From" field, then every message looks like it came from a different user.

As a result of this, when the DECWRL mail relay came back to life last Wednesday, it sent many dozens of retrieval requests to Michigan all at once, and Michigan's software failed to understand that they were all from the same person because the "From" field on each of them had a different date and

time. As a result, the Michigan archive server tried to process all of them at once, and, evidently, melted into a pile of slag.

Since I work for a company that sells computers, I suppose the loyal thing for me to do at this point is to try to sell Michigan a bigger computer to use as the archive server, but I don't work in a sales office, I work in Corporate Research, and what I want is for everybody to be happy. I am very sorry that a combination of accidents inside Digital, in Germany and California, caused this unfortunate incident on a university computer at Michigan, and I will happily offer the services of the excellent network programmers at DEC Western Research to help ensure that the Michigan archive server does not meet this fate again. Mostly I want people to know that this was in no way the fault of Hans Kaiser. If it was anybody's fault, it was my fault, for accidentally failing to copy the serial number of a certain disk drive onto a service-contract renewal form for 1991, thereby leaving the disk unprotected by maintenance contract. Disks often fail on purpose when they learn that they are not covered by maintenance contract.

If you have sent Mr. Kaiser (or Herr Kaiser, as he probably prefers to be called) a nasty message, it might be civil to send him another one letting him know that, now that the facts are known, you aren't so angry any more. If you find the need to be angry at somebody, please be angry at me. As the manager of an electronic mail gateway, I'm used to it.

Brian Reid
DEC Western Research Laboratory

1545. Upgrade Hell -- a myriad of choices

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 17:09:59 UTC
From: bdm@fabry.rice.edu
Message-ID: <1991Feb12.170959.13472@rice.edu>
Source record: 234576

It's getting closer to THAT time -- the dreaded need to upgrade. I'll avoid the IHDQ (Inevitable Hard Drive Question) and focus on the Meat and Potatoes.
So, being of weak skill (and will), I shall most definitely send the unit to someone more qualified. And I shall go for the whole 4 megs. (Boy, I never thought 1 Meg could be so small :-)) So that is not the contention. However, there is no point in having the unit cracked open without getting some other perks, like TOS > 1.2 . So, what's available. Can I (or will I) be able to get TOS 1.60? 1.62? 2.00? Any pratfalls (i.e., is there a bug-free 1.60 chip source)? And (gulp) how much is that going to cost? Who does it? Who does it WELL? Should I wait for TT (or does TT == Godot)? Your thoughts, O Wise One.

Also, on a related note: are there any plans to put NeoDesk 3 on cartridge? It seems SOMEBODY should be using that damn port, why not them?

Brian D. Moore |
Space Physics and Astronomy | Nobody looks good with brown lipstick on. -- FZ
Rice University, Houston TX |

1546. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 17:46:45 UTC
From: micro@imada.dk
Message-ID: <1991Feb12.174645.9842@imada.dk>
Source record: 234590
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>Unfortunately spice.ttp/prl.tos bombs out if ataris cachennn is resident.
^^^^^^^^
Thank you, I will be forever grateful for this information...

Unfortunary the Cache is build into the ICD driver I an useing. If any
of you have got Spice running with a ICD driver - please let me know
how...
(driver version and settings)

>Stig Vidar Hovland - stigvi@lise.unit.no

Klaus Pedersen.

1547. Mega2 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 17:47:24 UTC
From: currier@duke.cs.duke.edu
Message-ID: <666380843@romeo.cs.duke.edu>
Source record: 234584
Cross-posted to: comp.sys.atari.st,triangle.forsale

For Sale:

Mega2 Atari with 20mb hard drive, colour and monochrome monitors,
Timeworks software, and assorted other goodies. Make an offer over
$750. I'm posting this for my Dad, who has finally seen the light
(no, no, no flames, please, he *really* would like to stay with Atari)
and purchased a 25mhz '386 VGA system. A word of warning to any
non-Atari folks reading this: there is very little support, and almost
NO service available for the Atari machines anymore. You will have
a great piece of hardware but you will be on your own.

Cheers,

Bob Currier
Duke University
Durham, N.C. 27706

(919) 684-3695 x231 word
(919) 693-8010 home

rdc@bobsun.ac.duke.edu

1548. Re: Fu***** Amiga users! (was something else)

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 17:48:51 UTC
From: martens@dinghy.cis.ohio-state.edu
Message-ID: <88282@tut.cis.ohio-state.edu>
Source record: 234579
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <7512@crash.cts.com> uzun@pnet01.cts.com (Roger Uzun) writes:

>two suggestions Mr Newton John, less caffeine, and get a girlfriend.

Or, perhaps just a friend.
--
-- Jeff (martens@cis.ohio-state.edu)
The Iraqi government is showing pictures of a blasted church,
supposedly hit by allied missiles. But if God is with the
Iraqi army, isn't that a military target?

1549. looking for info on C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 17:52:53 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1991Feb12.175253.1087@lynx.CS.ORST.EDU>
Source record: 234582

Hello, everyone...

Which C compiler is the "best" in terms of support, speed (compared to say MWC), debugger capabilities, etc.?

I am particularly interested in information about Prospero C, but any information will be appreciated.

I noticed that some people have Turbo C for the ST. Is Turbo C available in the US?

Thanks in advance...

vovut@prism.cs.orst.edu

1550. Re: STOS - Ste fixes.

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 18:14:30 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.91Feb12131430@tab00.larc.nasa.gov>
Source record: 234588

>Is the STOS Ste fix available at any of the atari ftp sites.
>If so please let me know at what site, and under what name.
>If not, I'm sure it's PD so could someone upload it, as it is
>pretty useful.

I think stosup26.lzh in the atari/languages directory on atari.archive.umich.edu
is what you need.

Wow, perhaps I should ask for a 4th time.

Is there a STO TOS 1.4 patch/fix available?
Do I have to pay for this fix? My STOS w/ compiler/maestro is U*S*E*L*E*S*S ....

Hello? ``Is anybody out there?'' Amiga what? Multi-what? I think it was best said:
"so what"

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

1551. BART: part 2

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 18:14:33 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Feb12.181433.3661@math.lsa.umich.edu>
Source record: 234586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

This is a re-post with clarifications of my original article "Bye Bye BART".
The original has been cancelled.

The BART mail server is no longer available at atari.archive.umich.edu.
My understanding is that it is down for good, but I haven't had an
opportunity to really discuss it with the system administrator yet.
Perhaps he will permit it back with some additional patches to the
quota system. I don't know.

As for Herr Kaiser, he is directly responsible for the server being shut
down, but my characterizations of his actions as malicious were pre-mature.
Due to some unusual circumstances, some of which were very clearly explicated
by Brain Reid, it appears that I misjudged him initially. I have received
several messages from Hans apologizing for the trouble he caused and some
messages from his administrators backing him up. I apoligize for the harsh
words, it appears most of them were unjustified.

At this point, I don't know whether I believe his innocence or not. Even
taking the unusual circumstances into account, he was still using the
archive beyond the posted limits. However, I'm not in a position where
I'm able to ascertain his innocence or guilt so I will no longer pursue it.

Please stop sending him mail.

Below is my response to Brian Reid's article for those who are interested.

Jon Brode -- jon@atari.archive.umich.edu brode@math.lsa.umich.edu
University of Michigan, Atari archive manager

In article <1991Feb12.165927.21941@pa.dec.com> reid@wrl.dec.com (Brian Reid) writes:
>There is a "per-user" quota for each day. The problem is that when you send
>the mail using a mail program that encodes the date and time of the message
>in the "From" field, then every message looks like it came from a different
>user.

Exactly. We knew the quota system was unsohpisticated, but it should have
been sufficient to keep the average user in check. The problem of keeping
a hacker from abusing a totally automatic mail archive server is very
difficult, and perhaps impossible to solve for now.

>As a result, the Michigan archive server tried to process all of them
>at once, and, evidently, melted into a pile of slag.

Actually, we received them over the course of 4 days so it seemed like
he was sending them interactively. I probably would have been suspicious
of mail problems if all 93 messages has shown up within minutes of

each other.

>I will happily offer the services of the excellent network
>programmers at DEC Western Research to help ensure that the Michigan archive
>server does not meet this fate again.

Most appreciated. Perhaps you can share with me your thoughts on parsing
incoming From: lines so that everyone has to play by the rules.

>Mostly I want people to know that this was in no way the fault of Hans Kaiser.

I'm not sure I'd go that far, but my initial posting about the extent
and intent of the archive abuse were definitely in error.

>If you have sent Mr. Kaiser (or Herr Kaiser, as he probably prefers to be
>called) a nasty message, it might be civil to send him another one letting
>him know that, now that the facts are known, you aren't so angry any more.

I concur.

1552. START disk help needed

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 18:17:07 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750106@hpsad.HP.COM>
Source record: 234675

I have a need which I hope will not appear inapropriate.

I was a START subscriber (disk) for six months. The subscription ended in November '90. When I recieved the October issue, the late one, it was missing the disk. I called START and they sent me the November disk instead of the October disk. I called back explaining the problem and was told that they would send another disk.

I have yet to recieve the disk and I suppose that because I no longer subcribe I may never get it. What I would like to know is if someone on the net could make arrangements for me to get a copy from them. If not the whole disk at least the D.A.Brumleave programs. I have two young daughters who would appreciate it.

Thanks,
Randy Hosler

1553. Re: Amiga's are far superior...

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 18:25:01 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <4089@orbit.cts.com>
Source record: 234666

Please take this discussion to alt.religion.computers
I personally don't mind informational articles about new Amiga or Mac orIBM

or NeXt or SparcStation capabilities, but this arguing over who's got the
bigger,
er better computer is very tiresome. And the nodes have to pay long distance
charges to send these things.

****
Zeitgeist Busters!
UUCP: {crash tcnet}!orbit!pnet51!schaper
INET: schaper@pnet51.orb.mn.org
Aslan is on the move!
****

1554. Re: How to play Ecology?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 18:25:02 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <4090@orbit.cts.com>
Source record: 234667

I hear it was a game in development that got dropped for some reason, hence its' shortcomings. In a sense it is just a demo. But a fun one?

****
Zeitgeist Busters!
UUCP: {crash tcnet}!orbit!pnet51!schaper
INET: schaper@pnet51.orb.mn.org
Aslan is on the move!
****

1555. Re: Thanks on VCTRDEMO.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 18:27:37 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4264@eastapps.East.Sun.COM>
Source record: 234580

In article <1991Feb12.032534.29640@lynx.CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>Thanks for all the help. Many of those who replied stated that it flat
>wouldn't work on a tv. A good hard twist of the vertical hold solved the
>problem (too bad everything else has the shakes now! :-))
>
>Lesson to be learned: Before giving up, check the obvious.
>
>Looks great, too.
Yes, it does! But it took some work to get it going on a Mega/Ste. Here's the scoop... It looks like the program uses some pretty weird interrupts cause it wouldn't work with my normal env. Okay, I took out the .acc's. Almost worked, but now the colors are very off. Uninstalled my HD and ran it from floppy. Works fine. The final solution was to format a HD bypass disk (with DCFMT302) and put a low-rez inf and VCTRDEMO on it. Boot from that then run the program. Pretty cool stuff. It would be very nice to see the source code so that everyone could use the 3-d sprites... Although, based on something I worked on before, it's not at all difficult to come up with the routines to do everything. It's just blits... and a 3d lib...! and z-buffering of a sort... and ... :-) Sounds like a good first grahix project for Turbo-C and assembler!

Another weird thing about the Mega/Ste... When booting from floppy, it will NOT run what's in the auto folder and it ignores the [ALT] key totally (it's supposed to kill the HD boot process). Any response from Atari? Be nice to us developers!

Joe
-=-

1556. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 18:54:58 UTC
From: micro@imada.dk
Message-ID: <1991Feb12.185458.10074@imada.dk>
Source record: 234591

schaper@pnet51.orb.mn.org (S Schaper) writes:

>[Make TOS 2.05 available for 'older' ST's]

It is possible for Atari to make an upgrade, for the older ST's - the only hardware required is 2 roms (128Kb x 8) and a new GLUE chip. The GLUE makes all the rom chip selects. The new GLUE should make chip selects in the 0xE0 range instead of the 0xFC range. (with 6 rom sockets of each 128Kb there should be 768Kb rom space - now say that there is no room for GDOS).

There is problems however... All the new Atari computers (STE,TT) have new hardware! (TOS 1.8 and NOT TOS 2.05).

Another problem is that Atari might not see the enougt potential sale in such an upgrade, to justify the development of a new GLUE, and yet another version of TOS.

Klaus Pedesen

1557. Bye, Bye, BART: the other side

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 19:49:19 UTC
From: ncalvin@oracle.uucp
Message-ID: <1991Feb12.194919.25001@oracle.com>
Source record: 234589

Well, upon hearing of BART's demise, I fired off an angry and rather ill-considered letter to the malefactor. Surprise! He wrote back! I owe Mr. Hans Kaiser an apology, and I'm posting his reply to try to prevent other readers from making similar fools of themselves.

Received: 02-12-91 00:56 Sent: 02-12-91 00:55
From: Hans Kaiser, SWAS Stuttgart/Germany <MAILSEQ:kaiser@suosws.enet.dec.com>
To: ncalvin@us.oracle.com
Subject: RE: You total bozo!
Reply-To: MAILSEQ:kaiser@suosws.enet.dec.com

Dear Sir,

I understand you are quite angry, but you first should hear the story from my point of view:

I used the mail server for some time now with now trouble at all.
During the last two weeks I've sent some requests across the network but got no response at all. After some time I thought they're lost, so I resent them. Now it seems as if these mails were not lost but terribly delayed, so they came to the server within a time fram of hours or a few days.

-> I do not know why these mails were delayed! I'm not responsible for this!

-> I did not intentionally go around any restrictions or quotas! I do not know how these restrictions work! I'm not interested in going around them! I've sent out my requests as I did in the past!

I'm sorry if this caused you and other people a lot of trouble, but I used the server the same way I used it all the time before.

This has nothing to do with Digital products!

I hope this clarifies this a bit
-Hans Kaiser

Nate Calvin
Desktop Network Products
Oracle Corp.
"We're well connected."

1558. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 20:05:17 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Feb12.200517.18167@chinet.chi.il.us>
Source record: 234662

In article <1991Feb11.202327.3702@unx2.ucc.okstate.edu> cummins@unx2.ucc.okstate.edu (John Cummins) writes:
>>Well, I have heard that a company has successfully cloned the Mac ROMs,
>>opening the doors to a flood of Mac clones. I don't know the name or
>>anything though, but this might be a ray of sunlight to the Mac emulation
>>world.
>>
>
>Details!!!!!!
>
>please? anyone!!!!

Am I anyone? On the cover of Infoworld, dated Jan 28, 1991, lower right:
Story about how Nutek Computers is coming out with Mac clones based on their own ROMS, developed under cleanroom conditions (I hope everyone knows how that works...the people who code the ROMS never see Apple code, but the people who check compatibility have whatever they want). The other gimmick is that screen displays are equivalent rather than identical, and that some of the system software may be internally different in their machines.

Steve saj@chinet.chi.il.us

1559. Mercury UUCP question: accepting calls

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 20:18:25 UTC
From: apratt@atari.UUCP
Message-ID: <2833@atari.UUCP>
Source record: 234670

Is there a way to use the Mercury UUCP package to allow people to call your ST and get uucico as a shell? Does the uucico supplied with the package work in this mode? I *believe* the answer is no: the Mercury uucico gets parameters from an outside file and is probably dedicated to the role it plays. So the second question is, is there another uucico that can be glued into the Mercury package that works in both directions? I know the uupoll program, which calls uucico, would have to change to pass the parameters another way.

What I want to do is complete the package by having a UUCP site that can both call and be called.

I found that the Mercury package runs on my TT, but only if I use 24bit.prg, because (at least) the GFA Basic runtime isn't 32-bit clean. Also, it won't run under MiNT -- somebody's making a bad AES call, I think, and again it's in uucico, which carries around all the incompatibilities inherent in the GFA Basic runtime.

A reimplemented uucico would solve a lot of the problems. Is there one?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1560. Re: Falcon is Copy Protected

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 20:31:56 UTC
From: nut@nuthaus.UUCP
Message-ID: <3753800@nuthaus.UUCP>
Source record: 234442

In article <1991Feb9.023327.23336@lsuc.on.ca> jimomura@lsuc.on.ca
(Jim Omura) writes:
I just went out and bought "Falcon" by Spectrum Holobytes.
> I CANNOT recommend this program. Not only is it copy protected,
> it is "double protected." The disk cannot be backed up by
> normal means and furthermore they also have a codewheel.

Having Falcon currently installed on my hard drive, I find you
statement a bit incredible. Now, I do have the latest version
of the software (the first release WAS floppy-protected), but
you can upgrade by sending in your disks with US$5 or so.
The codewheel is a COMPLETELY reasonable method of copy protection;
considering the amount of pirating of games that goes on with
ANY computer, I would be surprised if a company DIDN'T release
an unprotected game with a code wheel.

>
> All in all, this is a most unsatisfactory program package.
> It is not a company who I would like to see succeeding in
> this industry. Hopefully, someday I'll see the founders of
> the company bankrupt. I will feel no regrets about that at
> all.

Egad! Spectrum Holobyte is one of the better games houses in
North America - why such harsh language? Because you bought
an old version of Falcon which was copy-protected?

>
> --
> Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
> lsuc!jimomura
> Byte Information eXchange: jimomura
--
= Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
= USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
= Voice Phone: +1 415 873 3091 / BBS Phone: +1 415 871 9451 =
= nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

1561. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 20:37:48 UTC
From: nut@nuthaus.UUCP
Message-ID: <5688084@nuthaus.UUCP>
Source record: 234441
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Feb9.140414.23054@contact.uucp> rrwood@contact.uucp (roy wood) writes:

> So, if it is true that Apple no longer allows the sale of Mac ROMs, is
> the Spectre GCR dead? Or are we about to see a sudden boom in pirated
> ROMs? I gather that the Spectre has to be modified a little to accept
> EPROMs, but it's a minor mod at most....
>

Perhaps with the rumoured Mac OS clone coming soon at a dealer near you, Spectre will be saved. It seems to me that an intelligent company selling a cloned edition of the Mac ROMs would not halt their distribution to a paying customer (maybe GBS could even make the entire thing into a card and not bother with the cart!).

> -Roy Wood

-- Adam
--
= Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
= USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
= Voice Phone: +1 415 873 3091 / BBS Phone: +1 415 871 9451 =
= nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

1562. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 20:42:57 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb12.204257.4268@abode.wciu.edu>
Source record: 234593

Hi David,
Thanks for the update about Beckemeyer Development Tools new
telephone number, I got the old phone number off the package. Don't thank me,
when a developer makes a product that works well, it deserves to be noted!
Bye..............

Luis

--
"""""""

1563. Re: "Fucking" Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 21:22:32 UTC
From: ro@bertl.UUCP
Message-ID: <a1582802@bertl.UUCP>
Source record: 234420
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

From article <1991Feb10.094532.1871@sactoh0.sac.ca.us>, by mfolivo@sactoh0.sac.ca.us (Mark Newton John):
>
> You godd damned Amiga shit for brains dweebs, STAY OFF THE FUCKING
> I'm fucking tired [...] bullshit [...]
> FLAMIN shit [...] so stay the bloody hell [...]
> I'll kick your fuckin' little brains [...]
> Am I pissed? [...]
> Say what you will, you shits, stay on your own fucking side.

Are you sure you're all right ? Your brain isn't still working, is it ? I'm sure it's *hardly* working. I hope I'll never have to find a message like that again !!!!!

--

+------------------+--------------------------+--------------------------+
Robert Osten	ro%bertl@nicedel.north.de	*PLEASE* send only short
Marbacher Weg 17	R.Osten@hb.maus.de	replies. I have to pay
W2800 Bremen 1	later: ro@bertl.UUCP	$0.40/kB just for
West Germany	* TURN ON * TUNE IN *	*receiving* international
+49 421 374436	* TAKE CHARGE *	mails !
+------------------+--------------------------+--------------------------+

1564. Re: Fu***** Amiga users! (was something else)

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 21:26:46 UTC
From: ro@bertl.UUCP
Message-ID: <a8921967@bertl.UUCP>
Source record: 234421
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

```
From article <7512@crash.cts.com>, by uzun@pnet01.cts.com (Roger Uzun):
> []
> two suggestions Mr Newton John, less caffeine, and get a girlfriend.

Poor girlfriend !

--
+------------------+--------------------------+--------------------------+
| Robert Osten | ro%bertl@nicedel.north.de | *PLEASE* send only short |
| Marbacher Weg 17 | R.Osten@hb.maus.de | replies. I have to pay |
| W2800 Bremen 1 | later: ro@bertl.UUCP | $0.40/kB just for |
| West Germany | * TURN ON * TUNE IN * | *receiving* international |
| +49 421 374436 | * TAKE CHARGE * | mails ! |
+------------------+--------------------------+--------------------------+
```

1565. Re: Forget it, dweebs.

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 22:03:30 UTC
From: judge@alchemy.tcnet.ithaca.ny.us
Message-ID: <Jg10w3w162w@alchemy.tcnet.ithaca.ny.us>
Source record: 234683
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:

>
> Ah, I just love my mail.
>
> Look. I'm sorry if I haven't replied to your hate mail, all mail
> regarding Amiga users are trashed before I see it.
>
> DON'T... bother cross posting to Atari. Frankly I could never see
> why Amiga users (and it has only been Amiga users) cross post to
> atari.st. To piss us off? Why don't we see Apple or IBM users bitch
> and moan about STs? At least they have class and keep to their own.
> Even I stay in atari.st. Has there been cross posts from Atari
> giving Amiga users shit? Why do I think not?
>
> I am not apologizing, and those who would apologize for me, don't.
> I have nothing against other system users, just the little shits
> that bug me about mine, and it has ALWAYS been the Amiga users.
> I've NEVER seen a jerk cross post from Apple, IBM, or even Mindset
> computers.
>
> I am only frustrated by those idiots that cross post to piss us
> off. They sound more and more like an anti-war protester at a
> Support the Troops rally.
>

Please stop posting this crud - if you have specific complaintsagainst
people, please address them personally. I grow weary of your childish
and assanine attacks on us as a whole. Am I to judge all ST users from
you, I certainly hope not. Most areprobably like me, and have never even
been on the ST board, nor do we have any wish to, especially if you area
contributor. Now, PLEASE, go away and don't come back until you're done
with puberty.

judge

1566. Re: looking for info on C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 22:08:27 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4270@eastapps.East.Sun.COM>
Source record: 234594

vovut@prism.CS.ORST.EDU () writes:
> I noticed that some people have Turbo C for the ST. Is Turbo C available
> in the US?

In the spirit that Commercial vendors aren't supposed to post ad's for themselves BUT users can post hardy recommendations (and I haven't gotten my commission check yet :-), here's an "Ad" for Turbo-C that people might be interested in:

Joe
-=-

From the folks @ Gribnif:

Borland's Turbo C 2.0 for the Atari ST

For those who don't know, Borland Germany has released a special version of their Turbo C compiler for the Atari ST. The entire compiler and its error messages are in English, with the on-line help and documentation in German. Currently there are no plans for a version with English documentation (though we keep asking).

Some of the features of the package include:

o Full K & R implementation with ANSI extensions.
o Integrated GEM based editing and compiling environment.
o Handles both Borland and DRI object file formats.
o Libraries for TOS, GEM, Line A, and Borland Graphics Interface functions.
o Project manager for efficient compilation of multiple sources.
o 68881/2 math co-processor libraries.
o Window based source level debugger which allows for stepping, break pointing, logging, and much more. (Package 2 only)
o Integrated Lint and Make.
o Robust macro assembler which can generate 68000 through 68030 compatible code with full co-processor support.
o Turbo fast compiling which generates very tight code.

When in Germany at the Atari Fair in Dusseldorf we worked out an agreement with Borland Germany. Under this agreement we would be able to order copies direct from them for programmers in the U.S. and Canada.

Two different packages are available:

Package1: $160.00

Turbo C 2.0
Compiler
Linker
Editor

[At this time, I think only Package2 is available... Joe]

Package2: $275.00

Turbo C 2.0
Compiler
Linker
Editor
Turbo Assembler
Turbo Debugger

To order, send a check or money order (drawn on a U.S. bank) for the correct amount along with $5 for shipping and handling to:

Attn: Turbo C Offer
Gribnif Software
P.O. Box 350
Hadley, MA 01035

Be sure to include your name, address, and daytime phone number. If you have any questions, please feel free to call us at (413) 584-7887 (also call to use a credit card). We will be keeping you posted on GEnie as to the status of the initial order. Pricing subject to change under extreme exchange rate fluctuations.

1567. 1.44M external floppy on ST?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 22:25:26 UTC
From: <>
Message-ID: <3575@ncrwat.Waterloo.NCR.COM>
Source record: 234472
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I think my last post must have landed in the bit-bucket... Oh
well... If all else fails, try again...

I've got an Atari ST (one of the old Nov.20/85 1040's) and just
bought a 1.44M floppy drive to attach as drive B:...

QUESTION ONE
Do you need to do anything special to get 1.44M out of it? I can't
seem to get it to read a HD disk... I've found a SW/PD formatter
called Diamond Format, which formats to 1.44M (or 1.6M if you use
more sectors than usual). It also seems to be a stand-alone portion
of a hard drive backup program. Do I need to find a special driver
or something? The drive works fine as a double density...

QUESTION TWO
Does anyone know where I could find a 14 pin DIN (ie, the ST's external
floppy drive port) plug adapter, that has a female 34-pin (ie, the
floppy drive's bus) port on the other end? Or am I doomed to building
one? Given the half-dozen or so 3rd party manufacturers of external
drives for the ST, a part like this HAS to exist, right?

Chris Herborth,
[Guest-posting with Brian Gamble, esq.]

Note from Brian Gamble:

Neither one of us knows much about these Atari news groups. Post replies as
you see fit, or EMail to me at the address below. I will see that Chris
gets any EMail promptly.

Thanks for your help

--
Brian W. Gamble, Brian.Gamble@Waterloo.NCR.COM
NCR Canada Ltd.
E&M Waterloo Charter Member -- The ShoeString Racing Team

1568. Flight Sims (cont'd)

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 22:26:44 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Feb12.222644.6174@lsuc.on.ca>
Source record: 234655

As you will recall, the last message I posted reported that the copy of Falcon I bought was copy protected. This turns out to be because I bought an "old stock" copy. The later distributions are not copy protected. I called Spectrum HoloBytes yesterday and they informed me that by returning the original disks to them, they will replace it with the latest version. So for the time being, I'm stuck with the manual. The current version of Falcon is not copy protected, but requires a "Code Wheel" to be used. This much will be quite satisfactory.

One thing I've been wondering is whether there's any news about STE based flight simulators that use proportional joysticks yet? This should be a major improvement in IO. Of course, there has been an analog joystick adapter for an RC flight simulator for a long time now, but that program and joystick system was very elaborate (based on a dual double gimbled joystick system in an Futaba RC transmitter box) and as such quite expensive. I've been considering buying that program and hardware kit so I can have access to a proportional joystick system with my current ST.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1569. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 23:43:10 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7558@jhunix.HCF.JHU.EDU>
Source record: 234595

In article <1991Feb7.213305.26568@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>
>Now that the 68030 is obsolete, and the 68040 is about to be, but the
^^^^^^^^^^^^^^^^^

Why is it that everybody in the world thinks that a processor is obsolete when it's successor is announced or becomes available??? I mean, come on, the 68040 is such an expensive chip that developing a machine for it would be cost prohibitive. And if the 68030 were truly obsolete, then why are OTHER companies, i.e. NOT ATARI, still using them? (Apple, commodore, etc?) Finally, sure there are newer processors available, but have YOU, or anyone else for that matter, completely exhausted the utility and power of the lowly 68000??? Realistically, the 68030 is still a powerful chip, and it really is NOT obsolete. It is older than the 68040, but it surely hasn't been exhausted of its potential yet...

>68050 isn't even announced yet, how about a TT follow-on with an 88000?
>--
>vsnyder@jato.Jpl.Nasa.Gov
>ames!elroy!jato!vsnyder
>vsnyder@jato.uucp

Dom Alvear (no .sig)

P.S. On a completely unrelated note, how does one send an article to the net without doing a followup. My newsreader doesn't seem to have a submit option...

1570. Re: Uploading to Atari.archive and Comp.{Binaries,Sources}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 23:46:55 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb12.234655.2016@ecst.csuchico.edu>
Source record: 234658

weiner@terminator.cc.umich.edu (Jeff Weiner) writes:

- How to upload to atari.archive.umich.edu:
-
- There are two main ways to upload to the archive: FTP or mail
-
- 1: FTP - This is the preferred method, as it doesn't clog my mailbox with
- megs and megs of stuff, not to mention it's a bit easier for you too.
- Logon to the archive as usual, then issue the following commands
-
- cd ~atari/new
- type binary
- put filename.ext
- mail weiner@atari.archive.umich.edu ....

Thanks for posting this, Jeff.

For those that may not know, may I add that, for aesthetic effects,
if you enter "hash," before you "put filename.ext" or "get
filename.ext," the ftp program will display a # for every 1024 bytes
sent or received. Actually, when you 'put' a file, it will display
bunch of # at once. Moreover, if you enter "bell," it will sound your
system bell when a function has completed. Finally, you can send and
receive a list of files using the "mput" and "mget" commands,
respectively, with a list of the files after the command.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1571. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 23:51:28 UTC
From: rrd@hpfcso.FC.HP.COM
Message-ID: <7340080@hpfcso.FC.HP.COM>
Source record: 234672

>>Well, I have heard that a company has successfully cloned the Mac ROMs,
>>opening the doors to a flood of Mac clones. I don't know the name or
>>anything though, but this might be a ray of sunlight to the Mac emulation
>>world.
>>
>
>Details!!!!!!
>
>please? anyone!!!!

Well, it was in one of the recent issues of <either> PCWeek <or> InfoWorld,
a very small article on page 1 or 2. I don't even remember the name of the
company, but they were tickled that they'd actually done it. At this time,
they're only gloating about the technical feat (of cloning the ROMs by
reverse engineering rather than electro-Xeroxing), and they don't have a
development plan yet. I think they said something like "six months" or
"next year." Perhaps if Dave Small is listening, he can add something...

-- Ray
rrd@hpfitst1.hp.com
(You know Dave's gotta be keeping close tabs on them!)

1572. chaining hard drives to a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-12 23:54:04 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3446@gmuvax2.gmu.edu>
Source record: 234596

What is the maximum number of hard drives that can be chained together on a 1040ST (TOS 1.0)? Is there any problem with having different sized hard drives (e.g. 2 20meg and a 30meg)? Is there a ceiling on the amount of disk space TOS will recognize? Is the number of partitions limited only by the number of letters in the alphabet, or is there a TOS limit on the total number of HD partitions?

Steve "Stevers!" Coile
{scoile|acs075}@gmuvax[{.BITNET|[2].gmu.edu}]|2211c1@gmuvax2.gmu.edu
"Maturity is knowing when and where to act immature"

1573. Re: Forget it, dweebs.

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 00:04:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39206@cup.portal.com>
Source record: 234671

>DON'T... bother cross posting to Atari. Frankly I could never see
>why Amiga users (and it has only been Amiga users) cross post to
>atari.st. To piss us off? Why don't we see Apple or IBM users bitch
>and moan about STs? At least they have class and keep to their own.
>Even I stay in atari.st. Has there been cross posts from Atari
^^^^^^^^^^^^^^^^^^^^^^^^

>giving Amiga users shit? Why do I think not?

Wake up and learn how to use UseNet, Mark...

YOUR own post was just cross-posted into sys.amiga

EVERY Atari reader who has just used REPLY has cross-posted into sys.amiga...

The ORIGINAL article was cross-posted, and unless the person replying knows
how, and takes the time to edit the net addresses, any reply will be
cross-posted too..

On the other hand, THIS response is going to comp.sys.atari.st only...

Demonstrating ignorance, profanity and immaturity in another newsgroup
isn't helping Atari owners' image in the computing community at all.

BobR

1574. TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 00:11:17 UTC
From: bdm@spacsun.rice.edu
Message-ID: <1991Feb13.001117.24061@rice.edu>
Source record: 234657

I was just reading some info on the TT package and I have to wonder:
Why are they shipping UNIX V.4? This is at least two generations behind the
last version I know of, which is at least a year old to boot. Is this going
to be like the TOS story, with three or four different versions floating
around, and patches following them like abandoned puppies? Someone at ATARI
want to pick up this thread? It took me forever to learn the current one, and
I sure am not in the mood to backpedal. Of course, this is all moot until they
keep the TT from broadcasting like WKRP... :-)

And while I'm at it (deja vu!), I just want to mention that the latest
edition of ATARI INTERFACE has a small comparison between bottom-line Casio and
Yamaha MIDI keyboards. The crux was:

Casio: 44-key full-sized keyboard. 4 polyphonic groups of the 16 available
channels (6,4,2,4 if memory serves), 30 sampled sounds (2 of which
are blah sound effects). $250.
Yamaha: 61-key undersized (eugh) keyboard, channels independent (I think), 100
sounds (not sampled, I think). $350.

This is from memory, so no flames. If I get one of these (fairly likely),
I'll keep you (snicker) posted.

Brian D. Moore |
Space Physics and Astronomy | Nobody looks good with brown lipstick on. -- FZ
Rice University, Houston TX |

1575. Delta Modul by Omega finally released!!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 00:48:36 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb13.004836.24546@santra.uucp>
Source record: 234663

Someone surely remembers those articles I posted about Delta Modul.

I gave up hope to see it ever...

Today a letter from Germany arrived...

There was a brochure of the Delta Modul Accelerator & 386SX AT-emulator!
They said that they are ready for delivery immediately!!!

16MHz 68000 & 68881 with cache and 16MHz 80386SX & 80387 with cache on the
same board! And even a chanse to use AT-cards. A VGA-card works in both
ST and MS-DOS mode.

But if you are generally interested about it's specs, please followup!

Those who want info for ordering, use email only! This is not a commercial
newsgroup!

Not connected to Omega Computer systeme! Just a future customer.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1576. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 01:34:12 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb13.013412.437@actrix.gen.nz>
Source record: 234679

Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: depeche@cs.mcgill.ca

In article <1991Feb12.163929.360@cs.mcgill.ca> depeche@cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:
> In article <1991Feb12.052028.26501@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

> here is a list of my auto folder programs (granted, you got a hell of a lot
> more, and I don't even know what a third of them are, but anyway...)
>
> deskmg31 folder075
> pinhed18 cache256
> poolfix4 maccel3
> eternal unix2dos
> supclkrd quickstc
> lgselect quickstm
> neoload
>
> |Sam Alan Ezust McGill University |
> |depeche@cs.mcgill.ca School of Computer Science |
> |---|

Tell me why you have cache, folderfix, you state that you are using TOS 1.4 and the ICD booter, well Folderfix is not realy needed with TOS 1.4

TOS 1.4 will give you a warning if it runs out of memory, also the ICD booter has its own built in cache, I have also fould maccel3 very buggy, this was reported on Genie, for some resone would stuff up my DCshow There should also be the TOS 1.4 Fix and go have a look at UIS III, I could not live with out it, also deskmanager33 now has a batch mode, very nice, but its a pitty it does not have some of the nicer features of SuperBoot 6.0, have you tried this, but I do prefer deskmanager33...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1577. Printer recomendation wanted

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 01:38:20 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <91043.203820CXS128@psuvm.psu.edu>
Source record: 234665

Now that my old copy of 1st word is being replaced with Wordflair I need to replace my ancient gemini-10x with a nice new 24 pin printer (can't afford a laser printer). Does anyone out there have any recomendations on what printer give good a output for use with GDOS?
John T.

1578. Re: Upgrade Hell -- a myriad of choices

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 01:47:01 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb13.014701.567@actrix.gen.nz>
Source record: 234656

Distribution:world
Followup-To:upgrade

Well you did not mention TOS 1.4, that is only the cheapest option you
have, was Quoted by Atari as $99 fitted, For Ram go for the J.R.Allen
Simm upgrade, there is a 68030 and a 16 MHZ upgrades by Dave Small, uses a
patched version of TOS 1.6, but that could cost you, but there is also the
16 MHZ upgrade by ICD, Iam in the same boat, so will go for TOS 1.4,
the J.R.Allen simm upgrade and the ICD Turbo, if this does this help,
gee you should have far more help over there than we do have here in
New Zealand, Why not contact Double Click, they are in your home town..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1579. Re: looking for info on C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 02:00:34 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb13.020034.654@actrix.gen.nz>
Source record: 234680

Distribution:world

In article <1991Feb12.175253.1087@lynx.CS.ORST.EDU> vovut@prism.CS.ORST.EDU () writes:
>
>
> Hello, everyone...
>
> Which C compiler is the "best" in terms of support, speed (compared to say
> MWC), debugger capabilities, etc.?
> I am particularly interested in information about Prospero C, but any
> information will be appreciated.
> I noticed that some people have Turbo C for the ST. Is Turbo C available
> in the US?
> vovut@prism.cs.orst.edu

Turbo C.
Well from what I have read Gribnif sells it and has some kind of
support for it, there are other dealers in the US as well, some have
been posted here, its also claimed that Atari now use it as there
standard compiler.

There is also Lattice C5, from HiSoft, these two seem to be the best of the C
compilers for the Atari.

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1580. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 02:06:12 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.666410772.larserio@kvart.ifi.uio.no>
Source record: 234664

To get the OS adresse you could also look at the first bytes of the RAM
The first 8 bytes are copies of the ROM on all machines....
$2.B First byte of version (1 = ST/STE, 2 = MEGA STE, 3 = TT)
$3.B Second byte of version (<5 = ST, >5 STE for $2.B = 1)
$4.L Exec OS adresse (FC0030 for a standard ST)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1581. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 02:56:35 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <7269@uqcspe.cs.uq.oz.au>
Source record: 234681

In article <1991Feb12.041244.24065@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>Followup-To:DLII
>
>In article <1991Feb11.164424.1116@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:
>> In article <16491@sdcc6.ucsd.edu> gknauss@sdcc13.ucsd.edu (G. "Maddog" Knauss) writes:
>> >Anybody know where to get DLII now that we've established that it's
....[deleted]
>
>From what I know is is VERY Flaky, will corrupt Hard Drives, but you
>must clean up your Drive first, I would never use it, It would be
>better to back up and reformat.
>--
I found it flaky, too. It screwed up my h/disk. You should back up before
using it, so why not just backup and restore, like he says!
.
****
|| Marshall Harris
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@batserver.cs.uq.oz.au ||
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

1582. I ***STILL*** want GAUNTLET II

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 03:22:54 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9102130322.AA17508@sun.soe.clarkson.edu>
Source record: 234661

I have tried a few more software houses, and have found that no one
can deliver a GAUNTLET II. Apparently it is out of distribution, and
no one can get one anymore...

I want GAUNTLET II, and I don't know how to get it.
Does anyone have one that they will part with? or
Does anyone know a store that has one left?

AAron@sun.soe.clarkson.edu

1583. ATARI EXTERNAL DRIVE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 04:08:35 UTC
From: delta@bucsf.bu.edu
Message-ID: <74645@bu.edu.bu.edu>
Source record: 234597
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
For sale:

Atari SF 314 double side drive.

Asking for $100 + shipping or best offer.

e-mail delta@bucsf.bu.edu or
call Peter at (617) 731-5088
```

1584. Re: PATCH utility needed

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 04:22:50 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Feb13.042250.26102@chinet.chi.il.us>
Source record: 234682

In article <4823@ruuinf.cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>
>I have a patch.ttp on my atari but I had some problems with it. It didn't
>accept some perfectly correct patches. I don't know where I got it.
>
I don't know if this is the problem, but the version of patch.ttp that I have
is definitely sensitive to the difference between lines ending in ^J only
(UNIX style) and those ending in ^J^M (most ST editors, and the desktop).
I haven't characterized the EXACT behavior, but I get the best results
by putting both main file and patch into UNIX style before applying the
patch. Steve saj@chinet.chi.il.us

1585. Re: Upgrade Hell -- a myriad of choices

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 06:12:32 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb13.061232.4099@ecst.csuchico.edu>
Source record: 234674

bdm@fabry.rice.edu (Brian D. Moore) writes:

- It's getting closer to THAT time -- the dreaded need to upgrade.
- I'll avoid the IHDQ (Inevitable Hard Drive Question) and focus on the
- Meat and Potatoes.

Sounds like fun -- upgrade time!!

- So, being of weak skill (and will),

Sounds like me: weak skill. :^)

- I shall most definitely send the unit to someone more qualified.
- And I shall go for the whole 4 megs. (Boy, I never thought 1 Meg
- could be so small :-)) So that is not the contention. However, there
- is no point in having the unit cracked open without getting some other
- perks, like TOS > 1.2 .

Sounds good. Rainbow TOS is definitely a must-have.

- So, what's available. Can I (or will I) be able to get TOS 1.60?
- 1.62? 2.00?

Not for a 520, 1040, or Mega.

- Any pratfalls (i.e., is there a bug-free 1.60 chip source)?
- And (gulp) how much is that going to cost? Who does it? Who does
- it WELL?

You can. Read on.

- Should I wait for TT (or does TT == Godot)?

I don't know what Godot is (someone send me e-mail), I think most
people on this net believe it will arrive. Hmmm, it's the middle of
February. Well, yes, we're still waiting, but it's coming (to the
U.S. that is) so we can actually purchase them at a mythical local
dealer.

- Your thoughts, O Wise One.

All righty. I say, and I think a few people on here can back me up
on this, if you you're in the upgrade mood, you should sell your
current ST, be it a 520 or 1040, and get an STe. (If you have a Mega,
you'll have to decide for yourself; or maybe someone here who's gone
Mega --> 1040STe can help you out.) STe's are going for around $599,
if not less. With SIMM prices relatively low ($40-50) you can have a
four meg STe for less than a thousand. Plus, you'd be getting TOS 1.6
(probably 1.62, but can't confirm -- anybody know if they're

installing 1.62 yet?), blitter, stereo sound, 4096-color palette, hardware scrolling, and don't forget those wonderful 15-pin analog joystick ports!

OK, now, the hot rumor going around is that by the end of the year, all STe's -- dunno if this includes MegaSTe's -- will have an AT-Speed installed in them. Someone (Mark Blackstad?) on the Fidonet ST echo says that Atari is trying to get away from the non-IBM-compatible problem is going to remedy it this way. He adds that he's going to wait until the end of the year to get his MegaSTe. :^) I bought my STe in July. I'm glad I bought it then because I've been able to enjoy it for half a year and it will keep pumping along. Having a faster CPU and detachable keyboard would be nice, so I'm looking towards a MegaSTe or TT, but will certainly wait until the smoke settles. I bought my STe so soon, it had the hard drive problem, so that was kind of a pain. I'd say now is the best time to get an STe. The prices have gone down, which indicates it probably won't go down again anytime soon. The MegaSTe and TT still seem to be at least a month away, and then give them a two or three months after that to settle in.

So, if you're dying for an upgrade, I recommend selling your ST and getting an STe.

- Also, on a related note: are there any plans to put NeoDesk 3
- on cartridge ? It seems SOMEBODY should be using that damn port, why
- not them?

I asked Dan Wilga about this last year and he said it would be too expensive and raise the cost of purchasing the program to somewhere over $100.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1586. Re: DM1: Poison Trap **SPOILER**

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 08:37:37 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <28556.27b8a671@kuhub.cc.ukans.edu>
Source record: 234678
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

In article <6732@ecs.soton.ac.uk>, pjb89@ecs.soton.ac.uk (pj Boniface) writes:
> In <4473@syma.sussex.ac.uk> johnu@syma.sussex.ac.uk (John E Upham) writes:
>
>
>>In Dungeon Master 1 there is a room at the end of which is a diamond
>>edged sword in an alcove. As soon as you try and depart with it
>>the room fills with poison gas. The best I have done (even with dropping
>>everything) is to loose one character. I assume there are other
>>solutions to this. What are they ???
>
>> John Upham, (Chemical Physics Ph.D)
>
> There is an easier solution, yes. Instead of grabbing the sword and
> running, just stay where you are. The first cloud will wear out, and you
> should still be alive. Cure up if you want to. Then, step forward one
> square, then back again. This will set off the next cloud, but you won't
> be in it. As they only trigger once each, you can repeat this down the
> corridor - set off the next could, then back out of it.
>
> Peter.
>
Naturally, there is one solution that is so easy it's almost
ridiculous - but I'l tell it to you all anyway. Pick up the sword,
turn around, AND THROW IT. A moment after you throw it, step forward
out of the cloud, walk up to the sword, pick it up, and repeat the
process. You should take no more than ten or twenty points from the
initial blast of poison, and you're out in moments, instead of waiting
for gas clouds to disperse. I can't believe I'm the only person who
ever figured this out...
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"I'll employ my resources to make your puny lives miserable! I'll crush
your pitiful dreams and ambitions like bugs in the dust!" - Calvin

1587. VT100 Terminal Programs

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 08:40:43 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7561@jhunix.HCF.JHU.EDU>
Source record: 234547

I was just wondering if anybody out there knew of a GOOD vt100 terminal emulation. I've downloaded a program called MiniTerm, but it puts wierd characters all ver the screen. And the docs and such are in German so I really don't get it. I use Flash, but the graphics are not very good since the IBM cset is not supported.

Dom

P.S. To the people who replied to me yesterday (I only remember the name Chuck Ricard...) I was trying out DTerm which doesn't suport vt100 graphics. Anyway, I trashed my mail since the screen was screwed up. Please reply to this message with whatever you were telling me if you remember. Thanks.

1588. Re: TT upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 08:43:41 UTC
From: piet@cs.ruu.nl
Message-ID: <4836@ruuinf.cs.ruu.nl>
Source record: 234676

>>>>> In message <7340079@hpfcso.HP.COM>, mjs@hpfcso.HP.COM (Marc Sabatella) (MS) writes:

MS> I think you are forgetting the workstation market. HP (& Apollo) has a rather
MS> large market share (#2, behind Sun), almost entirely based on 680x0
MS> workstations.

Make that #1 (in the Unix workstation market). You as an HP'er should know
that :=).
--
Piet van Oostrum <piet@cs.ruu.nl>

1589. Re: HUH 1

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 09:37:37 UTC
From: svrobins@npe.isnet.inmos.co.uk
Message-ID: <188.27b908e1@npe.isnet.inmos.co.uk>
Source record: 234261

In article <7503@crash.cts.com>, chuckie@pro-odyssey.cts.com (Chuck Schul) writes:

> all of you in one way or another.An please also support our warriors in the
> gulf and god bless America!!!!!

What the hell does this have to do with Atari computers?

> Eat this pc users!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
or this ?

> And the Mac guys too!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
or this ?

> com
> UUCP: crash!pro-odyssey!chuckie
> ARPA: crash!pro-odyssey!chuckie@nosc.mil

o===o
| Paul Robins. Product Engineering, Inmos, Newport, Gwent, Wales, UK. |
o===================================o=================================o
Email : svrobins@isnet.inmos.co.uk	Any opinions expressed above
Phone : 0633-413443 ext 267	are MINE ALONE, and in no way
Fax : 0633-412925	reflect those of Inmos Ltd.
o===================================o=================================o

1590. Thanks for the advice

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 10:07:29 UTC
From: rick@tetrauk.UUCP
Message-ID: <1093@tetrauk.UUCP>
Source record: 234509
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Thanks to all those who responded to my request for advice and comparisons of the Amiga and Atari-ST. I received much useful and constructive information and opinion, and with little if any hint of evangelical fervour (only one person actually objected to me posting the request in the first place!). It's certainly provided me with enough to make a decision, although I think that political expediency prohibits me from discussing any decision in public :-)

I gather from some replies that com.sys.amiga has been reorganised - for some reason the control messages have never reached my site, all I have is comp.sys.amiga. I therefore apologise if this message (as with the original) is in the wrong group.

Thanks again
--
Rick Jones
Tetra Ltd. Maidenhead, Your .signature has expired,
Berks, UK please apply to your analyst for a replacement
rick@tetrauk.uucp

1591. A polite request...

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 10:21:36 UTC
From: djd@rosemary.cs.reading.ac.uk
Message-ID: <1991Feb13.102136.3804@csug.rdg.ac.uk>
Source record: 234686

Hey, 'Jhartsu', give it a rest, will you. You're wearing out
my 'k'-key. Simmer down, dude.

Peace, an' good-happiness stuff.

Dave Dawkins.

1592. Hewlett Packard Atari printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 11:45:06 UTC
From: wilsona@cs.glasgow.ac.uk
Message-ID: <7775@belau.cs.glasgow.ac.uk>
Source record: 234317

I have recently been offered a choice from the Hewlett packard printer range, at a ridiculously cheap price. However, I am unaware of the availability of good printer drivers for the Atari, especially for GDOS. I have looked around, and I can only find drivers for the various Deskjet variants, nothing for Laserjet,Quietjet,Thinkjet,Scanjet,Desk Writer or Paintjet, etc. If anyone has any drivers, or knows where I can find any, please reply. I'm especially interested in GDOS drivers for any of the above, to help me in making my selection.

Alan Wilson

1593. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 12:54:10 UTC
From: ttonino@bio.vu.nl
Message-ID: <1991Feb13.125410.23551@bio.vu.nl>
Source record: 234691

In article <16491@sdcc6.ucsd.edu> gknauss@sdcc13.ucsd.edu (G. "Maddog" Knauss) writes:
>Anybody know where to get DLII now that we've established that it's
>a wonderful PD defragger? Is it on atari.archive?

DLII may work for you but be warned it is buggy. On my HD (20 MB) it crashed
once: it wouldn't stop and the progress indicator continued past all bounds.

So be warned: be sure to make a backup.

If it works (a lot of times) it is quite good. BTW: the author doesn't support
it (to me for obvious reasons).

I prefer SENTRY from Beckemeyer.

> Just too damned lazy to check
> myself,
> Greg "Sloth" Knauss
> gknauss@sdcc13.ucsd.edu

1594. Re: MegaSTe info, now TOS 2.05

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 13:05:18 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb13.130518.99@informatik.uni-erlangen.de>
Source record: 234689

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>To get the OS adresse you could also look at the first bytes of the RAM
>The first 8 bytes are copies of the ROM on all machines....
>$2.B First byte of version (1 = ST/STE, 2 = MEGA STE, 3 = TT)
>$3.B Second byte of version (<5 = ST, >5 STE for $2.B = 1)
>$4.L Exec OS adresse (FC0030 for a standard ST)

This is an undocumented feature. You should really use sysbase instead.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1595. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 13:07:25 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb13.130725.445@informatik.uni-erlangen.de>
Source record: 234690

bdm@spacsun.rice.edu (Brian D. Moore) writes:

> I was just reading some info on the TT package and I have to wonder:
>Why are they shipping UNIX V.4? This is at least two generations behind the
>last version I know of, which is at least a year old to boot. Is this going

I didn't know there was any more recent UNIX version from the AT&T line
than V.4. Which newer versions are you aware of?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1596. Re: TEMPUS WORD

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 13:24:29 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb13.132429.19656@actrix.gen.nz>
Source record: 234512

In article <A0b0qewa@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
> In <7258@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> >
> >Don't you just hate these programs with hard-coded language dependancies!
> >The whole purpose of a RSC file is to do away with such problems:
> >translating the language is trivial with resources.
> John Henders jhenders@jonh.wimsey.bc.ca
> Vancouver,B.C. or jhenders@wimsey.bc.ca
> or ubc.cs!van-bc!jonh!jhenders

Tempus has never used RSC, I for one don't like them, but I have read in
some UK. Mags, that the English version will soon be out, and that was
some time back, may be these Mags get carried away, because it was
some years back that we where getting Adimens, then back in Oct, 1990
that Kumana was bringing it out, but still no sign of it, these Mags
where ST-User and ST-World, it seems that the Editors of the Mags
dream a lot, by the way a Sales pamphlet of the Mega here has pile of software
boxes show on the back page, there is a box for Adimends, is this just
a con from Atari ???
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1597. Help EPROMs needed...

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 13:40:18 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <2044@xenon.kcl-cs.UUCP>
Source record: 234319
Cross-posted to: comp.sys.atari.st,comp.misc,comp.sys.atari.st.tech

Can anyone out there give me an idea of US prices for 32k*8, 35ns EPROMs?
Any names and addresses of relevant companies would be welcome too.
They're about $200 apiece here!

Smaller ones could be used, but I'd like to keep the speed up...

Replies by email preferred, Thanks in advance,

Marcus Bointon.

1598. Review of Dr.T's Sequencers (long)

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 13:41:15 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59574@aurs01.UUCP>
Source record: 234528
Cross-posted to: comp.sys.atari.st,comp.music

Thanks for the requests to post this.

Dr.T sells an entire line of music software. Several of these programs may be loaded into the ST's memory at once if you have a master MPE (Multi Program Environment) program. The two master MPE modules that I have seen are KCS (Keyboard Controlled Sequencer) and Tiger Cub, which is a low priced sequencer/editor package (more on both of these sequencers later). Once either one of these sequencers is run, you may load up to eight MPE compatible programs if memory allows. (The newest version of KCS, OMEGA, claims that now ANY program may be loaded into MPE, but I have not personally verified this.) What this means to the musician is that you no longer have to exit your sequencer program when you want to load your patch editor or librarian. You can also have editors for each of your instruments loaded at once. When you enter an MPE module from KCS, it leaves all of the KCS settings intact until you return. Conversely, changing a sequence in one MPE module changes it in all...the sequencer data is shared.

Another nice benefit of MPE is that even non sequencer modules can use the sequencer data. A typical problem with a non MPE sequencer and patch editor is that you may have to go back and forth between the programs to get your sound just right. Say you had just sequenced a new horn line, but you aren't satisfied with your trumpet patch. So you exit your sequencer, load up your editor and change the trumpet patch. Unfortunately, the only way to hear the new patch in context is to load up the sequencer again, re-load the sequence you were working on (hoping that you remembered to save it!), and play the sequence. Pretty tedious, especially if you need to do this several times. With MPE, both programs stay resident in memory, so switching back and forth is quick and easy. Even better, X-or, Dr.T's universal editor/librarian program, lets you play the current cue loop in KCS without even having to switch back to KCS at all. You can stay in X-or, tweak your patch and listen to it in context as many times as you want without switching back.

KCS is a *very* powerful sequencing program. It allows you to sequence MIDI data in several ways, and then provides a full arsenal of editing tools. The sequencing mode that I do most of my work in is called Track mode. Track mode has been designed to operate much like a multi-track tape recorder (which is a more familiar interface to most musicians than a menu of sequencing options). It has record, play, fast forward, rewind, stop and pause buttons that act almost exactly like a tape

recorder. Each "track" of sequenced MIDI data has it's own line on the screen that defaults to indicating the MIDI channel, but may be edited to any label you like. When that track is sounding, a little note icon flashes next to the label. You can isolate or mute a track by clicking on the label. You can also erase the most recently recorded track, but you have to go back to the edit screen to erase any other track (gripe #1).

The cue loops are really nice. I don't know how many hours I've wasted running the tape on my reel to reel back to the right section to record over a bad part. And sometimes I was tempted to keep a mediocre solo because I wasn't sure I could do better. Now I just set a cue loop and play the part a few times (muting the new tracks as I record them), then listen to each one and decide which I want to keep. If you then want to insert the new segment into an existing track, you can either merge tracks or use the "punch in" feature. Once you've set a cue loop in KCS, you can access it from TIGER and X-or too. You can save up to six cue loops at a time.

There are *lots* more options on the track screen, and pull down menus make them fairly easy to execute. It is certainly possible to use only this screen and treat KCS as a software tape recorder and nothing else. But wait, there's more...

The Edit screen is one of the most powerful features in KCS, and it also seems to scare many people away from KCS. The reason is that this screen displays the MIDI data mostly numerically, which is foreign to most musicians. A scrolling window on the left half of the screen displays MIDI information for one track at a time. Data given includes event number, measure, step, event type, note, velocity, and duration. You may select groups of notes (or, more strictly speaking, events) with the mouse and perform several editing operations on them, such as pitch transposition, velocity or duration scaling or limiting, channel translation, etc. You may also perform cut and paste operations, which should be familiar to anyone who has used a word processor or text editor. Unfortunately, unless the timing of the first and last event is corrected relative to the new position of the section, you may end up with unexpected results. There are ways to work around this, but they are not obvious, and can be frustrating to use. Luckily, the Undo command may be used for most operations, and a Backup command stores the current contents of the buffers to a backup buffer so you can recover from multiple operations. You can also toggle between Undo or Backup copies and the current sequence to decide which sound better. Of course, you can also save your current work to disk at any time to be absolutely safe.

A much more intuitive editor is TIGER, which may be loaded into MPE (it is included in the KCS OMEGA package). Notes are displayed in a modified "piano roll" format, graphicly showing pitch, timing,

velocity and duration with nary a number in sight. Want to change a note's pitch? Pick up it's icon with the mouse and move it vertically. Change the timing? Slide the note horizontally. Change the duration? Stretch the note icon. Change the note's velocity? Alter the note's stem length. Great fun! Up to three tracks may displayed at once, and you have access to all the KCS cue points. Of course, changing a note in TIGER also changes it in KCS. My favorite feature of TIGER (which stand for The Interactive Graphic EditoR) is that you can draw MIDI controllers in real time with the mouse. This is especially nice for volume envelopes, pitch bends and tempo changes.

TIGER is nice to use when you want to hunt down a bad note...it lets you "see" the note, and change it with the mouse. You can also use the mouse to draw in new notes.

I find that TIGER is most useful for editing individual notes and controllers, while the KCS editor is better for moving segments around, although you can perform most of the operations in either, so it's mostly a matter of taste. My main problem with TIGER (gripe #2) is that the screen control commands are a tad cryptic, and I find I have to keep referring to the command sheet to keep the cursor from leaving the portion of the sequence I'm working on. Most of the screen commands in KCS and TIGER have keyboard equivilents, which must be memorized if you don't want to interrupt the musical flow by flipping through menus (or, gasp, the manual) to find a command.

KCS also includes what is called "Open Mode" sequencing, but I have never really gotten a handle on it. It is designed as a generalized sequencing mode, that allows you to start and stop sequenced segments as you wish, or even write sequences that start and stop other sequences, but I have always found it confusing...and I am a software engineer by trade! The new Song Editor is easier to use, as it allows you to graphicly link sequences together to create songs. It has virtually the same interface as TIGER, so you really don't need to learn a new set of commands to use it.

I use the Song Editor mostly for songs that I am writing as I sequence them. I'll sequence several segments, say a basic verse, chorus, and bridge, and then make copies of each and tinker with them, so each verse has it's own flavor. Then I'll call up the Song Editor and try several arrangements until I find one I like. You can link song segments sequentially, or overlap them, for some interesting effects. Also, if I decide to add another verse later, I just add in another segment. It's quick and painless. You can also chop segments up, if for instance you only want to insert a half verse. All of this is done graphically with the mouse, ala TIGER.

KCS includes a simple scoring program called Quickscore, but it is of limited usefulness. I suspect it is included as a teaser

to get you interested in Dr.T's professional scoring programs. Still, if you need a quick and dirty transcription, it's nice to have. Someone asked if Quickscore allows you to enter song lyrics beneath the notes. Sorry, it doesn't.

The other section of KCS that I have never ventured into is called Programmable Variations Generator (PVG). It allows the program to randomly alter sequences you create with KCS to add color or variety to repetitive sequences. The user can control the degree of randomness, and which parameters may be changed. I hope to get into this in the future (I plan to use it to "humanize" my drum parts"), but I have been having too much fun with the other features to mess with it yet.

I guess what I like the most about KCS, is that there are so many ways to skin the cat. I don't always write songs the same way, so why should I have to record them the same way? Dr. T doesn't force you to adopt any one method, and all of the options encourage you to experiment. It allows you to explore musical ideas in new ways, and that can really spur your creativity. The trick is not to let all of the options overwhelm you... bite off a little at a time and go with it.

Tiger Cub is Dr.T's entry level sequencer, and I played with a copy of it that was sold to me with my ST. It is basicly a slightly simplified version of TIGER with a limited track mode screen ("only" 15 tracks). I sequenced a rather complex song with it and was so impressed that I ran out and bought the TIGER package to use with KCS (it now comes bundled with KCS Omega). If you are just starting out with MIDI and want an affordable sequencer that you won't outgrow in a few months, look no further. Oh, yeah, you also get Quickscore with it.

One other MPE module that might be of interest to computer types, is called T-Basic. It is an interpreted Basic language that allows you complete access to all of the KCS arrays. This way, if there is some bizarre editing function you need that KCS doesn't provide, you can write it yourself. I find it's editor to be frustrating at times (no cut and paste or block functions), but this is a problem I have with most interpreted languages.

One thing it is hard to knock Dr.T's on is documentation and support. The manuals are well written and easy to get around, and most of the menu commands are self explanitory. Once you've finished the quick tutorials, you can dive right in. The customer service phones are manned by responsive, helpful people, and if you need to contact the wizards on-line, they are available through the Berkely BBS in Boston where you can also get minor upgrades, bug fixes and user uploaded programs and sequences. Demo versions of much of this software is also available.

Many folks have knocked Dr.T's for having copy protection on the disks. Happily, KCS Omega is NOT copy protected. Dr.T says they will see how this goes before removing copy protection on future versions of their other software.

There is lots to be said about X-or, the universal patch editor and librarian, but I will expound on it's virtues (and vices) another time if anyone wants to hear.

Overall, I am pleased with this system, and I have been able to create music with it that I couldn't have conceived of without it. It isn't the easiest thing to learn, but as a software engineer I know that there is always a trade-off between powerful features and ease of use. Personally, I'd rather have the features. Dr.T is constantly updating it's products, so I'm not worrying about outgrowing it.

MPE is also available on the Amiga, and Dr.T's also has software packages for the Mac and PC, but I don't know how similar these are to the ST versions.

I am not an employee of Dr.T's, blah blah blah, and to be fair, I haven't spent much time with other sequencers (but if anyone wants to send me a free copy of one I'll be glad to check it out for comparison :-)).

Anyone else out there have any favorite MIDI software? I'd like to see some postings of your opinions.

-Jonathan the verbose.

****
Jonathan Whitcomb UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 I'm not a software engineer,
Raleigh, NC but I play one on TV.

1599. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 13:41:32 UTC
From: khh@root.co.uk
Message-ID: <2603@root44.co.uk>
Source record: 234508

In <1991Feb13.001117.24061@rice.edu> bdm@spacsun.rice.edu (Brian D. Moore) writes:

> I was just reading some info on the TT package and I have to wonder:
>Why are they shipping UNIX V.4? This is at least two generations behind the
>last version I know of, which is at least a year old to boot. Is this going

I would like to know which version of UNIX System V that you know of. As far as
I am aware, V.4 is the 'latest' version of UNIX from AT&T USL.

--
--
Keith Holder, Systems Software Consultant, UniSoft Ltd.
<khh@root.co.uk> G1ITH Fax: (071) 729 3273
Phone: +44 71 729 3773

1600. Re: DM1: Poison Trap

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 14:03:10 UTC
From: bill@dmntor.UUCP
Message-ID: <1991Feb13.140310.2672@dmntor.UUCP>
Source record: 234519
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

Really!! I didn't think of that. My solution was to drop everything
and manufacture strength potions, 2 each per character. Then I
would run like hell consuming the potions as I go. It takes a lot
of practice. Your solution is smarter. Try mine some day.

1601. Re: Falcon is Copy Protected

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 16:09:36 UTC
From: mpl44572@uxa.cso.uiuc.edu
Message-ID: <1991Feb13.160936.18372@ux1.cso.uiuc.edu>
Source record: 234669

In article <1991Feb9.023327.23336@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I just went out and bought "Falcon" by Spectrum Holobytes.
>I CANNOT recommend this program. Not only is it copy protected,
>it is "double protected." The disk cannot be backed up by
>normal means and furthermore they also have a codewheel.
>......
>--
>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
>lsuc!jimomura
>Byte Information eXchange: jimomura

I'd just like to point out that it's a great program, and the copy protection
takes no more than a few seconds. The disks can be backed up with Procopy,
however I had to play with the write-protect notch inorder for it to load
properly.

--
Mark Lupescu
(mpl44572@uxa.cso.uiuc.edu,{ graydeath@uiuc.edu)

--

|mpl44572@uxa.cso.uiuc.edu| I am here at U of I, is |graydeath@uiuc.edu|
|-------------------------|it self-torture I was after|------------------|
|What I say is what I mean| ?? Because I've found it. | Long Live Change |

1602. Re: Fucking Amiga twerps!

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 16:17:44 UTC
From: cole@kuhub.cc.ukans.edu
Message-ID: <28559.27b91249@kuhub.cc.ukans.edu>
Source record: 234692
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

In article <1991Feb10.094532.1871@sactoh0.sac.ca.us>, mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:
> You godd damned Amiga shit for brains dweebs, STAY OFF THE FUCKING
> ATARI NEWSGROUP!.
>
> I'm fucking tired from seeing your bullshit on this group. Don't
> you have anything better to do? Why not bug Apple? I don't GIVE A
> FLAMIN shit about your system, so stay the bloody hell in your own
> little hole.
>
> WHat is it with you morons? Are you so bloody insecure or what? You
> want to fight, I'll kick your fuckin' little brains all over the
> floor.
>
> Am I pissed? Damn right. And I am not the only one.
>
> Say what you will, you shits, stay on your own fucking side.

>

Is this posting for real? If it is for real I'll have to congratulate the poster! I was having a pretty dull day before I read this. It's too bad this poor sucker bought an ST. Especially now since the bottom of the ST market has just dropped out. Oh well, live and learn
>
> --
> the good guys! Sakura-mendo, CA
>
> Internet: mfolivo@sactoh0.SAC.CA.US

1603. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 16:38:03 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Feb13.163803.5032@csn.org>
Source record: 234673

In article <1991Feb12.200517.18167@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
>Am I anyone? On the cover of Infoworld, dated Jan 28, 1991, lower right:
>Story about how Nutek Computers is coming out with Mac clones based on their
>own ROMS, developed under cleanroom conditions (I hope everyone knows how
>that works...the people who code the ROMS never see Apple code, but the people
>who check compatibility have whatever they want). The other gimmick is that
>screen displays are equivalent rather than identical, and that some of the
>system software may be internally different in their machines.

And they licenced the motif GUI to avoid any look + feel lawsuits...

- Todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1604. Re: Notator 3.0

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 17:19:38 UTC
From: mjs@hpfcso.FC.HP.COM
Message-ID: <7340081@hpfcso.FC.HP.COM>
Source record: 234534

> I just ordered the Notator update from C-Lab, and I wanted to know if
> anyone has already gotten it? What new features does it have? Is it
> still dongle protected (ick!)? Does it support Postscript to disk yet?
> Also, it would be nice to hear from anybody else using notator, just to
> get ideas and such on using the program etc..

Kevin answered your specific questions; as someone who does have 3.0, I can try to answer about "new features" (note - I never saw a previous version, so I only know what's "new" by reading ads and talking to other users).

Page Preview mode: not as useful as it could be, because the full page is displayed in about a 3" x 5" area of screen, making it completely unreadable. However, this appears to be the best way to control the number of bars per line on a line-by-line basis - you set the default bars/line, and from within page preview you can adjust that on a line by line basis by simply clicking on a line. There are also P_USER events you can insert in the event list; perhaps this feature was available in previous versions as well. Page preview also lets you print an individual page without having to reset the start/end bars.

Adaptive groove: really cool, especially for jazz. This is a form of quantization in which you specify up to 8 possible qunatizations for a track, and give parameters to help Notator decide which quantization to apply to a given segment. For instance, my basic AG says to use swing eighths normally, but straight eighths or even dotted sixteenths for any given beat if I happen to play that beat that way. Use triplets only if I play 3 or more of them within the span of a beat, etc. Notator automiatically partitions the track into segments (according to parameters you give it - I use segment lenghts of half a beat, one beat, and two beats) and quantizes each segment separately. User grooves (available in previous versions) are available for use in AG's, too. A user groove is basically "quantize this track according to the contents of another track" - ie, don't round to the nearest sixteenth, but round to the nearest note in the other track.

Hyper Edit I haven't used much. Looks like what I think Dr. T's Tiger is - a modification of the matrix editor in which, rather than one column for each pitch, there is one row per "instrument" where you define what "instrument" is. One use is in drum tracks, where the correspondence will indeed be one instrument per pitch. Each instrument has its own name, and can be qunatized separately, so this is more flexible and powerful than the matrix editor. Or, you can assign MIDI volume, or tempo, to one instrument, and draw crescendi or tempo changes with the mouse.

Fonts: I don't know what Notator did before, but it can now read GDOS fonts for text, lyrics, chord symbols, bar numbers, and a few other things. 10, 12, and 18 point "Sans Serif" and Roman fonts are supplied. The fonts used for notes and other actual musical symbols (including, inexplicably, the dynamic markings

and "Fine"/"D.S." and other musical symbols with their own P_USER numbers) are not adjustable, so you can still basically print music in only two sizes.

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

1605. Re: Upgrade Hell -- a myriad of choices

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 17:57:39 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <16373@milton.u.washington.edu>
Source record: 234694

In article <1991Feb13.061232.4099@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>bdm@fabry.rice.edu (Brian D. Moore) writes:
>- Should I wait for TT (or does TT == Godot)?
>
>I don't know what Godot is (someone send me e-mail), I think most

Beckett
..rather like the analogy, really!

>- Your thoughts, O Wise One.
>
>All righty. I say, and I think a few people on here can back me up
>on this, if you you're in the upgrade mood, you should sell your
>current ST, be it a 520 or 1040, and get an STe. (If you have a Mega,
>Mega --> 1040STe can help you out.) STe's are going for around $599,

Joppa sells the Ste for $379.00

>if not less. With SIMM prices relatively low ($40-50) you can have a
>four meg STe for less than a thousand. Plus, you'd be getting TOS 1.6

Joppa sell the Ste with 4MB simms for $599.00

>(probably 1.62, but can't confirm -- anybody know if they're
>installing 1.62 yet?), blitter, stereo sound, 4096-color palette,
>hardware scrolling, and don't forget those wonderful 15-pin analog
>joystick ports!
>
>:^) I bought my STe in July. I'm glad I bought it then because I've
>been able to enjoy it for half a year and it will keep pumping along.

I'm glad I bought my 1040St in June 1986, and decided NOT to
wait for the TT my dealer was so excited about at the time.

>Having a faster CPU and detachable keyboard would be nice, so I'm
>looking towards a MegaSTe or TT, but will certainly wait until the

Pop an ADSpeed 16mhz accelerator in an STe. Total package
for a 4MB 16Mhz STe with 1.6 would run under $900 sans monitor(s).
its NOT a MegaSte or TT of course, but seems like a nice set up.

1606. TT and NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 18:03:56 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <16374@milton.u.washington.edu>
Source record: 234695
Cross-posted to: comp.sys.atari.st,comp.music

Spoke with C-LAB about NOTATOR running on the TT.
Got a VERY negative response... "Don't get your hopes
up... there are not enough of them out there... etc".

I guess this explains why ATARI didn't display the
TT at the NAMM show in Annaheim CA. There was ONE
TT running behind closed doors to be seen through a
window...

kevin
ramsiri@blake.acs.washington.edu

1607. .IMG file format

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 18:36:14 UTC
From: hofmann@cbnewse.att.com
Message-ID: <1991Feb13.183614.27824@cbnewse.att.com>
Source record: 234696

Can someone help me understand the .IMG file format? I can build a header (it can be read with the program supplied with the showdvi bundle of programs), but I don't understand the format of the picture information. C code would be especially helpful, but any information would be appreciated. Thanks in advance.

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL
hofmann@ihlpf.att.com

1608. chaining hard drives to a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 18:37:57 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Feb13.183757.9927@cbfsb.att.com>
Source record: 234697

> What is the maximum number of hard drives that can be chained together
> on a 1040ST (TOS 1.0)? Is there any problem with having different sized
> hard drives (e.g. 2 20meg and a 30meg)? Is there a ceiling on the
> amount of disk space TOS will recognize? Is the number of partitions
> limited only by the number of letters in the alphabet, or is there a TOS
> limit on the total number of HD partitions?
>
> Steve "Stevers!" Coile
> {scoile|acs075}@gmuvax[{.BITNET|[2].gmu.edu}]|2211c1@gmuvax2.gmu.edu
> "Maturity is knowing when and where to act immature"
>
>
The TOS limit: 16 devices, of which 2 are the floppy drives.
This leaves 14 HD partitions which can be active at one time.

The 1040ST limit: At most 7 SCSI devices. Most of these support
2 Hard Drives, some 8. Subtract 1 SCSI device for the (usual) clock,
and you get 6, giving 12 to 48 drives maximum.

The Atari Hard disk driver, AHDI, only supports 1 HD on each SCSI device.

Thus TOS will access disk like devices as letters C thru P.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

1609. Re: No More Mac ROMs? <- cloning the roms

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 18:43:35 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Feb13.184335.10451@cbfsb.att.com>
Source record: 234698

In article <27B74418.1334@maccs.dcss.mcmaster.ca>, art@maccs.dcss.mcmaster.ca (Art Mulder) writes:
> In article <1991Feb11.202327.3702@unx2.ucc.okstate.edu> cummins@unx2.ucc.okstate.edu (John Cummins) writes:
> >>Well, I have heard that a company has successfully cloned the Mac ROMs,
> >>opening the doors to a flood of Mac clones. I don't know the name or
> >>anything though, but this might be a ray of sunlight to the Mac emulation
> >>world.
>
> about 6 months ago in the 'X' newsgroup there was a posting from a company
> that was cloning the mac toolbox roms. In a recent housecleaning I
> blew away the article, so I can't quote it. So go looking in the
> X group for details.
>
What they demonstrated was an X implementation of the ROMS User interface.
-Things like : open window; write; etc.
This allowed a user program for a MAC to run on X. But in no way did they
attempt to implement the MAC lower stuff.

Sorry.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

1610. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 19:05:50 UTC
From: gknauss@sdcc13.ucsd.edu
Message-ID: <16652@sdcc6.ucsd.edu>
Source record: 234504

Aaagh... DLII IS apparently flakey because it goofed my word
processing partition. I've managed to recover everything important,
but, geez, I never want to have to go through that again. I guess I
should have just copied everything away and then back again...
Stupid, stupid, stupid,
Greg "Bonehead" Knauss

1611. Re: DM1: Alternative Ending

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 19:25:06 UTC
From: t-mikewa@microsoft.UUCP
Message-ID: <70651@microsoft.UUCP>
Source record: 234537
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

In article <4474@syma.sussex.ac.uk> johnu@syma.sussex.ac.uk (John E Upham) writes:
>
>I"ve heard that there is an alternative ending/solution to DM1 which
>involves going back to level 1 and out the front door of the dungeon.
>Is there any truth to this rumour or is it a wind-up ?

I tried doing this at one point where I was stuck right before the ending.
What happens is that the bad guy (can't recall his name right off hand...)
shows up, thanks you for bringing the firestaff to him, blast you dead with a
couple of twin fireballs, and (presumable) goes out to conquer the world. At
any rate, you're dead so that not a particularly good way to end the game...

Mike

1612. Re: I ***STILL*** want GAUNTLET II

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 20:39:51 UTC
From: dz0x+@andrew.cmu.edu
Message-ID: <MbiOELi00VpbA800Vc@andrew.cmu.edu>
Source record: 234699

>I want GAUNTLET II, and I don't know how to get it.
>Does anyone have one that they will part with? or
>Does anyone know a store that has one left?

>AAron@sun.soe.clarkson.edu

This game was released in one of those multi-game packs. I forget the name of the package and of the company selling it, but these things are frequently in the mail-order lists. I can check the box and post the important info later.
For now, I can tell you that it's in the set containing Gauntlet II, Outrun, 1943 (or is it 1942?) and Street Fighter (or something like that.)
I should tell you that this game has a curious flaw, or at least, my version did. The game comes on two disks. You boot the game with the first one, but switch them right before the game starts. The trouble is, it doesn't switch off the drive while asking, so you have to change disks with the drive running. This, however, is not the problem, but it may be related. My version of the game insists on creating a character in the fourth player slot, which can't be controlled without some sort of adapter. So, you have your character on the screen with this other character that doesn't move and shoots continuously. You can push him around the screen, and hope the bad guys get in his line of fire. If he dies, he comes right back.
The game didn't always do this, though. It didn't do it the first time I used the game, and it didn't do it for a little while after I got the drive re-aligned. I have no idea what the technical explanation is for this problem - I don't really think it's a software problem. If anyone out there has any ideas on what the problem is, and how to correct it, please let me know.

---- Dave Z. { dz0x+@andrew.cmu.edu }
Official Field Reporter for The Guide
' Time is an Illusion, Lunchtime Doubly So' - Douglas Adams
' Look in -- to the eye of the Storm.
Look out -- for the Force without form.'
- Rush

1613. Re: Cribbage.arc, Filspy12.arc, Strabble.arc

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 20:58:51 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb13.205851.24224@jato.jpl.nasa.gov>
Source record: 234510
Cross-posted to: comp.sys.atari.st,comp.music

Would those who posted CRIBBAGE.ARC, FILSPY12.ARC and STRABBLE.ARC
please post them again. When I download them (with mode BIN = IMAGE) they
have errors in them (and won't un-arc). Maybe they got FTP'd to U-Mich
with mode = ASCII?

Anybody else who'se posted something: It wouldn't hurt to download your
posting from atari.archive to make sure it got posted OK. My SORTDEMO.ARC
is busted, and I'll be re-posting it soon.

Van.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1614. Re: Good Combat Flight Sim that is 520st compatable

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 20:59:45 UTC
From: techno@lime.in-berlin.de
Message-ID: <1B6NEXW@lime.in-berlin.de>
Source record: 234505

I have a 520 myself and can assure you that ALL filight simulators including those you mentioned work even with 512K. This goes for the brilliant new MiG-29 Fulcrum as well (which by the way, can also be installed on hard disk).

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1615. Re: Forget it, dweebs.

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 21:07:49 UTC
From: specter@disk.uucp
Message-ID: <1991Feb13.210749.4119@disk.uucp>
Source record: 234501
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

mfolivo@sactoh0.sac.ca.us (Mark Newton John) writes:

>I am not apologizing, and those who would apologize for me, don't.
>I have nothing against other system users, just the little shits
>that bug me about mine, and it has ALWAYS been the Amiga users.
>I've NEVER seen a jerk cross post from Apple, IBM, or even Mindset
>computers.

"Its always the black people stealing and causing trouble." Sound familiar?
Steriotyping all amiga users is ridiculous. Next time someone posts something
crude or out of line, let them know in mail. Maybe post a NICE message to the
other group telling who posted it. Display a little control, after all its
just a bunch of characters ordered in a descriptive way.

Byron

(sorry for cross replying)
--
Byron 'Maxwell' Guernsey | /// //\\
specter@disk.UUCP or | /// // \\
uunet!ukma!corpane!disk!specter | \\\/// //====\\
"Great programs aren't written, they're fathered." \\\/ // \\ m i g a

1616. Re: Delta Modul by Omega finally released!!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 21:12:53 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Feb13.211253.27494@unx2.ucc.okstate.edu>
Source record: 234538

In article <1991Feb13.004836.24546@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>16MHz 68000 & 68881 with cache and 16MHz 80386SX & 80387 with cache on the
>same board! And even a chanse to use AT-cards. A VGA-card works in both
>ST and MS-DOS mode.
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

You're teasing us!!!! Spill the details fellow!!!

cummins@unx2.ucc.okstate.edu

1617. Bad LZH (CRC errors) on terminator newitems

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 21:15:47 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Feb13.211547.8988@watmath.waterloo.edu>
Source record: 234503

I have had the same problem with 2 LZH files from the terminator archive.
Both STOSUP26.LZH and MUSICDB2.LZH give CRC errors on the last file
in each.

I am using LHARC113.TTP (I even tried UNLZH14.PRG).

I also tried them on Unix (version 1.00).

Anyone get these to work? Using which Lharc?

Dani Roloson

1618. Re: Cribbage.arc, Filspy12.arc, Strabble.arc

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 21:20:57 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb13.212057.24603@jato.jpl.nasa.gov>
Source record: 234693
Cross-posted to: comp.sys.atari.st,comp.music

Maybe STRABBLE is OK: I tested the archive with PKXARC on a PC, not with
ARC 6.02, which I now understand is required.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1619. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 21:27:48 UTC
From: rrd@hpfcso.FC.HP.COM
Message-ID: <7340082@hpfcso.FC.HP.COM>
Source record: 234533

After a couple of postings from

> Dave Hanna Atari Microsystems Corp
> UUCP ...!texsun!letni!ataritx!dwh
> ...!ames!atari!dhanna

situated in Dallas, South Colorado, my curiosity has gotten the best of me:

What's the difference between AMS and Atari Galactic HQ? Does the Dallas
gang make Portfolios, or spy on Tandy, or ... ?

Just curious...
Ray Depew
HP ICBD -- IC's by Bill and Dave
rrd@hpfitst1.hp.com

1620. Re: DM1 - The lord chaos!

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:01:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb13.220152.1355@math.lsa.umich.edu>
Source record: 234700

Just as an aside... A friend of mine told me he'd somehow managed to kill Lord Chaos (by accident) instead of caging him. I tried to duplicate this feat, but wasn't able to with any number of fireballs. (At this point, my 4 characters were all master level wizards, though I don't have any 6th level masters yet.) I could sit and lob 4 6th power fireballs a second, firing from each character, for about 8 rounds, run away and recharge, and do this again and again ad nauseam, with no apparent effect. I wonder if he's immune to fireballs, mebbe I should use those magic swords or something. Also, there's no such thing as an invincible character, I've decided. I jacked all my stats up to max, and even with multiple fire shields up, you can't make any mistakes fighting the dragon or demons, or you're toast.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1621. ST mags from abroad

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:17:19 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Feb13.221719.17771@oz.plymouth.edu>
Source record: 234531

```
Hello out there in Net land,

I am interested in subscribing to some European ST mags since they\
seem to do more with the ST over there and STart just doesn't cut it.
While I'm at it, does anyone know any European FTP sites?
Please E-mail with any info or help.

Thanks, Stephan

_______________________________________________________________________
/ \
| Is this my life or is it just and incredible, high-speed, simulation? |
| |
\/\/\/
```

1622. Re: FCC and the Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:28:08 UTC
From: bro@eunomia.rice.edu
Message-ID: <1991Feb13.222808.20360@rice.edu>
Source record: 234514

In article <1991Feb12.153835.10822@ataritx.uucp> dwh@ataritx.UUCP (Dave Hanna) writes:
>In article <1991Feb11.061309.6487@ns.network.com> logajan@ns.network.com (John Logajan) writes:
[... Comparing RFI certification in Europe and Canada with USA : ...]
>|there was more paperwork involved in the USA.
>|
>|So my question -- is this constant delay for FCC approval a bogus
>|excuse?

Having read several case histories of the US methods and requirements,
a) the paperwork *is* almost enough to explain the differences...
b) there are some bizarre requirements which prevent applicants from successfully pre-testing their machines, requiring time-consuming rejection and reapplication. (E.g. the FCC can hang *anything* off the ports - at random?) It would be interesting to read similar accounts of the process from these other countries.

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

1623. Re: Overscan in monochrome

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:30:42 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb13.223042.1968@math.lsa.umich.edu>
Source record: 234506

You got 672x480, I got 688x480 on my SM124. I got 736x480 using a multisync display (Magicsync+, .28mm dot pitch, supposed to be capable of 1024x768 rez). I also got 416x280 and 832x280 in color modes on the multisync.

So what's it take to get more vertical rez in color - interlace?
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1624. Re: usenet news/mail software

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:34:31 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb13.223431.2104@math.lsa.umich.edu>
Source record: 234507

In article <750104@hpsad.HP.COM> bobw@hpsad.HP.COM (Bob Waltenspiel) writes:
>I checked the atari archive and volume 13 is empty. Anyone know the
>scoop on that?

Yeah, it's in the Incoming directory. The stuff doesn't get sorted into the volume directories automatically. I hope to get that set up soon.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1625. Re: 680x0 are NOT obsolete (was Re: TT upgrades)

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:35:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4fcc139c.20b6d@apollo.HP.COM>
Source record: 234515

In article <1540010@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:
>> 2. Motorola has only two REAL 680x0 customers left: Apple and Motorola. NeXT
>> might pick up some slack, but not more than 2-3%...
>> 6. Motorola has several REAL customers for 88xxx: Data General, Tektronix,
>> Sequent, Opus, and, of course, Motorola.
>
>Call me biased, but I consider Hewlett Packard to be more *REAL* than any
>of Data General, Tektronix, Sequent, Opus, or Motorola.

But to be fair, the shipments of all of the above "not Apple" products
probably don't add up to a tenth of the number of Macs, STs and Amigas
that go out the door. Workstations may get the trade-rag hype, but in
terms of volume consumption of 680x0s they're pretty small potatoes,
I'd guess. By that measure (volume==REAL), the original poster is right.
(Of course, I suppose "REAL" must have different meaning in 88k-land...)

> Since you're
>apparently not aware, HP does a pretty good business in Motorola 68k
>workstations, partially through the aquisition of Apollo

Oh, is *that* why you bought us? I was beginning to wonder...
And here I thought it was to get discounts on DOMAIN nodes... :>
--
"The goons are riding motorcycles, but WE'VE | (Steve) rehrauer@apollo.hp.com
got a whole big metal car! This will be like | The Apollo Systems Division of
stepping on ants..." -- Freelance Police | Hewlett-Packard

1626. Re: DM1: Level 11-Clockwise Room

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:36:16 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1991Feb13.223616.29122@ux1.cso.uiuc.edu>
Source record: 234518
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

To get out of this area, you need to keep going around the ring
facing various directions both clockwise and anti-clockwise. Stop after
each step and spin in place, looking around to see if anything changed.

1627. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:44:43 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb13.224443.2339@math.lsa.umich.edu>
Source record: 234511

In article <1991Feb10.011232.25195@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>In article <11888@darkstar.ucsc.edu> tech002@.ucsc.edu (10020002) writes:
> > I cannot find an LHARC program for UNIX
> > [I want to] see what it is I am downloading
> > before I download it ...

>There must be at least two versions...
>
>(3) Howard Chu announced recently that he is working on a version
>of lharc. I guess this means that he also has source. Whether or not
>it is taylored to unix is another question.

Gosh, that was quite a long time ago; I got Jwahar Bammi's version in the interim and use that exclusively now. The source is available on atari.archive in the gnustuff/tos directory. The source is usable on both Unix and TOS.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1628. STEPLAY.LZH

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 22:54:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb13.225400.9612@ecst.csuchico.edu>
Source record: 234502

Whoever posted this file to atari.archive recently, please leave me e-mail.
Thanks.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1629. Re: advice please - Atari-ST or Amiga

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 23:03:25 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb13.230325.2790@math.lsa.umich.edu>
Source record: 234513
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Shoulda known when I started getting behind in this newsgroup it was
'cause a flame war was going on, nothing else ever generates nearly
as much traffic... }-)

In article <26769@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu () writes:
>Here again is the words of someone who has never had a multitasking
>machine. First of all, the Amiga OS multitasks, but that is probably
>what you meant. You can't 'add on' multitasking to the ST, so stop
>decieving this poor guy who is trying to find out information. You
>can use things like Revolver to stop one memory partition and switch
>to another. this is not multitasking because you are doing one thing.
>YOu can use things like Masterlink (hahaha...if they ever come out
>with another version) to download in the backround, but that is pretty
>much the extent of it. You are alwasy very limited. And don't breath
>to hard while you are doing this, you might crash it!

You're really confused here. There is nothing in the ST hardware that
prevents it from multitasking. You can add various hooks into the ST
OS to allow pre-emptive multitasking. That's what MicroRTX does, or
MiNT, or MX2. All of these packages work, though they present varying
degrees of Unix-flavor. Contrary to your belief, this is real multitasking,
and all three of these programs maintain TOS compatibility. It's not
very thrilling on an 8MHz 68000, but it works.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1630. Re: Flight Sims (cont'd)

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 23:11:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b0t4fo@jonh.wimsey.bc.ca>
Source record: 234404

In <1991Feb12.222644.6174@lsuc.on.ca>, Jim Omura writes:
>
> I called Spectrum HoloBytes yesterday
>and they informed me that by returning the original disks to them,
>they will replace it with the latest version.
>So for the time being, I'm stuck with the manual. The current
>version of Falcon is not copy protected, but requires a "Code Wheel"
>to be used. This much will be quite satisfactory.

The current version also loads from a hard drive. I'm glad you
found SH as resposive as the feedback you got suggested.
>
> One thing I've been wondering is whether there's any news
>about STE based flight simulators that use proportional joysticks
>yet?

Your only solution so far is the Mouse-Stick (or whatever it's
called) from Gravis. This is reported on GEnie to be excellant for
Falcon, and also works to replace your mouse.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

1631. G-Print: GEM-based print formatting program

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 23:17:04 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Feb13.231704.14580@cs.ucla.edu>
Source record: 234516

```
One-time announcement of a newly shipping product follows (demo available):
------------------------------------------------------------------------------

Announcing G-Print, the GEM-based print formatting program for the Atari ST.

G-Print, which is now shipping, reads files from ST Writer, Word Writer ST,
1st Word, and 1st Word Plus as well as straight ASCII files. It then prints
them with a variety of formatting options using GDOS printer drivers and fonts.

Here are _some_ of the things G-Print can do:

* multiple columns * multiple fonts * landscape format print
* title pages * rules and borders * saved configuration files
* run word processor * screen preview * "booklet" print
* microspace justification

G-Print also has the unique ability to remap special text effects so that
light print, say, can be printed as outlined or in a special font.

In its fully functional distribution, G-Print provides GDOS and an easy to use
installer program, but a demo version which requires GDOS and a printer driver
with fonts is available on atari.archive in the newitems directory under
gprntdmo.arc. The demo is fully functiona, but it prints "G-Print DEMO"
on every page.

For more information, send me e-mail or contact

MacDonald Associates Publishers
909 NW Starlite Place
Grants Pass, OR 97526
USA
orders: (800) 800-2563
info: (503) 476-0071

Thank you. Now back to your regularly scheduled newsgroup.

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { \_@_/ }
GEnie: S.WHITNEY `-----'
```

1632. Re: G-Print: GEM-based print formatting program

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 23:24:23 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Feb13.232423.14854@cs.ucla.edu>
Source record: 234517

In article <1991Feb13.231704.14580@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>Announcing G-Print, the GEM-based print formatting program for the Atari ST.

Forgot to post the price of G-Print: US$25

--
Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1633. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-13 23:49:04 UTC
From: barry@speaker.metaphor.com
Message-ID: <492@cronos.metaphor.com>
Source record: 234521

In article <1991Feb13.001117.24061@rice.edu> bdm@spacsun.rice.edu (Brian D. Moore) writes:
>
> I was just reading some info on the TT package and I have to wonder:
>Why are they shipping UNIX V.4? This is at least two generations behind the
>last version I know of, which is at least a year old to boot. Is this going
>to be like the TOS story, with three or four different versions floating
>around, and patches following them like abandoned puppies?

I think by UNIX V.4 you mean SVR4 which is the STANDARD UNIX according to AT&T and Unix International (the OSF disagrees). This is something of a unified UNIX definition (Xenix, BSD, UNIX V, etc) and includes support for networking, real time and X window system. I'd like to hear about a binary standard for 68K based SVR4 (there's already one for Intel I think). This would allow running software on the TT that was not specifically developed for it (ie. it was developed for any 68K machine running SVR4).

Any news on 68K SVR4 ABI (Application Binary Interface)? Am I just dreaming here?

--

+---+
| Barry_Friedman(); /* "Why stop now, just when I'm hating it?" |
| - Marvin the Paranoid Android */ |
+-----------------------------+---+
Barry Friedman	friedman@m4.metaphor.com
Software Engineer	barry@speaker.metaphor.com
Metaphor Computer Systems	...!{decwrl|apple}!metaphor!speaker!barry
Mountain View, CA	...!{decwrl|apple}!metaphor!friedman

1634. Rodneys UUCP

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 00:38:42 UTC
From: bridak@n6vbg.hamavnet.com
Message-ID: <1991Feb14.003843.92@n6vbg.hamavnet.com>
Source record: 234498

Hello, I have been having a problem with the Rodneys uucp package, that I hope someone can clear up for me. I've received the entire package, decompacted and set everything up correctly. When I poll my host, it logs in it goes through all the Shere=hostname Ssitename, ROK Pg Ug, but when it gets time to pass and sync up the window and packet sizes (inita, b and c) It just times-out and quites.

The hosts log files says something to the effect; 'protocal not supported', Which is probably why the init a/b/c procedure dies. Could this be because his uucico does not like the window/packet sizes I'm sending? I've tried windows of 3 and 7, and packets of 64 and 1024...

Any and all comment, words of encouragment, etc. will be greatly appreciated.

Net responce is fine or mail to:
bridak@n6vbg.hamavnet.com

1635. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 00:42:03 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Feb14.004203.29274@cs.dal.ca>
Source record: 234522
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb12.165927.21941@pa.dec.com> reid@wrl.dec.com (Brian Reid) writes:
>VMS and DECNET do not have the concept of queueing mail. When you send a
>message, either it is delivered instantly or it bounces. The idea is that you
>want the sender to know instantly if his message did not get through.
>As a result, VMS mail users have, through the years, grown accustomed to
>believing that if they do not get a "message sent" message, then their
>message did not get sent.

>Whenever mail is relayed from one network to another, rather than just queued,
>the concept of "immediate delivery" is somewhat meaningless, because you
>haven't really delivered the mail, but rather have just handed it off to some
>intermediate postman. But user expectations are still very strong: if a
>user sends an internetwork message, and doesn't get back a "message sent"
>reply, his experience leads him to believe that the message was lost.

Now the situation is becoming clear. I'm supposed to use a network like
that at work, and the experience is a real shock to a Unix-user like me
(I hope that isn't called a Unich!). When I send mail to Vancouver,
which is 5000 km and 4 time zones away, if my VMS system doesn't connect
it does not send the mail. No queuing! No wonder Herr K. got confused.

If there is a message in all of this, it is that before we flame
individuals in public and pillory them by name, we should send mail and
ask for an explanation. Something about a fair trial...
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1636. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 01:10:53 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb14.011053.10472@ecst.csuchico.edu>
Source record: 234526

tar@naucse.cse.nau.edu (Tim Roeder) writes:

- > CONS_FIX.PRG MYBUSY.ACC
- > NEOLOAD.PRG MOUSE28.ACC
- > FONTLOAD.PRG CALL_UIS.ACC
- ^^^^^^^^^^^^
- Here's the culprit, Ed. When using QuickST, I discovered (after
- having received my NeoDesk 3 upgrade) that certain screen operations
- seemed to be slower than before. After some experimentation I
- discovered that it is the alternate Font program that causes the major
- slowdown (especially in the Text Scroll benchmark.)

Yes, I did notice that FONTLOAD did slow things down a lot, but a lot
of the others also accumulated to the slowdown.

- Not having TurboST 1.8, I did not discover that it handles the
- alternate fonts better than QuickST. Hmm...

I tested TurboST with nothing installed and got 303, 1291, 105, and
245 for the respective categories. Overall, TurboST seems to do a
better job than QuickST, with STuff installed or STuff not installed.

- On a personal note: Gee, and I thought that I had a lot of AUTO
- folder programs! ;-)

Yeah, I do have quite a few, don't I? :^) Well, who likes that
boring green desktop anyway. (BTW, what's the default color of the
MegaSTe/TT's desktop?) I'd have more stuff installed, like the
DIGISTUF files, but they don't run on the STe. :^(

- > I'm surprised that QuickST didn't fair that well. Let's just hope
- > that QuickST III is good and that the upgrade fee isn't outrageous. :^)
-
- My sentiments exactly. Did you receive the Branch Always newsletter?

I did, in fact, receive it, even before I got QuickST. I didn't read
it carefully. As someone pointed out, the upgrade fee is $15.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1637. Re: BART: part 2

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 01:11:46 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Feb14.011146.29931@cs.dal.ca>
Source record: 234524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb12.181433.3661@math.lsa.umich.edu> brode@math.lsa.umich.edu (Jon Brode) writes:
>This is a re-post with clarifications of my original article "Bye Bye BART".
>At this point, I don't know whether I believe his innocence or not. Even
>taking the unusual circumstances into account, he was still using the
>archive beyond the posted limits. However, I'm not in a position where
>I'm able to ascertain his innocence or guilt so I will no longer pursue it.

I think that between his responses and Brian Reid's posting it seems pretty unlikely that any malice was intended. Of course you are upset at losing your server -- we all are -- but having used VAXmail I can vouch for the plausibility of Kaiser's and Reid's explanations. Your accusations have caused a lot of grief for Kaiser and DEC, and your waffling about whether to accept their explanations is rubbing salt in a wound that seems to have suffered enough.

>Please stop sending him mail.

I concur. When I read your original posting I forwarded it to him with the header "Is this true?" and I received a gracious reply and copies of subsequent correspondence. My conclusion is that Herr Kaiser did not act with malice, and that he was not even overly negligent (a real guru might have avoided the problem, but it does not appear to be a really slovenly mistake).

Right now the problem is overly strict system administration at your end.

Bill
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1638. Re: I ***STILL*** want GAUNTLET II

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 01:15:00 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1991Feb14.011500.1422@ux1.cso.uiuc.edu>
Source record: 234525

I know how to correct the "Extra Ghost Player" problem. This occurs when you have a printer attached to the printer port, ond it is either off or turned on but on-line. Solve the problem by turning the printer on and put it off-line. (This happens because the 4-player adapter plugs in to the printer port, and a real printer conflicts with the game's expectations of reading the port.) NOTE: I do not know how the game reacts if there is no printer attached.

John Gordon
Internet: gordon@osiris.cso.uiuc.edu #include <disclaimer.h>
gordon@cerl.cecer.army.mil #include <clever_saying.h>

1639. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 01:34:09 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb14.013409.10624@ecst.csuchico.edu>
Source record: 234527

Roger.Sheppard@bbs.actrix.gen.nz writes:

- I have also fould maccel3 very buggy, this was reported on Genie,

What have you found or those GEnie reported to be the problem with
Maccel3? I've had it since it was first released and haven't had a
problem with it at all.
--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1640. Immortal Level 3 help!

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 01:50:05 UTC
From: kaufmads@clutx.clarkson.edu
Message-ID: <1991Feb14.015005.19204@grape.ecs.clarkson.edu>
Source record: 234529
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

I need help on level 3 of Imortal. I got all the way to the part
with the Trolls. I drop the knife and they kill each other, but
then, when I enter the next room, I get killed by two more Trolls.
I can't get the Troll bombs to work. And I can barely get to the potion for
strength. How do you get by the Trolls?

Dana S. Kaufman
kaufmads@clutx.clarkson.edu

1641. Re: DM1: Poison Trap

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 02:04:13 UTC
From: hart@ug.cs.dal.ca
Message-ID: <1991Feb14.020413.2153@cs.dal.ca>
Source record: 234530
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

Strange, I never had any problem with this trap, true my characters almost died getting out with the sword but that was more a problem of I couldn't seem to find the button to open the exit door when I reached it... I finally hacked a hole in it with an axe and stepped out into the clean air a little weaker for the experience. I guess my guys were tougher than the average Joe when I reached this level, fighting all those Ring Worms must of built up some stamina. Did anyone notice that your characters seemed to slow down and act sluggish?

Todd Hart
hart@ug.cs.dal.ca

1642. XENOMORPH

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 02:21:30 UTC
From: dddean@bluemoon.uucp
Message-ID: <J37BX1w163w@bluemoon.uucp>
Source record: 234532

Hello :-)

My friend and I have been trying to beat this game, and I think
that we've come to a stand-still... We have made it to the 4th level of
the game, the caves part, and have been stuck.

The docs say that you change the characters, but we haven't figured that
out either! If you could give me any help on this game, ANY HELP ON THIS
GAME, that would be HIGHLY Appreciated!!!

Thanks All!!

David D. Dean, President
Explorer Post 891
AT&T Bell Laboratories
dddean@bluemoon.uucp

**** Any opinions are that of the author, and NOT of AT&T ****

1643. Re: FCC and the Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 03:15:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39248@cup.portal.com>
Source record: 234535

Dave Hanna, of Atari Microsystems Corp. writes:

>All I can say is, No, it's not a bogus excuse.

Dave... while we have your ear, could you go into a little about why it is that Atari seems to be having such problems with FCC type acceptance testing..? The FCC regulations should apply equally to all computer manufacturers, but while Apple, IBM, Commodore, and all the little clone companies seem to manage to comply without too many delays, it seems that every product Atari has designed in the last few years has had to go through many cycles of testing and redesign before they can be sold.

Could you comment on what you think may be the reasons for this..?

BobR

1644. Re: Bad LZH (CRC errors) on terminator newitems

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 03:43:37 UTC
From: mpl44572@uxa.cso.uiuc.edu
Message-ID: <1991Feb14.034337.25420@ux1.cso.uiuc.edu>
Source record: 234520

In article <1991Feb13.211547.8988@watmath.waterloo.edu> daroloso@watmath.waterloo.edu (Dani A. Roloson) writes:
>
>I have had the same problem with 2 LZH files from the terminator archive.
>Both STOSUP26.LZH and MUSICDB2.LZH give CRC errors on the last file
>in each.
>
>I am using LHARC113.TTP (I even tried UNLZH14.PRG).
>
>I also tried them on Unix (version 1.00).
>
>Anyone get these to work? Using which Lharc?
>
>Dani Roloson

I'm using UNLZH172 and I have a bad CRC on the last file in STOSUP26.LZH.
(Downloaded it twice)

Mark

--

|mpl44572@uxa.cso.uiuc.edu| I am here at U of I, is |graydeath@uiuc.edu|
|-------------------------|it self-torture I was after|------------------|
|What I say is what I mean| ?? Because I've found it. | Long Live Change |

1645. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 04:30:43 UTC
From: plinio@boole.seas.ucla.edu
Message-ID: <1976@lee.SEAS.UCLA.EDU>
Source record: 234523

In article <1991Feb11.151210.4010@informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
>selick@bucsf.bu.edu (Steven Selick) writes:
>
>>Depending on the methods you choose to do your application switching,
>>you can buffer i/o and such to maximize your productivity, but you still
>>are performing one function on the processor at any given clock tick.
>
>I really agree with you, *but* a multitasking system slices one second
>so all non-blocked processes get one or more slices of time. This is
>transparent for the user, so he may think he has *all* his processes
>running.
Provided the time for a task switch is small enough. If task switches
were done every 10 seconds (and there's no law saying you can't), the
user would notice. Make task switches every microsecond and again
the user notices something: a darn slow machine (due to overhead -- I'll
explain below).

>
>Actually multitasking can help you e.g. in programming. Lets compare:
OK, let's compare. I'll try to balance the argument with the
disadvantages.

>
>Monotasking:
> You write some source with the editor, leave the editor, compile,
> debug, find an error and start the editor again. Each application
> has to be left before the next can run.

Plus, each application runs at the full speed of the processor without
being interrupted every now and then so that the scheduler can start
up to "direct traffic". Thus, in its simplicity, a single-tasking
system avoids the typical 10-40% overhead on the processor due to the
kernel having to do its housekeeping (e.g. basically "asking" each
process "Do you want to run now?"). An 8MHz single-tasking machine
running a given program would appear to be a 7.2 MHz machine if it had
multitasking overhead of only 10%.

Since a lot of the time a single-user machine like the ST only needs
to be running one program, there'd better be a good reason to penalize
the user with a significant amount of overhead all the time.

Once two processes start running at the same time, each process will
seem slower because they are sharing the processor time with each other
and the scheduler; each process will then be running at 50% speed
(minus the speed of the overhead). If one of them stops to wait for

the disk, say, then the other usually gains back the entire processor minus the overhead (minus any slowdown due to the disk transfer and the processor trying to use memory at the same time).

Run too many other processes, and the machine may become unusably slow. The user might be frustrated to press a key and not get the expected response (yet). He might start to think that the machine is hung. To get around this, some schedulers pre-empt the processor so that that the user is still able to type, use the mouse...at nearly the speed he is accustomed (at the expense of other processes). But this adds even more code to the scheduler which you are trying to keep small because of overhead.

In addition, if there is neither multitasking nor task switching, each application has the entire memory space to itself, so it will not crash due to some other processes having tweaked its memory space (sometimes by accident, sometimes by ignorance...sometimes on purpose];-D).

>
>Multitasking:
> Load all applications before use, and switch (without loading)
> only to the one you wanna use. Indeed this is faster !
>
What you've described is only task-switching. When you type control-Z from Gulam's built-in 'ue' editor to go back to the shell, or type fg to go back in, you are task-switching. You are also task switching if you are in Gulam's terminal emulator and press the Undo key to go back to the shell screen. Indeed this is fast. But Multitasking is having many processes loaded AND (potentially) running at the same time. It means that two processes that don't know what each other does can possibly be using the other's memory without its permission.

I don't mean to imply that because a machine is multitasking it will always be crashing. In fact, I prefer being able to start it up, if only because I like to keep editing while I'm compiling a large program. But on a machine with no MMU, it is necessarily risky.

Say you had ten processes running at the same time. The risk is ten times higher that some of the code in RAM will have a bug in it or will misbehave. You have to be doubly careful if you are doing serious work, and at the same time you are starting up a new program that you haven't used before. So you save your files and wait for the save to finish before you try the experimental stuff.

To be even more sure that the new program hasn't smashed a part of the data in the other programs, you quit the other programs. You don't want part of the program you're writing to have a bunch of funny characters in it all of a sudden. And to be safe from having the operating system's tables (which it has to have in RAM to multitask) tweaked by the program, providing wierd behaviour later, you quit the operating system. Yes, you can do

this with MiNT (and possibly Beckemeyer's MT C-shell) on the ST,
by exiting the top-level shell.

>>the price, and I was happy enough with my 1040st to upgrade to an STE
>>(mainly for the blitter chip, tos 1.6, and memory upgrade, but what else
>>is there?)
> hardware scrolling horizontal and vertical
> four Joystick ports (plus two internal ports ?)
> stereo digital sound
> and some features which I don't know.
there is also a 4096 color palette, and I think it has RCA jacks (ports?)
for the stereo audio, and the ability to add more memory with SIMM's.

plini b
--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
Putting the Ctrl key under shift; replacing it with CAPSLOCK, is like putting
the steering wheel in the trunk, and trying to drive with the spare tire.

1646. Gemini doesn't work wi..

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 05:41:04 UTC
From: Patrick_Dubbrow@imagine.ms.sub.org
Message-ID: <930404@fiction>
Source record: 234415

Subject: Gemini doesn't work with TOS < 1.2

tech002@ucsci.UCSC.EDU (10020002) wrote:

> Someone told me that it was because there was a problem
> with it running under TOS 1.0 (the author used some call nonexistant in the
> earlier TOS, or something) My question is if there is a version that will
> work and if so, where might I find it on the net (FTP)? Thank's for
> help.

I'm sorry, but all versions of GEMINI require TOS > 1.0 because they use some
vectors which don't exist in this first version of TOS.

But there is consolation for you: The applications MUPFEL.APP and VENUS.APP
are part of the GEMINI distribution and they will run on TOS 1.0, too.
If you take both of them, you can enjoy nearly the same comfort as you get
while using GEMINI.

Patrick Dubbrow

You see the dying, you feel the pain
what have you got to say
if we agree that we can disagree
we could stop all of this today

Phil Collins

1647. Re: looking for info on C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 09:24:28 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2303@odin.cs.hw.ac.uk>
Source record: 234417

In article <1991Feb13.020034.654@actrix.gen.nz>
Roger.Sheppard@bbs.actrix.gen.nz writes:
>Turbo C.
>Well from what I have read Gribnif sells it and has some kind of
>support for it, there are other dealers in the US as well, some have
>been posted here, its also claimed that Atari now use it as there
>standard compiler.
>
>There is also Lattice C5, from HiSoft, these two seem to be the best of the C
>compilers for the Atari.

Does anyone know if these two compilers have any kind of support for DRI link format? I know it's not a great format but it's native to Alcyon C and Sozobon C, imported by Laser C and converted by Mark Williams C. If there is no support for it currently, will ther be in the future?

I know that one of the problems with link format support is the calling conventions used. DRI stacks the parameters and use words or longwords. Un*x style would stack only longs and passing paramters in registers would also increase speed. Perhaps these optins are selectable.

>Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 symbols!" !
+---+

1648. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 09:36:40 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <11559@hydra.Helsinki.FI>
Source record: 234543

Hey You,
-Would you like to tell us all more about the unix on TT. I bought awhile
ago one TT030/8 but unix wasn't awailable back then....(my TT is merely
for CALAMUS SL)
-like what's the price for that "little beast" OS ???
-what does it include ?
-what kind of manuals,system req's,etc...???
-where to get it ???
thanks!

>>>

1649. posted to atari archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 09:39:07 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40994@ucbvax.BERKELEY.EDU>
Source record: 234539

Take note printing calculator. The best calc ever possibly. does quite a bit actually. especially nice for programers.. runs as an acc and converts base2,8 and hex as you type. will send your data to a printer or application. can srcollback to previous expressions. hope you like it.

1650. Re: Flight Sims (cont'd)

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 10:01:17 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb14100117@ghiggins.hpl.hp.com>
Source record: 234544

```
++ One thing I've been wondering is whether there's any news
++ about STE based flight simulators that use proportional joysticks
++ yet? This should be a major improvement in IO.

Proflight, the Tornado fsim from UK's Hisoft uses the mouse to achieve
proportional control on an ordinary ST.

Major improvement in IO? - I believe so { <- litotes }.

Graham
======

------------------------------------------------------------------------
Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |
------------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
------------------------------------------------------------------------
```

1651. Re: TT and NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 10:33:42 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb14.103342.732@abode.wciu.edu>
Source record: 234541
Cross-posted to: comp.sys.atari.st,comp.music

In article <16374@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>
>
>I guess this explains why ATARI didn't display the
>TT at the NAMM show in Annaheim CA. There was ONE
>TT running behind closed doors to be seen through a
>window...
>
>kevin

Gee Kevin,
I don't where you got your information about a TT not being displayed at the NAMM show, but it is wrong. I was one of Atari's volunteers that setup the booth at the NAMM show and the TT was setup on a counter where the public could get thier hands on it. Atari did display the TT at the NAMM show. Just thought you should know. Bye.............

Luis
--
"""""""

1652. huh2

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 10:36:26 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7558@crash.cts.com>
Source record: 234540

```
hhhhhh uuuuuu hhhhhh

hhhhhh uuuuuu hhhhhh

hhhhhh uuuuuu hhhhhh

hhhhhh uuuuuu hhhhhh

hhhhhh uuuuuu hhhhhh

hhhhhh uuuuuu hhhhhh

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hhhhhh uuuuuu hhhhhh

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Welcome to the Huh Newsletter Issue #2 Feb 15 1991

*******************************************************************************

(c)1991 Dizzy Publications.....................

*******************************************************************************

Publisher/editor:Chuckie Schul

Contributors:Chuck Schul,Ed Krimen.

*******************************************************************************

Serving the mental Atari consumer all across the globe!

*******************************************************************************

Note:Please feel free to pass this out to all but keep the (c)on it!

*******************************************************************************
```

Disclaimer:Opninions expressed in this publication do not necessarily represent those of HUH newsletter but of the individual authors.

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Editors cage:

Well it's here already Issue #2! And I am still making it all by my lonesome. .Maybe someone will help soon.So far since my last writings to you all I have Been saddened by some events of a personal nature.But I will not let

it get us down.I keep hearing of more people jumping ship to other computer platforms even overseas! That is upsetting but I still see alot happening inall

the Trade magazines Atari wise.This month a look into the Lynx and a couple of reviews on some good ol software.Seems like Atari Corp likes to push the lynx Portfoilio lines alot,It seems to me by this that they are not to sureabout There computer lines.No ads on ST's only lynx on tv I have seen,portfolio ads In magazines like newsweek.Maybe they will wake up one day.One bright spotthough they(Atari)seemed to have donated to the troops in Saudi Lynx's for them to use in there rec centers.And allowing them to purchase them direct. that should kill the boardem down there?!Till next time America...

Chuckie

****

Atari News:By Chuck Schul

Atari Corp-

They Released a new color monitor(colour for your brits out there) the SC1435 with 2 stereo speakers and will take advantage of the STE's 8 bit digital; stereo.

Goldleaf Publishing-

They are offering a trade in on other wordproccessors,for $75 and your master disk of either microsoft write,first word plus,word up,or wordwriter ST you will get wordflair II package. Contact them at 415-461-5703

Readysoft Inc.-

They have released Dragon's lair II :Time warp.Call 416-731-4175 for more details.

8 Bit Cave:By Chuck Schul

Well still no one to help write this section but I have read of some new products that will help out some of you 8 bit people:

1-Diamond paint:

Neat paint program that allows you to cut and save pieces of your pics.Requires the diamond cart(which is a operating system like the ST)

Contact Reeve Software 312-393-2317.Price 79.95

2-Express:

A telecomminication program on a cart for the 8 bit to take of advantage of the XEP80 card.Price 69.95

Contact Orion micro Systems 804-794-9437.

3-Daisy Dot III:

For $25 bucks you can get letter quality printing from your 9 pin using this program which is shareware.Creates letter quality print in several type of fonts styles even if your printer does not support letter quality fonts.

Contact Roy Goldman,2440 s.jasmine st. denver Co 80222 req 48k dos 2.5 or Sparta dos.$25 dollars.

Thats all I got for now,see ya next time.

ST Hovel: By Chuck Schul

Being new to the St world is not easy.Trying to understand your old and new-Ways and limits are hard.Since most magazines and software boxes not all I see

Don't have memory requiements on the box.I always got to ask the dealer or mailorder guys(who are lost at times,I wonder if i am talking to myself at -times)400k disk which are not protected can be trannsfered to 800k.But the protected ones I can't put two on a disk.I have heard of programs which do this.But I have yet to track it down.Anybody know anynames spit it out now!

I wish these things would be clearer,I guess some people don't care.

Public Domain Of the Month:

Megablit-

Great paint program that runs on all Graphic modes 512k on up.Compatble with

deagas format so easy to use you might never use anything else.

Atari BBS List:

Solano Station BBS-707-446-4158

A nice friendly bbs,good stock of stuff.

Oddessey BBS-707-437-4734

A good well rounded board with programs for all computer types.

Starlink BBS-707-437-3468

Large Atari bbs,with files for other types also.Good online games.

Reviews:By Ed Krimen.

CS-ID: #78.atari/atari.st.net@pro-odyssey, 7195 chars

Date: 3 Feb 91 06:29:24 GMT

From: ekrimen@ecst.csuchico.edu (Ed Krimen)

Subject: MegaSTe info

Here's some info on the MegaSTe from Gregory (carter@garfield.cs.wisc.edu).

For those of you who are curious about the new and rather hard to

find Mega STe in the US, here are some performance figures:

Quick Index 1.8

Tos 1.0 Tos 1.4 Tos 1.6

Cpu Memory 165% ---- -----

Reg 205% ---- -----

Divide 204% ---- -----

Shifts 208% 207% -----

Dma 64K Read 5680% ----- -----

Gemdos Files 1583% 1607% -----

Disk RPM 2408 ----- -----

TOS text 121%/536%(Turbo) 386%(Turbo) 342%(Turbo)

string 118%/1911%(Turbo) 1288%(Turbo) 1181%(Turbo)

scroll 181%/195%(Turbo) 140%(Turbo) 110%(Turbo)

GEM Dialog 209%/460%(Turbo) 437%(Turbo) 276%(Turbo)

The MEGA STe is really an awesome machine. Its very fast, Atari has mightily improved the hard disk controller, I get three times the thruput than on my old SH204, and the drive itself that came with it is a 157N, a very nice 50 megabyte hard drive.

Through the VME slot on the back, I popped out the card, and looked inside too see SIMM's, a nice 90 WATT power supply, and a vacant 68881 socket.

I noticed too, that the, (cannoy confirm have to rip the whole machine a part which I may do this weekend), but the floppy drive looks like a 1.4 megabyte drive, sony mechanism. The floppy drive controller chip is socketed so even though its a WD 1772, it may be easily removed in the future for a better flopyy controller.

I am a US developer, so I got mine under the wire, ONE LEFT. In fact, there were only 10 MACHINE shipped to thr US, by developer request. The rest went to the European and Canadian community. You cannot not NOBODY CAN get one in the US. If some guy tries to con you, wait till around April/May, when they should be made available in the US.

The Spectre GCR works very nice with this machine. You get hard disk performance of something between a IIfx and IIsi. 600-700 kiloBYTES per second. 33ms access time.

Kitty Corner:These are the only known Lynx games to date:

1-electrocop 2-blue lightning 3- chips challenge 4-zarlor mercenary

5-klax 6-xenophobe 7-slime world 8-paperboy

9-roadblaster 10-ms pac man 11-guantlet 12-gates of zndocan

13-robo squash 14-rampage

coming soon:shanghi

Last Notes-

Well it is sad to hear that ST Jornal has stopped publication temporarly of there magazine.I keep on hearing these magazines stopping and restarting it seems like a trend hopefully for the good.Now Huh will be

published monthly due to lack of help .If I get help we will go bi-weekly.We

will also publish an extra issue with late breaking news as warranted.Until

next time I hope to hear from you all soon.

Chukie

****

Huh Newsletter is published Monthly.

Huh Newsletter is produced By Dizzy Pub.(c)1991

Remember Don't let College ruin your education.!

Also a mind Is a terrible thing.We must stop it!

****

Atari Computers put simply the BEST!

Atari Computers power without the price SM (c) 1991 Atari Corp.

If you want a mac Buy specture GCR !!!!!!!!!

If you want an IBM Shoot yourself!!!!!!!!!!!

ts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1653. QL Emulator on ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 11:06:20 UTC
From: dh130@cs.city.ac.uk
Message-ID: <1991Feb14.110620.11306@cs.city.ac.uk>
Source record: 234271

I am lead to believe that there is a QL Emulator
for the Atari ST in the public domain sector, as
yet I cannot find it.

Could someone tell me where I can obtain a uuencoded
file? Or possibly mail it to me.

Many thanks.

Andrew Thompson
(e-mail address of above)

1654. Hard Disk Advice

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 12:26:13 UTC
From: csuab@warwick.ac.uk
Message-ID: <1991Feb14.122613.15289@warwick.ac.uk>
Source record: 234401

Hi There,

I'm in the market for a hard drive, and need some advice on the best types. I've been through the things I've used and decided that I need about 50meg, although I could probably get away with 40 if it was a good price. If you could give me you opinions on the ones you have used, I would be most grateful. Details such as speed, reliability and price are most important, price being the main one! If you are posting from outside of the U.K., price will probably not be that useful, unless the company concerned ships abroad. Replies by email please, if anyone else is interested in the results, I will be happy to forward them.

Thanks Alot

Steve

1655. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 12:41:06 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991Feb14.124108.6437@tertius.in-berlin.de>
Source record: 234447
Body handling: HTML body converted to readable text

Recently Bob Bright talked about BITFTP. Well, I post a copy the Help-file,
but until know I don't have any experience with it.
Maybe any other can try it.

Ralf

Ralf Gaertner e-mail: gaertner@venus.rz-berlin.mpg.de
FHI Berlin

BITFTP -- Princeton BITNET FTP Server

(bitftp@pucc.nitnet)

BITFTP provides a mail interface to the FTP portion of the IBM
TCP/IP product ("FAL") running on the Princeton VM system, to allow
BITNET/NetNorth/EARN users to ftp files from sites on the Internet.

To use BITFTP, send mail containing your ftp commands to BITFTP@PUCC
(or to BITFTP@PUCC.Princeton.edu).

The first command to BITFTP must be "FTP", "FTPLIST", "HELP", or
"VMS". If you send BITFTP mail or a message containing only the
command "FTPLIST", it will send you a list of some of the hosts that
allow anonymous ftp. (Note that there is no guarantee that BITFTP
can access all the hosts in that list.) Use "HELP" to request a
current copy of this help file. Use "VMS" to request a collection
of tips provided by BITFTP users on how to handle binary files from
BITFTP on VMS systems.

The recommended syntax for FTP requests is:

FTP hostname NETDATA --or-- FTP hostname UUENCODE
USER username password

QUIT

Following the hostname on the FTP command, you may specify
"UUENCODE" or "NETDATA" to tell BITFTP the format in which you wish
to receive files.

If the username is "anonymous", no password is required; BITFTP will
use your userid and nodeid as the password. Note that on many
systems passwords are case-sensitive; that is, the password may be
required to be in lower case or mixed case or upper case. (The same
is true of directory and file names.)

The following is an example of an ftp request:

```
FTP f.ms.uky.edu NETDATA
USER anonymous
CD /pub/msdos/Games
DIR
BINARY
GET robotron.arc msdos.robotron
QUIT
```

BITFTP implements a subset of the ftp subcommands provided in the IBM TCP/IP and uses the same syntax. Therefore, you may find it useful to obtain the "IBM TCP/IP for VM Command Reference Manual", IBM order number GC09-1204.

The currently supported subcommands are:

ACCT -- to send host-dependent account information.
format: ACCT account-information

ASCII -- to change the file transfer type to ASCII.
format: ASCII

BINARY -- to change the file transfer type to image.
format: BINARY

CD -- to change the working directory.
format: CD directory

CLOSE -- to disconnect from the foreign host.
format: CLOSE

DIR -- to get a list of directory entries.
format: DIR

EBCDIC -- to change the file transfer type to EBCDIC
format: EBCDIC

GET -- to get a file from the foreign host.
format: GET foreignfile

If you specify "localfile", it must be in
the forms "filename.filetype" or "filename",
and the filename and filetype may each be no
more than 8 characters long and may not contain
periods.

LOCSTAT -- to display local status information.
format: LOCSTAT

LS -- to list the files in a directory.
format: LS

PWD -- to print the working directory.
format: PWD

QUIT -- to disconnect from the foreign host.
format: QUIT

STATUS -- to retrieve status information from a foreign host.
format: STATUS

SYSTEM -- to get the name of the foreign host's operating
system.
format: SYSTEM

TYPE -- to specify Image, ASCII, or EBCDIC file transfer.
format: TYPE

BITFTP does not provide a PUT capability, and there is no intention to make it do so in the future.

BITFTP currently accepts requests only via RFC822-format mail, IBM NOTE-format mail, PROFS-format messages, or files with no headers at all. BITFTP currently returns the requested files as NETDATA-format files or as mail files containing UUENCODED data. If you specify "UUENCODE" or "NETDATA" on your "FTP" command, BITFTP will attempt to use that format. If you do not specify the format, BITFTP will attempt to select the appropriate format for your node.

UUENCODED files are broken up into mail files that contain no more than 50,000 bytes of data. NETDATA-format files that are larger than 300,000 bytes are sent in 300,000-byte pieces using the BITSEND function. You should be able to receive such files using the BITRCV function available from your nearest NETSERV. (If you do not know how to use NETSERV, ask your local BITNET/EARN/NetNorth Coordinator for assistance.) If BITRCV is not available for your system, use the command you normally use to receive NETDATA-format files and then concatenate the files in the order shown in the BITRCV control file to recover the original file.

Users in the UK should note that BITFTP attempts to send NETDATA-format files through the gateway from EARN into Janet via the NIFTP facility at Rutherford Lab. Note that receiving files via NIFTP requires an overt action on your part. If you are at a Janet node and don't know how to use NIFTP, you should ask for assistance locally. Alternatively, you can ask BITFTP to send your files UUENCODED inside mail by specifying the "UUENCODE" option.

If BITFTP sends you a file you cannot read, THE FIRST THING TO DO is to make sure that you specified ASCII if the file should contain textual material or that you specified BINARY if the file should contain binary data, executable programs, tar files, or the like. VMS users should specify BINARY F 512 and should use RECEIVE/BINARY to receive the NETDATA-format binary files BITFTP sends them.

If BITFTP sends you a uuencoded file that you cannot uudecode, the first thing to do is to translate all occurrences of 0x7E in the file to 0x5E and then try uudecoding again. (Some gateways are changing 5Es to 7Es when the files pass through them.)

There are many different flavors of UUENCODE/UUDECODE. The version that BITFTP uses puts a "guard character" at the end of each encoded line. Most implementations of uudecode know to ignore this character. If yours does not, then you should remove the last character of each line before attempting to uudecode the file. Note that the guard character is not always "M"; the short lines at the end of the file may have some other guard character, rather than "M". Whatever that character is, it should be removed (or your uudecode should be fixed).

When BITFTP is told to transfer a file in FIXED format, such as "BINARY FIXED 128", it will create a file whose total byte count is an integral multiple of the record length (128, in this case). This means that the last record may be padded to get it to the specified record length. In such a case, you may need to use an editor to shorten the last record so that the total byte count in the file is correct. (If the file is uuencoded when you receive it, shorten it AFTER you have uudecoded it.)

In addition to any files you request, you will also receive a mail file containing a log of your ftp session. In that mail file, entries prefixed by ">" are your original commands; those prefixed by ">>" are your commands as interpreted by BITFTP and passed to TCPIP; those prefixed by ">>>" are your commands as interpreted by TCPIP and passed to the remote host; those prefixed by "<<<" are messages from the remote host; and those prefixed by ">>>>" are completion messages from BITFTP.

If BITFTP is unable to connect to the host you specify, it will send you mail after the first attempt, but will keep trying at intervals over three days. The only additional mail file you will receive will be when the connection is made successfully or when BITFTP gives up after three days.

The load on BITFTP is often very heavy, and network backlogs are often so great that it may take several days for a file to get to you once BITFTP sends it, so please be patient and don't send multiple requests for the same file. If your system allows you to send interactive messages, you can inquire about BITFTP's backlog by sending the query "How are you?", e.g., on a VM system:

TELL BITFTP AT PUCC How are you?

Questions about BITFTP and suggestions for improvements should be directed to Melinda Varian, MAINT@PUCC on BITNET or maint@pucc.princeton.edu on the Internet.

The author gratefully acknowledges the use of the FTP SUBCOM interface written by David Nessl, the SENDJANI EXEC written by Alan Flavell, the uuencoding utility written by John Fisher, and the RFC822 parsing routine written by Eric Thomas. NOTE: If you have any complaints or suggestions about the way any of these routines work in BITFTP, please send them to MAINT@PUCC (Melinda Varian), not

to the authors.

1656. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 13:37:58 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb14.133758.3687@doe.utoronto.ca>
Source record: 234426

In article <1976@lee.SEAS.UCLA.EDU> plinio@boole.seas.ucla.edu (Plinio Barbeito/) writes:
>Provided the time for a task switch is small enough. If task switches
>were done every 10 seconds (and there's no law saying you can't), the
>user would notice. Make task switches every microsecond and again
>being interrupted every now and then so that the scheduler can start
>up to "direct traffic". Thus, in its simplicity, a single-tasking
>system avoids the typical 10-40% overhead on the processor due to the
>kernel having to do its housekeeping (e.g. basically "asking" each
>process "Do you want to run now?"). An 8MHz single-tasking machine
>running a given program would appear to be a 7.2 MHz machine if it had
>multitasking overhead of only 10%.
>
>Since a lot of the time a single-user machine like the ST only needs
>to be running one program, there'd better be a good reason to penalize
>the user with a significant amount of overhead all the time.

It's not as bad as you make it out to be. First of all, all of the
interrupts (mouse handler, etc.) in the ST can slow down any program
as much as or more than a multi-tasking scheduler. The ideal way to
multi-task is to have the foreground program at full priority, and the
background program(s) at low priority. ie. if you are writing something
in an editor, the editor does not wasted CPU time while it is waiting
for a keystroke, and the compilation process in the background can use
the full CPU. As soon as you hit a key, the editor takes over most or
all of the CPU, and the compilation process bides its time until the
editor is waiting for another keystroke. I'm a fast typist, and I
don't find microemacs sluggish, even when virmf is making a new TeX
font in the background! If you have a slow hard disk, however, any
disk-bound process can slow down all the tasks. However, when I am
running only a single task under MT C-Shell or MiNT, I cannot notice
any speed difference between that and TOS.

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1657. Re: DM1: Poison Trap

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 13:52:36 UTC
From: philip@hubcap.clemson.edu
Message-ID: <13110@hubcap.clemson.edu>
Source record: 234542
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

Gee, my solution was just to run like hell. The first time I tried it, I had someone die, but then I counted steps so I wouldn't waste any moves and just hoofed it. Noone died, but I did need quite a bit of healing. The worst part is the door out closes when the traps go off and you have to stop and open it on the way out. And of course, you can't open it with the sword in your hand, so you have to set it down first.

--
Philip Harshman uucp: ... !gatech!hubcap!philip
Employed by Clemson University inet: philip@hubcap.clemson.edu
although they have no idea that bitnet: philip@clemson
I'm doing this. (So don't tell!) phone: (803) 656-3697

1658. New Uploads to Atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 14:22:55 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <27BA9D40.4702@maccs.dcss.mcmaster.ca>
Source record: 234362

Hi, I just uploaded:
sozobon1.zoo : latest (?) binaries
sozobon2.zoo : latest (?) source
sozoinit.zoo : for acc's & related
sozosun.zoo : instructions & diff's for making a sozobon
cross compiler on a sun

I recently ftp'ed all these files from 'archive.cs.ruu.nl' in
the Netherlands.

In a recent comp.sys.atari.st posting, piet@cs.ruu.nl (Piet van Oostrum)
claimed to have the latest sozobon stuff on his archive. Since the
sozobon at atari.archive.umich.edu dated from October 1988, I thought
I'd ftp the latest from there into North America.

NOTE: originally, sozobon1 & sozobon2 were one file (sozobon.zoo)
which I split into two, because at 1/2 a meg I found it to be rather
big.

FURTHER NOTE: sozosun appears to be for an older version of sozobon, the
diffs will not patch to this source code. Perhaps the original author
of sozosun (Kent.Dalton@FtCollins.NCR.com) would care to take a swing
at upgrading them.

AND ONE LAST NOTE: Jeff informed me that he has moved the old sozobon
stuff to a directory called 'oldsozobon' on atari.archive.umich.edu
so that it is still available if you want it.

regards,
--

Art Mulder, McMaster University art@maccs.DCSS.mcmaster.ca
Hamilton, Ont, Canada ...!uunet!utai!utgpu!maccs!art

1659. Spectre utilities on atari.archive.umich.edu...

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 15:35:27 UTC
From: ttonino@bio.vu.nl
Message-ID: <1991Feb14.153527.5739@bio.vu.nl>
Source record: 234545

Hello folks, I just mailed some wonderful shareware Spectre
utilities to atari.archive.umich.edu.

These are:

Aladconv: Convert Aladin disks to Spectre
MacExch: Format Spectre disks that can be used on a HD mac drive.
This program is the real beauty of package.
Startup.ps: Print PostScipt files from the Mac on Ultrascript, even
the difficult ones from Freehand etc.

Every Spectre user who has either Ultrascript, Aladin disks or knows
someone with a Macintosh with an FDHD drive. For those, it obviates
the need for a GCR because file exchange is easy and straightforward
on 720 MFM Macintosh- and Atari compatible disks (does not need
Apple file exchange (r) or stuffit!).

1660. Re: Forget it, dweebs.

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 16:00:45 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb14.160045.27522@uvm.edu>
Source record: 234405

From article <39206@cup.portal.com>, by Bob_BobR_Retelle@cup.portal.com:

[Mark's offensive words deleted. - RBPIII]

> Wake up and learn how to use UseNet, Mark...
>
> YOUR own post was just cross-posted into sys.amiga
>
> EVERY Atari reader who has just used REPLY has cross-posted into sys.amiga...
>
> The ORIGINAL article was cross-posted, and unless the person replying knows
> how, and takes the time to edit the net addresses, any reply will be
> cross-posted too..
>
> On the other hand, THIS response is going to comp.sys.atari.st only...
>
> Demonstrating ignorance, profanity and immaturity in another newsgroup
> isn't helping Atari owners' image in the computing community at all.
>
> BobR

APPLAUSE!!! Somebody needed to say this so clearly and simply! I am
delighted and surprised that you did! Your best posting to date Bob -
I no longer feel that you're giving us Bobs a bad name on c.s.a.st
8-). Keep it up 8-).

Thanks,

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

[Now if only some amiga person could stop matt crowd from calling us
names too 8-). Both machines have strong and weak points. RBPIII]

1661. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 16:02:15 UTC
From: CXW148@psuvm.psu.edu
Message-ID: <91045.110215CXW148@psuvm.psu.edu>
Source record: 234548

Could someone please Email me a description of hardware multitasking (boards, etc.) that allow true multitasking on the Atari ST? I've heard about the software, but multitasking under software is not multitasking. A multiprocessor board is neccessary for true multitasking.
Chris Winward
userid CXW148 on psuvm.psu.edu

Disclaimer: This note does not exist, therefore you are not reading it now.

1662. Re: Thanks for the advice

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 16:22:00 UTC
From: swarren@convex.com
Message-ID: <1991Feb14.162200.25250@convex.com>
Source record: 234402

In article <1093@tetrauk.UUCP> rick@tetrauk.UUCP (Rick Jones) writes:
>Thanks to all those who responded to my request for advice and comparisons of
>the Amiga and Atari-ST. I received much useful and constructive information

[...]
This is the guy who started the whole flame war with a cross-posted comparison
request. If you want to flame people, flame him.

--
_.
--Steve ._||__ DISCLAIMER: All opinions are my own.
Warren v\ *| --
V {uunet,sun}!convex!swarren; swarren@convex.com

1663. Re: posted to atari archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 16:31:15 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40995@ucbvax.BERKELEY.EDU>
Source record: 234549

Take note printing calculator. The best calc ever possibly.
does quite a bit actually. especially nice for programmers.. runs as
an acc and converts base2,8 and hex as you type. will send your data
to a printer or application. can srcollback to previous
expressions. hope you like it.

1664. Re: DM1: Poison Trap

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 16:35:58 UTC
From: rrd@hpfcso.FC.HP.COM
Message-ID: <7340083@hpfcso.FC.HP.COM>
Source record: 234437

>>In Dungeon Master 1 there is a room at the end of which is a diamond
>>edged sword in an alcove. As soon as you try and depart with it
>>the room fills with poison gas. The best I have done (even with dropping
>>everything) is to loose one character. I assume there are other
>>solutions to this. What are they ???
>
>There is an easier solution, yes. Instead of grabbing the sword and
>running, just stay where you are. The first cloud will wear out, and you
>should still be alive. Cure up if you want to. Then, step forward one
>square, then back again. This will set off the next cloud, but you won't
>be in it. As they only trigger once each, you can repeat this down the
>corridor - set off the next could, then back out of it.
>
Even easier: take the sword, turn around, then throw it as far as you can.
Stay where you are and let the first cloud of poison do its thing. Heal
everybody, then go get the sword and do it again. It appears that the
sword alone won't trigger the poison gas vents, nor will a swordless troupe.

-- Ray
see you at level 14...

1665. Re: BART: part 2

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 16:38:20 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Feb14.163820.19377@math.lsa.umich.edu>
Source record: 234550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1991Feb14.011146.29931@cs.dal.ca> bill%biomel@cs.dal.ca writes:
>Your accusations have caused a lot of grief for Kaiser and DEC, and your
>waffling about whether to accept their explanations is rubbing salt in a
>wound that seems to have suffered enough.

I accept Brian Reid's technical explanation without question. The only thing I had my doubts about was Herr Kaiser's complete innocence. I am not of the opinion that the technical difficulties excuse all of his actions. However, my remaining doubts about Herr Kaiser are not worth pursuing.

Besides, if you want to talk about rubbing salt in old wounds, why did you post this after I told you that Hans and I have worked out our differences?

>My conclusion is that Herr Kaiser did not act with malice, and that he
>was not even overly negligent (a real guru might have avoided the problem,
>but it does not appear to be a really slovenly mistake).

So you're saying that it takes a guru to figure out that if you don't get a response from the first 45 messages, you probably won't get a response from the next 45? Now reconcile that with the posted archive limit of 5 requests per day.

>Right now the problem is overly strict system administration at your end.

Not at all, we are a guest on that machine. We can use it as long as we don't cause trouble. People use that machine to get work done. The archive is just a public service, the University doesn't even support Atari machines. (major m*c site)

Anyway, things are looking better in this regard as well. It appears that the sys-admin's intention is to keep us down until we can come up with a technical solution to the basic problem that's at the heart of the matter: a weak quota system. The difficulty is that coming up with a bullet-proof quota system is an insoluable problem at present. The trick is convincing the sys-admin to let us go back up with a partial solution. I think I can swing that, he's a reasonable guy.

Jon

1666. Re: WordFlair

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 17:12:28 UTC
From: dhawk@well.sf.ca.us
Message-ID: <23147@well.sf.ca.us>
Source record: 234546

I reviewed WordFlair fairly recently and they just came out with WordFlair II. All my info is at home, so this is just my general impression: WordFlair is very good for short, complex documents. If you need the math/built-in-database features, then it's also a must.

Personally what I tend to type are very long, and very simple documents, so my preference is WordUp, with WordPerfect being a very close second.

Here's a little info on WordFlair II: Added features include a spelling checker and a thesaurus. The graphics handling is faster and the interface has been improved. The database functions are now more powerful. For more information on Wordflair, contact Goldleaf Publishing,700 Larkspur Landing Circle, Suite 199, Larkspur, CA, 94939, (415)381-7717.

later, david
--
David Hawkins {apple,pacbell,hplabs,ucbvax}!well!dhawk
"The world bores you when you're cool." [Calvin and Hobbes]

1667. U/L to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:11:24 UTC
From: phbob@ritcsh.csh.rit.edu
Message-ID: <1991Feb14.181124.17837@ritcsh.csh.rit.edu>
Source record: 234464

I recently U/L the following files to atari.archive....

MATSMOOD.LZH - digitized file from ollie & rol (awesome!!)
1 meg req.

4N_AFAIR.LZH - digitized file from ollie & rol (again awesome!!)
1 meg req.

SLAUGHTR.LZH - you are a sniper. you have an AK-47 rifle.
you're at an elementary school and it's recess time!
(you thought SADDAM was sick!)

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | phbob@ritcsh.cs..rit.edu *

1668. Multisync monitors - sources of info

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:11:50 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <4495@syma.sussex.ac.uk>
Source record: 234259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently enquired on the net about using a multisync monitor with an ST. Thanks to those who replied (Van Snyder, Ed Krimen and Graham Thomas).

For anyone else who is interested, the most comprehensive source of information I found was available for ftp at atari.archive.umich.edu in the file atari/graphics/multsync.lzh

Leila
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678470
Email: leilabd@syma.sussex.ac.uk (JANET: leilabd@uk.ac.sussex.syma)

1669. Background graphics.

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:25:35 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1991Feb14.182535.21132@cs.city.ac.uk>
Source record: 234283

Has anyone 'extracted' graphics from commerical games that they could send me?

I am interested in background graphics and/or sprites (preferably in DEGAS or NEO picture format) used within scrolling games such as Blood Money, so that I can squish and de-colourize them, and then port them on to my 8-bit Atari to be used with a scrolling routine I'm working on.

Any help as to how to do this myself or lists of what you've got is greatfully received.

(P.S. The complete player images from Kick Off (I or II) would be a great use to me)

1670. Mega STe pricing and avail.

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:29:19 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Feb14.182919.18444@isc.rit.edu>
Source record: 234463

I want a Mega STe!!!

Does anyone know the aporx pricing and avail of these units in either
the U.S. or Canada??

I am perfectly willing to drive to Canada to get one if they are not
avail in the U.S.

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

1671. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:33:57 UTC
From: mjs@hpfcso.FC.HP.COM
Message-ID: <7340084@hpfcso.FC.HP.COM>
Source record: 234436

> > I was just reading some info on the TT package and I have to wonder:
> >Why are they shipping UNIX V.4? This is at least two generations behind the
> >last version I know of, which is at least a year old to boot. Is this going

> I didn't know there was any more recent UNIX version from the AT&T line
> than V.4. Which newer versions are you aware of?

There aren't any. In fact, I'm quite surprised Atari would be shipping
something so new - it has been vaporware for so long, the first actual
shipments of a real box running SVR4 were only a few months ago, as I recall.
You must have been confusing "UNIX V.4" with something else.

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

1672. Re: huh2

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:36:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb14.183629.14285@ecst.csuchico.edu>
Source record: 234403

- Publisher/editor:Chuckie Schul
-
- Contributors:Chuck Schul,Ed Krimen. Reviews:By Ed Krimen.
-
- [stuff deleted]
-
- From: ekrimen@ecst.csuchico.edu (Ed Krimen)
-
- Subject: MegaSTe info
-
-
-
- Here's some info on the MegaSTe from Gregory (carter@garfield.cs.wisc.edu).

Gregory Carter should get the full credit for this MegaSTe info, not me; I just posted it, not gathered it! I don't think my name should even be in the by-line.

Also, I see that a message of mine was posted in ZNET9105. Am I at least entitled to be notified of this before it gets distributed? Guess not. If I let my fingers do the talking as much as I do on this net, I suppose it's up for grabs without the need for a confirmation from the author that it's all right to print it. It's just kind of surprising to see one of my messages in a worldwide on-line magazine and I didn't even know about it before it was distributed.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1673. WANTED (everything)

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:41:21 UTC
From: mcranton@npe.isnet.inmos.co.uk
Message-ID: <190.27bad9d1@npe.isnet.inmos.co.uk>
Source record: 234268

```
WANTED

Any computer bits and pieces wether working or not
anything considered.
cash or partex.
```

1674. keyboard remapping program wanted!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:54:25 UTC
From: 2012_1262@uwovax.uwo.ca
Message-ID: <1991Feb14.135426.8603@uwovax.uwo.ca>
Source record: 234434

We've got a visitor from Meudon, France who likes the
French style keyboard. His word processor does key remapping
and definition of accents etc. so that is OK. However, I was
wondering if there was a program (PD or otherwise) that could
do the keyboard redefinition out of the auto folder.
Any pointers in the direction of a solution would be
greatly appreciated. It may be of interest to others too.

Thanks in advance. Henry

--
Henry Leparskas (519) 661-2111 ext 8697
Dept. of Astronomy, H.Leparskas@uwovax.uwo.ca
University of Western Ontario
London, ON, CANADA, N6A 3K7

1675. Re: VT100 Terminal Programs

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 18:55:39 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Feb14.185539.12143@arc.ab.ca>
Source record: 234406

In article <7561@jhunix.HCF.JHU.EDU> d_alvear@jhunix.HCF.JHU.EDU (Domingo Alvear) writes:
>I was just wondering if anybody out there knew of a GOOD vt100
>terminal emulation. I've downloaded a program called MiniTerm, but it
>puts wierd characters all ver the screen. And the docs and such are
>in German so I really don't get it. I use Flash, but the graphics are
>not very good since the IBM cset is not supported.
>
Uniterm, Uniterm, Uniterm....I believe the most recent version is 2.0e011 and
should be available at atari.archive as it's PD.

Bob

1676. FRO SALE: Atari System $550.00

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 19:57:05 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460007@hp-lsd.COS.HP.COM>
Source record: 234419

The following items for sale:

Atari 520STfm - 1040 mother board, 1Meg memory, 720K DS/DD internal floppy.
It's a 1040 in all ways except the name plate. This is only 1 year old
and in excellent shape.

Atari Monochrome Monitor

Taxan RGB Monitor

Monitor Master - connects both monitiors to the Atari, switch selects between
them.

I have had very good service from this system, with no problems.

I want to sell the above as a complete package for $550.00. However if I
get offers for all of the components I will sell it separately.

Grant Grovenburg
wgg@hp-lsd.cos.hp.com

1677. Re: chaining hard drives to a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 20:13:03 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb14.201303.29667@watmath.waterloo.edu>
Source record: 234407

In article <1991Feb13.183757.9927@cbfsb.att.com> hojo@cbnewsb.cb.att.com (HC Johnson) writes:

>> What is the maximum number of hard drives that can be chained together
>> on a 1040ST (TOS 1.0)? Is there any problem with having different sized
>> hard drives (e.g. 2 20meg and a 30meg)? Is there a ceiling on the
>> amount of disk space TOS will recognize? Is the number of partitions
>> limited only by the number of letters in the alphabet, or is there a TOS
>> limit on the total number of HD partitions?
>>
>> Steve "Stevers!" Coile

>The TOS limit: 16 devices, of which 2 are the floppy drives.
>This leaves 14 HD partitions which can be active at one time.
>
>The 1040ST limit: At most 7 SCSI devices. Most of these support
>2 Hard Drives, some 8. Subtract 1 SCSI device for the (usual) clock,
>and you get 6, giving 12 to 48 drives maximum.
>
>The Atari Hard disk driver, AHDI, only supports 1 HD on each SCSI device.
>
>Thus TOS will access disk like devices as letters C thru P.

Thanks, Howard. I would like to add that
there is another limit: the size of each partition.
On early systems, 16 Megabytes per partition.

1678. Info about DELTA MODUL, upon many requests...

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 21:15:31 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb14.211531.1675@santra.uucp>
Source record: 234424

So many requests... So, here is the info for all of you:

(the original is in german, not a strong language for me...)

DELTA MODUL
386SX AT-Emulator & 16MHz 68000 accelerator.

Both processors run 16MHz, both have 16kb cache. There is a socket for
both 80387SX and 68881 math co-processors.
In ST-mode acceleration is about 70-100%.
MS-DOS programs are started from GEM-desktop.
Easy switching between MS-DOS and GEM/TOS.
Can have max. 3 AT-cards, for example a VGA (or super-VGA) -card can be used
under both GEM and MS-DOS! (cheap graphic-extension...)
Speed under MS-DOS Norton factor 15.8.
It is a board that replaces the old 68000, measures are 12.7cm x 14.0cm.
Emulates CGA, Hercules and VGA-monochrome directly.
Works with Autoswitch-Overscan.
Understands all centronics-connected printers.
Does not directly support Atari Laser SLM 804 or SLM 605, laser printouts
have to be made in ST-mode.
Recognices COM1, being the RS232-port, COM2, being the MIDI-interface, and
COM3 being the ST's mouse.
Caches can be switched on and off.
Fully supports Atari hard-disks.
Fully supports HD-floppydrives.
Perfect AT-compatibility, can for example run Windows 3 in extended mode.

Prices:
DM001 Delta Modul 1198,- DM

S1001 AT-slot for 1 card 69,- DM
S3001 AT-slot for 3 cards 119,- DM
F6881 FPU 68881 Motorola 16MHz 295,- DM
F387X FPU 80387SX Intel 16MHz 570,- DM
EDM01 Installation & testing 165,- DM

Where:
OMEGA Computer Systeme GmbH
Oeltzenstr. 14
D-3000 Hannover 1
Germany

Tel. int. +49 (0)511 17294
+49 (0)511 13635
Fax int. +49 (0)511 18289

(leave the zero out when calling outside Germany)

For more detailed info (if I can give it) email me...

Again, not connected to Omega anyhow, except maybe being a future customer...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1679. Re: VT100 Terminal Programs

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 21:26:58 UTC
From: n8742883@unicorn.cc.wwu.edu
Message-ID: <1991Feb14.212658.6445@unicorn.cc.wwu.edu>
Source record: 234411

In article <7561@jhunix.HCF.JHU.EDU> d_alvear@jhunix.HCF.JHU.EDU (Domingo Alvear) writes:
>I was just wondering if anybody out there knew of a GOOD vt100
>terminal emulation. I've downloaded a program called MiniTerm, but it
>puts wierd characters all ver the screen. And the docs and such are
>in German so I really don't get it. I use Flash, but the graphics are
>not very good since the IBM cset is not supported.

I have found that the VT-100 mode in ST-Talk Pro works very
well. I use it about 3-4 hours/day to communicate with my
universitie's mainframe. It supports underlining and boldface codes
to the screen, has X/Y/Zmodem support (no Kermit), is able to run
'batch' files written in it's own pseudo-basic code, is able to retain
thirty macros, and has a very unusual ability to mimic a user's
keypresses down to the second; after selecting a 'autolog' feature on
a menu, the program records a user's keypresses and writes the
pseudo-basic code to one of ten memory buffers so the user can alter
and run the code, thus mimicking their actions. It also has a
full-fledged editor that can be accessed by pressing the left button
on the mouse.

The only complaint that I have about ST-talk is that it can't
do background downloading, and when I switch from
telecommunications-mode to editor-mode, the program doesn't accept the
VT codes (52 or 100) properly when returning to telecommunications
mode. I tend to stay away from using the editor when doing long
programmin sessions as I can't use EMACS (or other editors) very well
on my mainframe after switching to the editor.

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-2536
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1680. Re: TT and NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 21:35:00 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <16442@milton.u.washington.edu>
Source record: 234410
Cross-posted to: comp.sys.atari.st,comp.music

In article <1991Feb14.103342.732@abode.wciu.edu> scale@abode.wciu.edu (Luis Outumuro) writes:
>
> Gee Kevin,
> I don't where you got your information about a TT not being
>displayed at the NAMM show, but it is wrong. I was one of Atari's volunteers
>that setup the booth at the NAMM show and the TT was setup on a counter where
>the public could get thier hands on it. Atari did display the TT at the NAMM
>show. Just thought you should know. Bye.............
>
> Luis

Thanks for re-informing me..
I got my information from reading the article
in last months ST INFORMER...

Now i have lost a little faith in that paper..
of course, i may have misread it..

QUOTING: ST Informer- February 1991 Number 44
" I was quite surprised by the way
Atari promoted the new top-of-the-line
computer, the TT030....[stuff ommited]..
This year, Atari brought ONE TT030 and
stuck it in a room inthe exhibit accessible
only by appointment to enter the room
and actually use the TT, but we were able
to stand outside the window and watch it
run graphics demos."
-by Jerry and John Davis

Guess it's back to remedial reading for me!

Anyway:
Tell me.. what music software was running on the
TT? any good scoring packages?

There's a sizeable portion of musicians who are
are anxiously waiting for a DTP music package
that takes advantage of the processing speed and
resolution of the TT.

Thanks..

kevin
ramsiri@blake.acs.washington.edu

.

1681. Directory compress routine - again

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 21:37:58 UTC
From: geoffc@zebedee.uucp
Message-ID: <2417174@zebedee.uucp>
Source record: 234316

I think that my prior posting for a request for a directory compress routine
got a bit misunderstood ! This is what I was hoping for:

If you create a whole load of files (say 200 news articles !) in a directory:

1 2 3 4 5 6 7 8 200

^ (this supposed to represent the directory entries)

and then expire a lot of them you will be left with a directory like this:

x x x x x x x x .... x x x 100 101 102 200

- a whole load of empty directory entries and the other files at the end
of the directory. Reading any of these files takes quite some time for GEM
to read through the directory, check that the file exists and then start
reading the file. This has been quite noticable for me that with lots of
news articles in a directory rn slows down quite considerably as you progress
through the newsgroup. Of course, putting some more files in the directory
puts them in the empty spaces (I think) so you end up with something like this:

201 202 203 ... 209 210 x x x x x x x ... x x 100 101 102 200

What I want is a nice little program that will re-organise the directory into
a 'proper' order or even just compress out the deleted entries. The
reorder option of Neodesk 3 does this but a .ttp would be nice 8-)

Sorry if I rambled on a lot here !

Geoffrey
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 261804 ->

1682. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 21:39:31 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <7288@uqcspe.cs.uq.oz.au>
Source record: 234409
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For the benefit of us ignoramuses (ignorami?) - what IS Spice?

****
|| Marshall Harris
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@batserver.cs.uq.oz.au ||
****

"If you want to make god laugh, show him your plans"
Woody Allen
****

1683. Mercury UUCP v1.18

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 21:44:02 UTC
From: geoffc@zebedee.uucp
Message-ID: <0162160@zebedee.uucp>
Source record: 234318

After installing the latest version of the Mercury UUCP package (v1.18) as posted on comp.binaries.atari.st I noticed the following differences from the previous version (v1.15) :

server.prg - crashes with 2 bombs
showmail.prg - crashes with 2 bombs
rnews.prg - crashes if there are more than a couple of news files waiting to be processed

so I reverted to the older version. On a more happy note, expire.prg does work properly now. Other than these I couldn't see any differences from the older version - was there ?

Incidently, does anyone have a better newsreader that is compatible with Mercury (eg: supports 'unsubscribe from newsgroup' and 'kill' files) ?

Cheers

Geoffrey

PS: I still think it's a great package rodney !
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 261804 ->

1684. nethack 3.0 patchlevel 10 now available

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 22:51:10 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb14.175110.8608@uwovax.uwo.ca>
Source record: 234445

NetHack 3.0j (patchlevel 10) binaries are now available for anonymous
FTP from linc.cis.upenn.edu (in the pub/NH3.0/atari directory) and
atari.archive. There are two files: nh30jbin.zoo and nh30jsup.zoo.
Both are necessary; you can't use patchlevel 9 support files with
patchlevel 10.

The new version has no new features, but lots of small bugs are fixed.
The most notable from the atari user's point of view is that a bug
was fixed in the termcap library used to compile NetHack, so that
it now works correctly in an MGR window or over the modem.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1685. Re: GAUNTLET II

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 22:54:15 UTC
From: george@electro.com
Message-ID: <1991Feb14.225415.580@electro.com>
Source record: 234429

In article <MbiOELi00VpbA800Vc@andrew.cmu.edu> dz0x+@andrew.cmu.edu (David Joseph Zieger) writes:
>>I want GAUNTLET II, and I don't know how to get it.
>>Does anyone have one that they will part with? or
>>Does anyone know a store that has one left?

If you still haven't found it, send me email.

> I should tell you that this game has a curious flaw ....
> ..... My version of the game insists on creating a character
>in the fourth player slot, which can't be controlled without some sort
>of adapter. So, you have your character on the screen with this other
>character that doesn't move and shoots continuously. You can push him
>around the screen, and hope the bad guys get in his line of fire. If he
>dies, he comes right back.
> The game didn't always do this, though. It didn't do it the first
>time I used the game, and it didn't do it for a little while after I got
>the drive re-aligned. I have no idea what the technical explanation is
>for this problem - I don't really think it's a software problem. If
>anyone out there has any ideas on what the problem is, and how to
>correct it, please let me know.
>

I found the same problem and solved it by disconnecting
the parallel port cable to my printer. 8^)

--

"I almost think that in certain cases yes, and in others, no....."
George egroeG
Reimer remieR

1686. Gauntlet II "Ghost Player" problem SOLVED

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 22:55:50 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1991Feb14.225550.25666@ux1.cso.uiuc.edu>
Source record: 234414

I know how to correct the "Extra Ghost Player" problem. This occurs when you have a printer attached to the printer port, ond it is either off or turned on but on-line. Solve the problem by turning the printer on and put it off-line. (This happens because the 4-player adapter plugs in to the printer port, and a real printer conflicts with the game's expectations of reading the port.) NOTE: I do not know how the game reacts if there is no printer attached.

John Gordon
Internet: gordon@osiris.cso.uiuc.edu #include <disclaimer.h>
gordon@cerl.cecer.army.mil #include <clever_saying.h>

1687. Re: Cribbage.arc, Filspy12.arc, Strabble.arc

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 23:08:38 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7291@uqcspe.cs.uq.oz.au>
Source record: 234416
Cross-posted to: comp.sys.atari.st,comp.music

In <1991Feb13.205851.24224@jato.jpl.nasa.gov> vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

>Would those who posted CRIBBAGE.ARC, FILSPY12.ARC and STRABBLE.ARC
>please post them again. When I download them (with mode BIN = IMAGE) they
>have errors in them (and won't un-arc). Maybe they got FTP'd to U-Mich
>with mode = ASCII?

Mode = ASCII simply won't work, so that cannot be the problem. More likely you are trying to use old arc on them (you should have guessed that from the fact that they are ALL .arc files) STrabble.arc, for example has directories included in it. I haven't seen ARC 6.0 for Unix, but it is available on atari.archive in atari/archivers.

>Anybody else who'se posted something: It wouldn't hurt to download your
>posting from atari.archive to make sure it got posted OK. My SORTDEMO.ARC
>is busted, and I'll be re-posting it soon.

I'm not sure downloading `wouldnt hurt' - bandwidth is bandwidth.
STrabble.arc is about 370K you know.

If someone else who has successfully downloaded CRIBBAGE.ARC, FILSPY12.ARC or STRABBLE.ARC could follow-up, that would be a help.

Warwick.
ps. Using old Arc, you'll get a `I THINK YOU NEED A NEWER VERSION OF ARC TO UNPACK THIS FILE' type message.
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1688. Re: Printer recomendation wanted

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 23:11:27 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250011@hpindda.cup.hp.com>
Source record: 234439

When I was investigating printers (I bought a LaserJet IIP :-) I remember reading (in STart I think) that, while 24 pin printers are much better at printing their internal fonts, 9 pin printers are better for graphics, which is really what you are doing when you use GDOS fonts. Can someone confirm or deny this?

While a laser printer may be out of your budget, an HP Deskjet can be had for not much more than your nicer 24 pin printers. Of course if you also want to do program listings, the DJ is probably a little slow. Of course, my opinion is biased since I work for HP. But, they're really nice printers... honestly. :-)

Your pal
Mike Goo

1689. Re: ST mags from abroad

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 23:14:52 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb14.231452.722@abode.wciu.edu>
Source record: 234423

Hi Stephan,
Keep an eye out at your local bookstore and/or Atari dealer for
ST Informer and Atari User Journal. Atari User Journal is the new name of ST
Journal; it will be going monthly in May and will be free. Bye..........

Luis

--
"""

Luis Mark Outumuro III | "Well... you're damned if you do,
Computer Office Products 818/813-1051 | and you're damned if you don't!"
Infoline 818/813-1053 | - Bart Simpson, 1990...

1690. Re: Flight Sims (cont'd)

Newsgroup: comp.sys.atari.st
Date: 1991-02-14 23:27:18 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250012@hpindda.cup.hp.com>
Source record: 234438

Many flight sims (and other games...like StarGlider) can use the mouse to simulate an analog stick (my personal favorite is F-19). The problem is that the mouse doesn't auto center very well and doesn't react well to quick movements (essential when dogfighting).

One solution to this problem is the Gravis MouseStick. It is a proportional joystick that plugs into a smart adaptor that, in turn, plugs into the mouse port. The stick itself is pretty "dumb", but does allow a wide range of tactile adjustments (button functions, joystick play). The cool part is the smart adaptor that allows more adjustments than any human being could want. Here's a sample:

- digital joystick emulation or proportional
- button autofire
- screen size (set vertical and horizontal pixel range)
- many more

I don't think that it replaces the mouse very well, but for flight sims, it is great! I can't imagine going back to playing timing games with an old digital joystick just to maintain a certain angle of bank.

Of course, I own one of these and these are my opinions. Your milage may vary. I am not associated with Gravis etc. etc. blah blah blah.

1691. Re: Cribbage.arc, Filspy12.arc, Strabble.arc

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 00:07:57 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <1991Feb15.000757.26533@bronze.ucs.indiana.edu>
Source record: 234418

In article <7291@uqcspe.cs.uq.oz.au> warwick@batserver.cs.uq.oz.au writes:

>If someone else who has successfully downloaded CRIBBAGE.ARC, FILSPY12.ARC or
>STRABBLE.ARC could follow-up, that would be a help.

I FTPd STRABBLE from atari.archive, and extracted it with arc 602; it
runs perfectly. Nice piece of software. If only I liked scrabble [tm]!

>Warwick.

Jeff
--
Jeffrey C. Burka	"I've lost my way through this world of
jburka@silver.ucs.indiana.edu	profanities/I thrive on the wind and
jburka@amber.ucs.indiana.edu	the rain and the cold." --Happy Rhodes

1692. pfxpak patch

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 01:16:35 UTC
From: fischer-robert@CS.YALE.EDU
Message-ID: <28743@cs.yale.edu>
Source record: 234425

Pfxpak, the program which packs executables, is great except that you can't use it easily in a shell script because it makes you press <RETURN> every time it runs. To disable this "Feature", you need to make only a very minor change:

1. Presumably, PFXPAK is packed with itself. So unpack it with the command line:
pfxpak -u pfxpak.ttp pfxu.ttp

2. Starting at byte 520 ($208 in HEX) in pfxu.ttp, you'll find the following in a HEX dump:

6100 0308 3F3C 0001 4E41

3. Change the 4E41 at byte 528 ($210 in HEX) to 4E71.

4. Run PFXPAK and verify that it doesn't make you press <RETURN>!

5. Repack PFXPAK, if you wish, with the command line:
pfxpak pfxu.ttp pfxpak.ttp

This patch disables the GEMDOS call which makes you press a key and replaces the TRAP #1 instruction with a NOP instruction.

--- Bob
fischer-robert@cs.yale.edu
--
| Robert Fischer |
| Arpanet: <fischer-robert@cs.yale.edu> |

1693. Gadgets by Small & Spectre, lost support?

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 01:16:36 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb15.011636.4577@santra.uucp>
Source record: 234430

What has happened to Gadgets by Small?

I have sent them email & faxes, multiple both, requesting my 3.0 update
for Spectre (I am a registered GCR-user). I also asked few questions
about 68030 SST.

I have not received a single reply, anything.

Has someone successfully contacted them recently?

If they have already fallen, (things about Mac ROMs) would someone
kindly send me a copy of that 3.0. Email about arrangements.
(I don't think it violates GbS anyhow, they just save another disk.
That's because I am entitled to the free update due to the date of purchase)

But if GbS is alive and kicking, I'll just wait for them. (not for long)

If you have any clues, please tell me too!!!

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1694. Re: I ***STILL*** want GAUNTLET II

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 01:23:32 UTC
From: techno@lime.in-berlin.de
Message-ID: <CN7NYKK@lime.in-berlin.de>
Source record: 234412

dz0x+@andrew.cmu.edu (David Joseph Zieger) writes:

[stuff on how to get it deleted]

> I should tell you that this game has a curious flaw, or at least, my
>version did. The game comes on two disks. You boot the game with the
>first one, but switch them right before the game starts. The trouble
>is, it doesn't switch off the drive while asking, so you have to change
>disks with the drive running. This, however, is not the problem, but it
>may be related. My version of the game insists on creating a character
>in the fourth player slot, which can't be controlled without some sort
>of adapter. So, you have your character on the screen with this other
>character that doesn't move and shoots continuously. You can push him
>around the screen, and hope the bad guys get in his line of fire. If he
>dies, he comes right back.
> The game didn't always do this, though. It didn't do it the first
>time I used the game, and it didn't do it for a little while after I got
>the drive re-aligned. I have no idea what the technical explanation is
>for this problem - I don't really think it's a software problem. If
>anyone out there has any ideas on what the problem is, and how to
>correct it, please let me know.

The disk drive is not the problem. It happens when there is anything
connected to your parallel printer port, even if the connected device is
powered off. Thus, the solution is simple: just remove anything from
the port and the game works fine.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1695. Atari BBS in Las Vegas?

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 03:16:56 UTC
From: mrodrigu@polyslo.CalPoly.EDU
Message-ID: <27bb52a8.5a59@petunia.CalPoly.EDU>
Source record: 234413

Help! I am going to be moving to the Las Vegas are REAL soon and I need the
PH# to a Good ATARI bbs in the are. Anyone have any ideas?

Thanks for the Help!
Mark

--
INTERNET E-Mail mrodrigu@polyslo.CalPoly.EDU Cal Poly, San Luis Obispo
----

1696. Spectrum + Turbo 16

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 06:09:07 UTC
From: rabino@eng.umd.edu
Message-ID: <1991Feb15.060907.27848@eng.umd.edu>
Source record: 234422

Does anyone know of a patch, either hardware or software for viewing
Spectrum pictures on a machine with a Turbo 16 accelerator?

1697. Re: VT100 Terminal Programs

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 06:43:36 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.666600217.larserio@kvart.ifi.uio.no>
Source record: 234428

MiniTerm 9.34 shold have english READ.ME file and works OK on both ST, STE
and TT (alle users here in Norway use it), has VT100/ANSI, IBM-char set (uses
line-a to switch font). It should be in comp.binaries.atari.st...
If you can't get it. Send me a message and I'll send you a copy...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1698. Re: I ***STILL*** want GAUNTLET II

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 09:36:31 UTC
From: ehs@tukki.jyu.fi
Message-ID: <1991Feb15.093631.29975@tukki.jyu.fi>
Source record: 234443

In article <MbiOELi00VpbA800Vc@andrew.cmu.edu> dz0x+@andrew.cmu.edu (David Joseph Zieger) writes:
>may be related. My version of the game insists on creating a character
>in the fourth player slot, which can't be controlled without some sort
>of adapter. So, you have your character on the screen with this other
>character that doesn't move and shoots continuously. You can push him
>around the screen, and hope the bad guys get in his line of fire. If he
>dies, he comes right back.

Did you by any chance connect a printer to your ST after the
first few times you used the game? Apparently the adapter
for the extra joysticks uses the printer port, and if there
is a printer cable connected to the port this kind of thing
happens. It happened to me the first time I tried the game
and I couldn't figure out if this was a feature or what.
Anyway, the problem disappeared when I disconnected the
printer. (I find my character severely outnumbered, though.)

> ---- Dave Z. { dz0x+@andrew.cmu.edu }
> Official Field Reporter for The Guide
> ' Time is an Illusion, Lunchtime Doubly So' - Douglas Adams
> ' Look in -- to the eye of the Storm.

> Look out -- for the Force without form.'
> - Rush

-eero-

--
|Eero Sarkkinen, Dept. of Physics, U of Jyv{skyl{ | "I'm driving only three
|Internet: sarkkinen@jyfl.jyu.fi or ehs@jyu.fi | wheels these days,
|Bitnet: sarkkinen@finjyu.BitNet | but, my dear, how about

1699. Atari Computers for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 10:34:18 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <5026@umbc3.UMBC.EDU>
Source record: 234433
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have two 520ST CPU units for sale:

Unit 1 has 2.5 megs (Z-RAM upgrade) $300
Unit 2 has 1 meg (Piggyback RAM) $200

Units include mouse and power supply, and also have RF modulators built-in.
NOTE: These units do not include disk drives.

These prices are ASKING prices. If you want to haggle, go ahead! I love
a good barter session. If you have some hardware to trade, go ahead and
offer that as well. I'm looking for Atari ST and IBM equipment at the
present time.

If you are interested, just drop me a line at my signature address or call
me at (301) 455-1506 for the personal touch.

Thanks!

Chuck Rickard
(chuck@umbc5.umbc.edu)

1700. Re: gcc woes

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 11:02:17 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb15110217@ghiggins.hpl.hp.com>
Source record: 234457

```
++ I have been trying to get gcc 1.37.1 to run on my 1040 with a
^^^^
Fail. You need at least 2Mb to run GCC.

Well, you *can* get away with

#include <stdio.h>
main()
{
printf("Hello world.\n");
}

but that's about it. From my experiences, 16K's worth of code was about the max
that GCC could deal with on a 1040. If you want to play with it under this
limitation, try removing all your ACCs and running it under gulam, or even
jbammis gnums (minimalist shell).

Graham
======

----------------------------------------------------------------------
Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

1701. CR/LF issues (was: PATCH utility needed)

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 12:58:34 UTC
From: piet@cs.ruu.nl
Message-ID: <4865@ruuinf.cs.ruu.nl>
Source record: 234431

PvO> I see some patch versions on atari.archive.umich.edu, but I don't know if
PvO> they are the same versions or better, or worse. Maybe somebody from the
PvO> archive management can comment?

PvO> atari/gnustuff/tos:
PvO> -rw-rw-r-- 1 226 121584 Aug 15 1989 patch.zoo

PvO> atari/utilities:
PvO> -rw-rw-r-- 1 226 91023 Apr 12 1989 patch.arc

It seems that the latter one (patch.arc) is a very old one (compiled with
gcc 1.23), and it looks like the one I had.

The patch.zoo file is more recent, ported by bammi, with supposedly is
better (I have not yet tried it).

>>>>> In message <1991Feb13.042250.26102@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen
Jacobs) (SJ) writes:

SJ> I don't know if this is the problem, but the version of patch.ttp that
SJ> I have is definitely sensitive to the difference between lines ending
SJ> in ^J only (UNIX style) and those ending in ^J^M (most ST editors, and
You probably mean ^M^J.
SJ> the desktop). I haven't characterized the EXACT behavior, but I get
SJ> the best results by putting both main file and patch into UNIX style
SJ> before applying the

Bammi told me to use the -l switch.

By the way, I think that the TOS utilities that deal with text should
generally accept both the LF only (Unix style) and the CR,LF (TOS style) of
line delimiting. I know that the TOS style is THE legal way, but it
generally doesn't harm to accept the Unix style.

This brings me to another question:

I am porting the GNU diff(3) programs and now I come to an intersting
problem: What to do when comparing two files that differ only in the CR?
I.e. one file is a TOS style, and the other is a Unix style text file, with
the same contents. My initial solution was to disregard the CR completely.
But somebody who tested the thing complained about that. But how do you
output the differences if you want to consider them different?

1. If you take the "official" TOS stand the Unix style file is just a
single line. But this seems impractical.
2. Print a warning but no diffs
3. consider the files to be completely different. But then there is no way
to indicate what the difference is. You cannot put the CR in the diff

because the CR is not part of the line, it belongs to the line
separator. And there is no way to indicate the ABSENCE of the CR.

GNU diff has a -a (ASCII) option. I think I will consider the files the
same if -a is given, and different otherwise. But still the above mentioned
problem remains.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

1702. sozobon/dlibs patch

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 13:06:20 UTC
From: piet@cs.ruu.nl
Message-ID: <4866@ruuinf.cs.ruu.nl>
Source record: 234432

I have now also patched the dlibs included in the sozobon package in our archive. I should have done this immediately, as the patch wasn't hard.

Those that got the sozobon.zoo at or after Feb 9 should have the correct version. You can check by the date of dlibs.a in the archive. It should say Feb 8.

If you have the old version you can get the update from our archive:

How to get dlibsupd.zoo from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be a valid internet or uucp address. For bitnet users name@host.BITNET usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive, compressed or in any other way contains binary data.
get ATARI-ST/lang/dlibsupd.zoo

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/lang/dlibsupd.zoo
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,

Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

1703. First Word Plus file format

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 13:19:45 UTC
From: oshaughj@p4.cs.man.ac.uk
Message-ID: <9102151319.AA00794@t4g.cs.man.ac.uk>
Source record: 234453

Can anyone mail me the format of the text file that FW+ outputs when it's in Word Processor Mode?

Many Thanks,
JAmie.

1704. Re: Thanks for the advice

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 13:38:07 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59576@aurs01.UUCP>
Source record: 234459

In article <1991Feb14.162200.25250@convex.com> swarren@convex.com (Steve Warren) writes:
>In article <1093@tetrauk.UUCP> rick@tetrauk.UUCP (Rick Jones) writes:
>>Thanks to all those who responded to my request for advice and comparisons of
>>the Amiga and Atari-ST. I received much useful and constructive information
>
> [...]
>This is the guy who started the whole flame war with a cross-posted comparison
>request. If you want to flame people, flame him.
>
Don't you dare! The man made an entirely reasonable request for more
information regarding an important decision. He didn't start the flame
war, it was the people who didn't know how to restrict their responses
to e-mail, or at least their own news groups. Let's all grow up and
calm down.

>--
> _.
>--Steve ._||__ DISCLAIMER: All opinions are my own.
> Warren v\ *| --
> V {uunet,sun}!convex!swarren; swarren@convex.com

****
Jonathan Whitcomb UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 I'm not a software engineer,
Raleigh, NC but I play one on TV.

1705. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 14:15:51 UTC
From: plinio@turing.seas.ucla.edu
Message-ID: <1986@lee.SEAS.UCLA.EDU>
Source record: 234435

In article <1991Feb14.133758.3687@doe.utoronto.ca> david@doe.utoronto.ca (David
[...]
>>system avoids the typical 10-40% overhead on the processor due to the
>>kernel having to do its housekeeping (e.g. basically "asking" each
>>process "Do you want to run now?"). An 8MHz single-tasking machine
>>running a given program would appear to be a 7.2 MHz machine if it had
>>multitasking overhead of only 10%.
>>
>>Since a lot of the time a single-user machine like the ST only needs
>>to be running one program, there'd better be a good reason to penalize
>>the user with a significant amount of overhead all the time.
>
>It's not as bad as you make it out to be. First of all, all of the

True, as long as a machine is still usable for what you need it
for, and doesn't frustrate you because you know it could be done
faster, who cares how much CPU time is being used up?

I was trying to balance the argument with the little talked about
downsides of multitasking -- maybe I overdid it. There are lots of
cases in which multitasking will save you time. I decided to point
out some in which it doesn't, and found quite a few in the process.

Again, I actually prefer to use multitasking, if the slowdown (and
other things) aren't so bad as to outweigh the benefits. Mainly, I
wanted to debunk any notions that may have existed that multitasking
gets you something for nothing; that you could have 10 busy, scrolling
screens running side by side in different windows, and that they would
all be chugging along at the full-speed that you're used to on your
single-tasking machine.

>interrupts (mouse handler, etc.) in the ST can slow down any program
>as much as or more than a multi-tasking scheduler. The ideal way to

The way the mouse was done on the ST happens to be one of the things
that I liked most about the original O/S. Machines 10 times more expensive
exist that cannot approach the quality of it (the clicking is another
story). Yes, even the fast, 12.5 MIPS Sparcs running Unix/X-windows have a
'mushy' feel to the mouse tracking, and a skipping mouse cursor with a
painted-on appearance, by comparison.

>multi-task is to have the foreground program at full priority, and the
>background program(s) at low priority. ie. if you are writing something
>in an editor, the editor does not wasted CPU time while it is waiting
>for a keystroke, and the compilation process in the background can use
>all of the CPU, and the compilation process bides its time until the

Not *all* of the CPU. Even though you may not notice it, part of
the CPU time has to be going to the taxman, simply because there's a
timer interrupting the processor constantly, waking up the scheduler
many times a second to check if it is time for another process to run.
And this is the *efficient* way to do it.

>don't find microemacs sluggish, even when virmf is making a new TeX
>font in the background! If you have a slow hard disk, however, any

That's how it should be. But a lot of implementations out there are
processor (and memory) hogs, and do make you wait for a keystroke.

As far as MiNT is concerned, know that you have been spoiled.
This product has achieved Unix source near-compatibility, while at the
same time imposing what is in my opinion a respectably very low CPU
overhead, and a low memory overhead (by comparison) at the same
time.

Other implementations out there for other machines don't shine so
brightly. (I won't name names in the interest of not throwing spoilt
apples at other companies, but...) Have you ever used a presumably
fast machine that used cooperative multitasking? The 40% overhead figure
that I mentioned above would not seem unrealistic to you after using one.

So as you can see, it could be worse. It could be a LOT worse.

>disk-bound process can slow down all the tasks. However, when I am

How's that? With DMA, you'd think a slow hard disk and a fast one
would burden you about the same (not much).

>running only a single task under MT C-Shell or MiNT, I cannot notice
>any speed difference between that and TOS.

Could it be possible that MiNT implements a rewrite and speedup of
the Bconxxx O/S calls, and that's why typing and printing text
on the screen does not seem that slow? Is it just me, or is scrolling
actually FASTER under MiNT?

plini b
--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
Putting the Ctrl key under shift; replacing it with CAPSLOCK, is like putting
the steering wheel in the trunk, and trying to drive with the spare tire.

1706. Sozobon C does not work with Mupfel (Gemini Shell)

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 14:20:44 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <27BBEE3D.11147@maccs.dcss.mcmaster.ca>
Source record: 234331

Hi,
I can't get Sozobon C to work with Mupfel (it does work with
Gulam). Is this simply the way it is, or am I doing something wrong?

Please email any respones, I will summarize to the net, Thanks!
--

Art Mulder, McMaster University art@maccs.DCSS.mcmaster.ca
Hamilton, Ont, Canada ...!uunet!utai!utgpu!maccs!art

1707. Another source of SPICE

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 15:26:57 UTC
From: peters@allvax.dec.com
Message-ID: <9102151526.AA10383@decpa.pa.dec.com>
Source record: 234440

>>Somoeone wrote here on the net that Spice the circuit
>>simulation program was available for the ATARI ST and is
>>free. Where can I find it? Thanks for any tips
>
>I'd also like to know. If someone does know, reply
>to the net please...
>
> Leigh Brown. UK : L.B.Brown@uk.ac.newcastle

SPICE, a popular circuit analysis program that has been implemented on
mainframes for many years. About a year ago, I think, Evan Mitchell made
the following posting on USENET:

>The source code for Spice (including a 720K MS-DOS version) can be
>obtained from:

>EECS/ERL Industrial Liaison Program
>479 Cory Hall, UC Berkeley
>Berkley, CA 94720
>(415) 643-6687

Hope that is helpful.

Don Peters
peters@allvax.enet.dec.com

1708. Re: 680x0 are NOT obsolete (was Re: TT upgrades)

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 15:30:01 UTC
From: rrd@hpfcso.FC.HP.COM
Message-ID: <7340085@hpfcso.FC.HP.COM>
Source record: 234473

In hpfcso:comp.sys.atari.st, rehrauer@apollo.HP.COM (Steve Rehrauer) writes:

>In article <1540010@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:
>>> 2. Motorola has only two REAL 680x0 customers left: Apple and Motorola. NeXT
>>> might pick up some slack, but not more than 2-3%...
>>> 6. Motorola has several REAL customers for 88xxx: Data General, Tektronix,
>>> Sequent, Opus, and, of course, Motorola.
>>
>>Call me biased, but I consider Hewlett Packard to be more *REAL* than any
>>of Data General, Tektronix, Sequent, Opus, or Motorola.
>
>But to be fair, the shipments of all of the above "not Apple" products
>probably don't add up to a tenth of the number of Macs, STs and Amigas
>that go out the door. Workstations may get the trade-rag hype, but in
>terms of volume consumption of 680x0s they're pretty small potatoes,
>I'd guess. By that measure (volume==REAL), the original poster is right.
>(Of course, I suppose "REAL" must have different meaning in 88k-land...)
>
>> Since you're
>>apparently not aware, HP does a pretty good business in Motorola 68k
>>workstations, partially through the aquisition of Apollo
>
>Oh, is *that* why you bought us? I was beginning to wonder...
>And here I thought it was to get discounts on DOMAIN nodes... :>

Hate to correct you both, but every LaserJet HP has sold contains a 680X0.
I may be wrong on this (time for someone from HP Boise to jump into this!)
but I'm sure there are more LaserJets than Macs out there by now. It's
hard to beat a sales strategy of "gain more respect, add more features, drop
the price again." If Apple had followed this strategy, I'd be typing this
in from a Mac II.

Regards
Ray Depew
HP ICBD -- IC's By Decree
rrd@hpfitst1.hp.com
(350 at work, ST at home)

1709. PC-Ditto (I) on TT *re-post*

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 15:42:44 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Feb15.154244.25573@digi.lonestar.org>
Source record: 234444

(I apologize if this is truly a re-post. However, my original post did not *appear* to be distributed.)

Does anyone know if PC-Ditto (the software emulator) works on the TT? If so, does it appear as solid as on an ST? Any idea what the Norton SI rating is?

Thanks in advance,
Roy C. Gosewehr

1710. NeoDesk Icons

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 16:24:00 UTC
From: redmond@ius1.cs.cmu.edu
Message-ID: <11967@pt.cs.cmu.edu>
Source record: 234469

Does any one know of a file containing NeoDesk Icons on an ftp archive ? My drawing is abysmal. Please e-mail replies.

Thanks,

Red/.

1711. Re: Gadgets by Small & Spectre, lost support?

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 17:20:02 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <DARYL.91Feb15122003@cbnewsc.ATT.COM>
Source record: 234446

Rumor had it that they are so swamped with orders for Spectre 3.0 and
the 030 accelarator that there is little else they have time for
currently.
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

1712. Re: Review of Dr.T's Sequencers (long)

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 17:21:00 UTC
From: lxfogel@PacBell.COM
Message-ID: <8605@pbhyf.PacBell.COM>
Source record: 234449
Cross-posted to: comp.sys.atari.st,comp.music

In article <59574@aurs01.UUCP> whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:

As another user of Dr. T's software (KCS, Tunesmith, Fingers), I
thought I would add to Jonathan's informative review.

> (The newest version of KCS, OMEGA, claims that
>now ANY program may be loaded into MPE, but I have not personally
>verified this.) What this means to the musician is that you no longer
>have to exit your sequencer program when you want to load your patch
>editor or librarian.

Yes, OMEGA let's you load and run *ANY* program from KCS. I've used
my wordprocessor this way. The catch is that once you exit the loaded
program, it is completely gone from memory unlike standard Dr. T's
MPE modules.

>KCS is a *very* powerful sequencing program. It allows you to
>sequence MIDI data in several ways, and then provides a full
>arsenal of editing tools. The sequencing mode that I do most
>of my work in is called Track mode. Track mode has been designed
>to operate much like a multi-track tape recorder

>KCS also includes what is called "Open Mode" sequencing, but I have
>never really gotten a handle on it. It is designed as a generalized
>sequencing mode, that allows you to start and stop sequenced
>segments as you wish, or even write sequences that start and stop
>other sequences, but I have always found it confusing...

Well, for me, Open Mode is what I love about KCS. Sequences can
do anything: start other sequences, program changes, controller
events, random events - in any mixture. It has changed the way
I create music. Sequences (containing notes or otherwise) can
be developed like subroutines. Hierarchies of sequences (overlapping
or otherwise) can be easily constructed. In Open Play mode, you
can interactively play (i.e. trigger) sequences by hitting a computer
keyboard key associated with the sequences toggling them on and off
at will. If you wish, KCS will make sure that the timings of
mutliple sequencei triggering will be in sync. Of course, you can
have sequences that consist of nothing more than *timing* information.
It *can* get confusing, but it doesn't have to be if you keep things
simple. I find it very similar to the way I code software ;-)

>The other section of KCS that I have never ventured into is called
>Programmable Variations Generator (PVG). It allows the program to
>randomly alter sequences you create with KCS to add color or

>variety to repetitive sequences.

That's the tip of the iceberg! With PVG you can do things like specify 2 different sequences and have intermediate sequences generated that transform one into the other. Or you can do more mudane things like strip notes above or below a certain velocity. Or generate a new sequences with the notes of an existing sequence that have some attribute you want isolated. So besides semi-randomly generating new sequences, you can create useful sequence filtering tools (and save them like macros) with PVG.

>I guess what I like the most about KCS, is that there are so
>many ways to skin the cat. I don't always write songs the
>same way, so why should I have to record them the same way?
>Dr. T doesn't force you to adopt any one method, and all of
>the options encourage you to experiment. It allows you to
>explore musical ideas in new ways, and that can really spur
>your creativity. The trick is not to let all of the options
>overwhelm you... bite off a little at a time and go with it.

The above says it all. The options seem endless.

For those who are into algorithmic composing, check out Tunesmith (MPE module). It generates tunes, up to 7 parts (I think) based on algorithms that you can tweak forever. It also provides a bunch (48?) of ways to musically transpose these tunes. The best think about Tunesmith is that the tune generation takes place interactively. I've sat with it for an hour at a time, stimulating it to create...and then keeping the occasional gems that come out of it. Fun stuff.

If anyone is interested, I have an extra copy of KCS Level II with PCG, and Tiger (original diskettes and documentation) that I would be willing to sell for a very reasonable price.

Lee

1713. Re: BART: part 2

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 17:25:03 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750107@hpsad.HP.COM>
Source record: 234467

>Right now the problem is overly strict system administration at your end.

I concur.

1714. Re: CR/LF issues

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 17:42:09 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1991Feb15.175234.15474@engage.enet.dec.com>
Source record: 234451

In article <4865@ruuinf.cs.ruu.nl>, piet@cs.ruu.nl (Piet van Oostrum) writes...
>This brings me to another question:
>
>I am porting the GNU diff(3) programs and now I come to an intersting
>problem: What to do when comparing two files that differ only in the CR?
...
> separator. And there is no way to indicate the ABSENCE of the CR.
The VMS difference program shows "<CR>" (ie: 4 ascii characters) at the end of
the lines if one file has them and the other doesn't.

>GNU diff has a -a (ASCII) option. I think I will consider the files the
>same if -a is given, and different otherwise. But still the above mentioned
Most definitly have a switch to disable this feature. The VMS utility does not
and it is a real pain. Yes I want to be able to find out if the files have
different line terminators, but once I know that I want to see the diff's
excluding the terminators (which would be the whole file of course).

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1715. Re: posted to atari archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 18:04:48 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750108@hpsad.HP.COM>
Source record: 234468

In comp.sys.atari.st, emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:

>Take note printing calculator. The best calc ever possibly.
>does quite a bit actually. especially nice for programmers.. runs as
>an acc and converts base2,8 and hex as you type. will send your data
>to a printer or application. can srcollback to previous
>expressions. hope you like it.

Is it RPN?

-Bob

1716. Termintor archive sticking?

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 18:42:05 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91046.134205JJL101@psuvm.psu.edu>
Source record: 234448

All of the sudden, terminator's ftp archive has been giving me problems...
its starts (or seems to start) ftp ' ing the program, and then never finishes
no matter how long you wait... This seems to happen on about 1/2 the programs
I seem to try to d/l. Any ideas?

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Limit(Continuous Luck) = Skill *
****

1717. Frename()'s 1st par

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 18:46:46 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <159328@fiction>
Source record: 234465

A short question on Frename()'s first parameter:

Is anybody (disk driver, networks etc.) using other values than zero
for the first parameter of the Frename()-function?

Daniel

1718. Aaaarrghh, DESKTOP!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 18:46:46 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <208348@fiction>
Source record: 234466

Some strange things about the <Esc> function in the DeskTop...

Just try an assembly from 0xFE75E0 (TOS 1.04), you'll see a *really*
dirty hack!!

When you press <Esc> on the DeskTop, the following happens:

1) hdv_bpb and hdv_rw are patched
2) hdv_mediach is changed to a routine that always returns "2"
3) The DeskTop opens a file "Drv:\\X"
4) This call *must* use the Getbpb()-function, otherwise the redraw
routine is teminated!
5) The vectors are restored and the new directory is shown

So when you write your own device drivers on GEMDOS level, you *must*
use Getbpb at a file request on "Drv:\\X". It took us almost a week to
find out about this...

IS THIS REALLY NECESSARY????

Daniel

1719. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 19:00:44 UTC
From: mjs@hpfcso.FC.HP.COM
Message-ID: <7340086@hpfcso.FC.HP.COM>
Source record: 234475

> software, but multitasking under software is not multitasking. A
> multiprocessor board is neccessary for true multitasking.

Not by any reasonable definition of multitasking I've ever seen. Amigas multitask, Unix multitasks, virtually every other "real" operating system out there (depending on how you label MS-DOS) multitasks without special hardware. Well, maybe an MMU, but no multiprocessors are required. Read an OS text to learn the difference between "multitasking" and "multiprocessors".

My bried summary: "multitasking" is achieving the illusion of doing more than one thing at a time, to give you a convenient user interface. But the total CPU time required to execute two processes is the same sequential or parallel. A "multiprocessor" is something that will execute >1 instruction at once, where those instructons may all come from the same process - ie, one need not multitask to take advantage of a multiprocessor. The sole purpose of a multiprocessor is to make things run faster; it is entirely orthogonal to the issue of multitasking.

1720. Daisychaining HDs

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 19:12:50 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Feb15.191250.26833@irscscm.UUCP>
Source record: 234303

I'd like to relay a problem I've been experiencing to readers here in an effort to find a solution or gain some insight into the cause.

For the last several years I've been running a 520 ST (1/2 meg, TOS 1.0) with an old Supra 20 MB drive with nary a problem. I have always used Supra's booter to boot from floppy. Recently I purchased a Supra 80 MB drive and set up my system to daisy chain the 20 onto the back of the 80. I altered the internal SCSI assignments so that the 80 is 0 and the 20 is 1. I used SUPEDIT to change the partitions on the 20 from C, D, and E to H, I, and J. The 80 was preformatted with partitions C, D, E, F, and G. I set the booter up to boot from HD. The problem occurs at boot time. The following scenerio happens 95% of the time when I boot my system:
Power on. After a couple of seconds the screen displays a floppy only system in lo-rez. Press reset. After many seconds the system appears to boot correctly displaying all partitions in med-rez. But neither of my floppy drives are accessible by the system. Press reset once again. After many seconds the display comes up again as it did after pressing reset the first time. And now both floppies are accessible by the system.

Additionally, it is *very* difficult for me to boot a program from floppy. Holding down <CTRL><ALT><SHIFT> does not always tell the system to boot from floppy. It seems to works on an erratic basis. Even powering down the HDs does not fix this problem.

Does anyone have any insights/suggestions/fixes for my problem(s)?

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

1721. Hard Disk Advice

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 19:47:15 UTC
From: dh130@cs.city.ac.uk
Message-ID: <1991Feb15.194715.14921@cs.city.ac.uk>
Source record: 234274

>Hi There,

Well like Hi,

>I'm in the market for a hard drive, and need some advice on the best types.
>I've been through the things I've used and decided that I need about 50meg,
>although I could probably get away with 40 if it was a good price. If you
>could give me you opinions on the ones you have used, I would be most
>grateful. Details such as speed, reliability and price are most important,
>price being the main one! If you are posting from outside of the U.K., price
>will probably not be that useful, unless the company concerned ships abroad.
>Replies by email please, if anyone else is interested in the results, I will
>be happy to forward them.

Brilliant no e-mail address included, oh dear.

I recently went to the Computer Shopper Show at Wembley, England.

And there I spotted my dream come true, a 42Mb Hard Drive at an
incredible price of only $(English)299.99, it was a Power Drive
9000 series.

Bit big and noisy, but generally nice.

I understand that this was a stock clearance price, but there may
be more available.

Hope this helps,

Andrew Thompson

1722. NeoDesk Icons

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 21:00:26 UTC
From: redmond@ius1.cs.cmu.edu
Message-ID: <11970@pt.cs.cmu.edu>
Source record: 234450

Are there any files containing NeoDesk icons on any of the ftp archives ? My drawing is terrible ! (Please e-mail replies.)

Thanks,

Red/.

PS. Sorry if this appears twice - it seemed to die the first time I posted it.

1723. Atari ST and JNT-PAD - Summary of responses

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 21:03:22 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <8517@castle.ed.ac.uk>
Source record: 234315
Cross-posted to: uk.misc,comp.sys.atari.st

A few weeks ago, I posted a request for information from a colleague who had had problems with Atari ST's being used as a terminal connected to a Camtec JNT X.25 PAD; the line drivers at both ends of the circuit had blown several times, and our comms people had suggested that the problem lay in the Atari.

We received several suggestions, many pointing out that it was rather hard to believe that the Atari could generate a significant overvoltage when it contains only 5V and 12V supplies (in fact the Atari concerned was fitted with an external PSU). Several respondents suggested the possibility of a lightning induced pulse, but there was no such association with any of the instances of failure. One respondent did suggest that the earthing arrangements on the ST were less satisfactory than some other micros. In short, no-one was able to offer a reasoned explanation why either of these devices should be blamed for the failure, or substantiate the suggestion of our comms group that the Atari contained a well known defect in this area.

The comms folks have now backed off their position of wishing to ban Atari ST's from connecting to the JNT X.25 PADs, and have provided my colleague with surge protectors fitted to both ends of the circuit between his Atari and their PAD. It appears to have been implicitly accepted by all that there must be something about the wiring of this particular circuit which produces (presumably inductively induced) surges from time to time.

Our thanks to all who responded.

Russ Evans
British Geological Survey, Edinburgh e_gs18@va.nmh.ac.uk

1724. Atari Microsystems Corp's role (Was Re: No More Mac ROMs?)

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 21:14:27 UTC
From: dwh@ataritx.uucp
Message-ID: <1991Feb15.211427.22889@ataritx.uucp>
Source record: 234454

In article <7340082@hpfcso.FC.HP.COM> rrd@hpfcso.FC.HP.COM (Ray Depew) writes:
>After a couple of postings from
>
>> Dave Hanna Atari Microsystems Corp
>> UUCP ...!texsun!letni!ataritx!dwh
>> ...!ames!atari!dhanna
>
>situated in Dallas, South Colorado, my curiosity has gotten the best of me:
^^^^^^^^^^^^^^ Huh??
>
>What's the difference between AMS and Atari Galactic HQ? Does the Dallas
>gang make Portfolios, or spy on Tandy, or ... ?

Atari Microsystems Corp is a wholly owned subsidiary located in
Dallas, TX with primary hardware design, product engineering, and
document control responsibility for most of the 68000 family
and some of the IBM compatible family.

Software development, as well as marketing and all types of
corporate decision makeing, is still done in Sunnyvale.

Okay?

>Ray Depew

--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

1725. Looking for VT240 Emulator

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 22:00:45 UTC
From: jbernat@bgsuvax.UUCP
Message-ID: <6989@bgsuvax.UUCP>
Source record: 234452

Where might I find a VT240 Emulator for my Atari 1040ST? There are "bazillions" of terms out there and I would rather not download them all. I need this emulation to do some graphics work from a VAX system. Thanks in advance for your help!

Jim Bernatowicz (jbernat@andy.bgsu.edu)

1726. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-15 22:59:06 UTC
From: esj@harvee.UUCP
Message-ID: <0007348@harvee.UUCP>
Source record: 234480

In article <16652@sdcc6.ucsd.edu> gknauss@sdcc13.ucsd.edu
(G. "Maddog" Knauss) writes:
>
> Aaagh... DLII IS apparently flakey because it goofed my word
> processing partition. I've managed to recover everything important,
> but, geez, I never want to have to go through that again. I guess I
> should have just copied everything away and then back again...
> Stupid, stupid, stupid,
> Greg "Bonehead" Knauss

I remember a discussion on the net a few months (years??) ago that DLII
is flakey if there are 0 length files in your partion. Does anyone
have any evidence to prove/disprove this claim??

I am also wondering if there are any de-frag algorithms that do
not require bypassing the file system. I imagine that one could write
a defragger by paying attention to the FAT read only while letting
the file system modify the FAT when copying/moving files to
contigious disk space.

--- eric
--
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956

1727. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 00:42:02 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb16.004202.26343@jato.jpl.nasa.gov>
Source record: 234455

From 1968 to 1984, I used an Univac 1108, which had 262144 words of 36 bits each of memory (about 1 MB). The operating system used about 32k of this for code, and another 32k for data (heap), leaving 1bout 196k words for users. We ran with 50 interactive users, 10 active batch (background) jobs, and queues of up to 50 or so background jobs. Plus input and output spooling. The machine had 11 4ms drums, each with 262144 words, for swapping. It was expensive, but gave better response than a 6Mhz AT (although the user interface sucked). The key to the performance was that Univac knew how to build a machine that could handle interrupts quickly (2 cycles, because there was an entire duplicate set of registers for the OS), and, more importantly, the operating system KNEW HOW TO USE INTERRUPTS. If you implement multitasking by ticking the clock every k (say 10) milliseconds, and going around asking "are you ready to run", your performance will be more like Unix (30% penalty at least). The switching algorithm used in 1100 OS was what OS theorists call "inverse of remainder of quantum:" Each process has a priority and a "time quantum". A process is NOT interrupted by the clock until its time quantum has expired. Other interrupts, e.g. I/O completion, external event (keystroke or mouse movement), etc may make a higher priority process eligible for execution. If a process willingly relinquishes control, e.g. to wait for disk or console I/O, before using 1/2 of a quantum, its quantum is halved, and its priority increased. If a process willingly relinquishes control after using more than half but less than all of its quantum, neither quantum nor priority change. If a process loses control by its quantum expiring, the quantum is doubled and the priority decreased. By this scheme, the OS overhead for a compute-only task rapidly approaches zero. If your processor and OS both know how to handle interrupts, and the task dispatcher uses decent data structures for keeping track of task priorities, and you don't piss away 1/3 of the cycles fooling with the clock unnecessarily, the performance of a multitasking OS supporting one interactive process should also approach zero.

Another thing the 1100 OS knew how to do EXCEEDINGLY WELL was disk and tape I/O. There were five basic I/O interfaces: overlapped IO, synchronized later by explicit WAIT request; I/O with the OS causing you to wait to get control until the I/O completed (but somebody else got to use the processor); overlapped I/O with pseudo-interrupt at termination; I/O with wait and pseudo-interrupt at completion; and I/O with task termination and pseudo-interrupt at the end. The last has pretty much the same effect as the second, but with less overhead. One might argue that I/O with overlap causes the machine to slow down because of contention between the channels and processors, but if the BIOS sits there and says "hey, are you done? hey, are you done? hey, are you done? ..." a million or so times per I/O, the effect is to have much worse performance than if even half of the processor's cycles get stolen by the channel. On the ST, unfortunately, there's only one DMA for both the hard and floppy disks, so

the most interesting overlapped I/O opportunities can't be realized. But I/O to the disk and printer, for example, could proceed concurrently with computing IF ONLY THE OS WERE CLEVER ENOUGH.

Even if TOS/GEMDOS/BIOS/XBIOS never learns how to multi-task, I'd like to have overlapped I/O to the floppy disks, ACSI, printer, RS-232 and MIDI at least. At the BIOS level, I'd like to give a SCSI block (yes SCSI, not ACSI), and a memory address if necessary. This would make it trivial to write support for tape, ethernet, toasters, etc. on the ACSI channel. I'd be happy to have only "start I/O and return immediately with I/O proceeding concurrently" and "wait for I/O to complete" interfaces to the BIOS. At the GEMDOS (file I/O) level, I'd like to add both of the above to the present "start I/O and don't continue until it's done" interface. Of course, I'd like the same for the rest of the devices. It would also be nice to be able to use interrupts, but that may require something more like a multitasking kernel.

Enough of a tirade for now. Maybe more later. In general, I don't think TOS/GEMDOS/BIOS/XBIOS preclude intelligent I/O, or even multitasking. One doesn't need all the clanking machinery of Unix. [Aside: The hackers who invented Unix were rebelling at the size of Multics. Unix is now about 5 times the size of Multics, and doesn't do more than a few extra things (mostly networking stuff).]

Van

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1728. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 01:11:47 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb16.011147.26767@jato.jpl.nasa.gov>
Source record: 234456

In article <1986@lee.SEAS.UCLA.EDU> plinio@turing.seas.ucla.edu (Plinio Barbeito/) writes:
>Not *all* of the CPU. Even though you may not notice it, part of
>the CPU time has to be going to the taxman, simply because there's a
>timer interrupting the processor constantly, waking up the scheduler
>many times a second to check if it is time for another process to run.
>And this is the *efficient* way to do it.

It's most definitely NOT the efficient way to do it, if you have an adequate clock. The *efficient* way to do it is to give the process a time quantum, set the clock to interrupt WHEN THAT QUANTUM HAS EXPIRED, and DON'T USE CLOCK INTERRUPTS FOR ANYTHING ELSE. What purpose is served by getting clock interrupts every 10ms, only to discover that what you were doing is what you wish to continue doing? 'Way back in '72, Madnick and Donovan described this notion in their text "Operating Systems". Petersen and Silberschatz did a good job too. I've not taught an operating systems class in over 6 years, but I've been told that Tanenbaums book is excellent. Better yet, get hold of Univac 1100 OS listings -- Univac hasn't gone OCO yet, so most any Unisys 1100 site has them.

Sorry to keep harping on this. I just can't understand why nowadays one requires 196k to do 10% of what could be done in 90k 25 years ago.

Van.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1729. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 02:20:40 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb16.022040.15727@daffy.cs.wisc.edu>
Source record: 234462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP writes:

Perhaps with the rumoured Mac OS clone coming soon at a dealer
near you, Spectre will be saved. It seems to me that an intelligent
company selling a cloned edition of the Mac ROMs would not halt
their distribution to a paying customer (maybe GBS could even make
the entire thing into a card and not bother with the cart!).

I really don't think so. First of all the implementation is
not really ST accessable. Mainly because as so many other people
have pointed out it uses the Motif/X Release 4 interface which is
so large that you people would need 4 megs for just a good (complete)
implementation. And a 8Mhz 68000 running X is something I don't
want to think about using.

What it does do is open up the possiblility of Mac programs being
transportable to the mainframe world, perhaps with a little rewrite
here and there, Mac program could be running on the nearest super mini,
386/030 machine nearest you!

Really, the MAC ROM problem is quite a nasty problem. I have tried
to call gadgets inc many a time to cancel my order as:

Spectre GCR 299 + MAC ROMs 273 = ~600, another hundred I could get
a Mac Classic at dealer cost. And from what I here 273 is an excellent
price for the ROMS.

I am really steamed. Apple is engaging in guerilla warfare and
I am going to get my ROMS APPLE if I have to either BY THEM LEGALLY
or obtain them WITH OTHER MEANS at MY DISPOSAL.

I really wish more guys like Denis Hayes existed so that we could
REALLY give Apple some blows, economically. There is absolutely no
competition between Apple and other companies because Apple decided
everything Xerox Park worked on was actually theirs to use, and no one elses.
People are forced to buy Apple technology at premium prices. I think
the Supreme court should tell Apple that the technology to transform
Xerox Park's work should be PUBLIC DOMAIN, after all, look what happened
to AT&T. Now we have competition, we can actually use phone lines
now with 9600 baud modems because these companies worked to improve
their communications equipment.

---For a safer world, I would like to see thousands of people do what
Denis Hayes did, Apple would be forced to drop its shorts and eat'em.

Or how about an IIfx for 1800.00 bucks?

--Gregory

1730. Need Help with Little Green Selector

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 05:37:20 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <2836@cod.NOSC.MIL>
Source record: 234458

I just downloaded the Little Green Footballs File Selector version 1.8B.
It doesn't seem to work for me. I have a hard disk with an ICD Advantage
Plus host adaptor and associated software. When I boot, the other utilities
seem to load, but the LGS (in the auto folder) hangs, or else the system
reboots continuously. I also have the "idle" screen saver program and the
program to park the heads of a 5.25" floppy.

I know a previous version of LGS worked (version 1.6), but I don't have a
copy of it, and haven't been able to find it on any archives.

Any advice or help in locating previous versions of LGS would be appreciated.
I like the program very much, and definitely think it's worth the shareware
fee (which I'll gladly pay if I can get the latest version working).

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA
--
Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

1731. Re: huh2

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 06:03:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39321@cup.portal.com>
Source record: 234460

Ed Krimen writes:
>Also, I see that a message of mine was posted in ZNET9105. Am I at
>least entitled to be notified of this before it gets distributed?
>Guess not. If I let my fingers do the talking as much as I do on
>this net, I suppose it's up for grabs without the need for a
>confirmation from the author that it's all right to print it. It's
>just kind of surprising to see one of my messages in a worldwide
>on-line magazine and I didn't even know about it before it was
>distributed.

Both Z*NET and ST Reports extract and reprint messages from UseNet, GEnie
and CompuServe all the time without giving credits or asking permissions.
Many times the messages, for example messages from Atari's Bob Brodie
answering questions on CIS, are extracted without even using "quote marks",
giving the impression they are original material written by the "magazine's"
"staff writers".

All with no concern for copyrights... interesting form of "journalism"...

BobR

1732. NEOWALL

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 06:27:09 UTC
From: ekrimen@cscihp.ecst.csuchico.edu
Message-ID: <1991Feb16.062709.29505@ecst.csuchico.edu>
Source record: 234461

I've just posted NEOWALL.LZH to atari.archive.umich.edu. It uses the
STe's hardware scrolling to move 9 .NEO pics around the screen.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1733. Sam Tramiel in COnference on CIS

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 06:31:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39322@cup.portal.com>
Source record: 234485

Sam Tramiel, president of Atari Corp. will be the special guest at an online conference this Thursday in the CompuServe Electronic Convention Center. That's Thursday, Feburary 21 at 10 PM, Eastern Standard Time.

As a special service to Atari owners, CompuServe is making the conference available *FREE* of normal hourly connect charges..!

To enter the Convention Center, just type GO ECC after logging into CIS.

If you have a CompuServe account, or know someone who has, this will be a wonderful opportunity to listen to, and talk with, the head Atari Corp.

If you don't already have a CompuServe account, you can call 1-800-848-8199 (ask for operator 198) and request a free signup kit which includes some free connect time... unfortunately I don't know if they would be able to get it to you before Thursday...

BobR

1734. Re: looking for info on C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 10:51:16 UTC
From: dc@presto.ruhr.de
Message-ID: <1610106@presto.ruhr.de>
Source record: 234470

In article <2303@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
> >Turbo C.
> >
> >There is also Lattice C5, from HiSoft, these two seem to be the best of the C
> >compilers for the Atari.
>
> Does anyone know if these two compilers have any kind of support for DRI link
> format?

Turbo-C supports the DRI format as well as it's own link format.

> I know that one of the problems with link format support is the calling
> conventions used. DRI stacks the parameters and use words or longwords.
> Un*x style would stack only longs and passing paramters in registers would
> also increase speed. Perhaps these optins are selectable.

Turbo-C normally passes as many parameters as possible in registers. You can
turn this off for any function with the declaration 'cdecl'; the parameters are
then passed on the stack.

--
dc@presto.ruhr.sub.org
dc@presto.ruhr.de

1735. Re: DM1: Alternative Ending

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 11:07:51 UTC
From: pjb89@ecs.soton.ac.uk
Message-ID: <6802@ecs.soton.ac.uk>
Source record: 234264
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

In <70651@microsoft.UUCP> t-mikewa@microsoft.UUCP (Michael WARNING) writes:

>In article <4474@syma.sussex.ac.uk> johnu@syma.sussex.ac.uk (John E Upham) writes:
>>
>>I"ve heard that there is an alternative ending/solution to DM1 which
>>involves going back to level 1 and out the front door of the dungeon.
>>Is there any truth to this rumour or is it a wind-up ?

>I tried doing this at one point where I was stuck right before the ending.
>What happens is that the bad guy (can't recall his name right off hand...)
~~~~~~~
>shows up, thanks you for bringing the firestaff to him, blast you dead with a
>couple of twin fireballs, and (presumable) goes out to conquer the world. At
>any rate, you're dead so that not a particularly good way to end the game...

> Mike

It isn't the bad guy - it's Lord Law (the GOOD half !).
You are just not good enough for him any more :-)

Peter.

--

Swift RatBane, Brother of the Pack
(pjb89@uk.ac.soton.ecs)
~~~~~~~

1736. Drive names (only<='P')?

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 11:19:22 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <874507@fiction>
Source record: 234474

ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

> >Thus TOS will access disk like devices as letters C thru P.

But nobody cares if you write a file oriented device driver to access
drive 'Z'. The only important thing is that TOS *must not* be informed
that this drive exists and all block oriented accesses on this drive must
be handled by your program.

It's really nice...

Daniel

1737. Re: G-Print: GEM-based print formatting program

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 14:08:49 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb16.140849.2456@actrix.gen.nz>
Source record: 234477

G-Print, info needed.
Can you tell me how many GDOS printer drivers, that it come with,
nealy all GDOS programs that Ive had to play with seem to come with
just the Epson driver, and you normally have to write away for other
drivers ???
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1738. Re: new atari newsletter!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 14:36:13 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7592@crash.cts.com>
Source record: 234478

In-Reply-To: message from klute@tommy.informatik.uni-dortmund.de

well i do not see this person doing anything but complain.if you wanna help
the atari do it don't act like a little bitch
thanks

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1739. atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 14:36:14 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7593@crash.cts.com>
Source record: 234479

well i am really hurt by the non response of you fools on the newsletter.i now know why the atari is in the state it is in.when people like most of you ignore things to help us all.well i am embarressed to be assiciated with it.we need to band together not stay apart.i did all i could do.i know some faggots will say well this or that but take it like men.All i say is true.have some balls people wake up and smell the coffee bitch bitch is all i hear.if you dont want to help out then to hell with this and you all.
thank you for you ears and eyes.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1740. PCDittoI and the TT

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 14:39:41 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Feb16.143941.13006@rodan.acs.syr.edu>
Source record: 234476

A while back I believe someone asked if pcditto worked with a TT...well, in the Jan/Feb issue of Current Notes, Dr. Bruce Noonan claims that it doesn't (this is the software version). He also mentions that according to Talon, SuperCharger does work with the TT, but he does not verify that personally.
--Gerry

1741. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 14:56:40 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <39340@cup.portal.com>
Source record: 234486
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In Article: <7288@uqcspe.cs.uq.oz.au>
marshall@batserver.cs.uq.oz.au (Marshall Harris) asks...

>For the benefit of us ignoramuses (ignorami?) - what IS Spice?

SPICE = Simulation Program with Integrated Circuit Emphasis

It is an electronic circuit simulation program. You supply the "netlist"
and component parameters and it can calculate voltages/currents/waveforms/
power and many other behaviorial parameters of that circuit.

Very useful when you can't "breadboard" the circuit for some reason, or
if you want to test the circuit under conditions that might damage real
components. Also much easier to examine simulated waveform graphs than
to try to get the waveform on a scope (especially for transients)

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com BIX: r.tim_coslet
Free Kuwait. Disarm Iraq. Stop Soviet repression in the Baltic.

1742. Re: BART: part 2

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 15:47:02 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Feb16.154702.20206@terminator.cc.umich.edu>
Source record: 234481

In article <750107@hpsad.HP.COM> smithj@hpsad.HP.COM (Jim Smith) writes:
>>Right now the problem is overly strict system administration at your end.
>
>I concur.

Although this is mainly Jon's department, I think you are all missing a key point. The reason the archive exists at all is due to our system-administrator. The reason we have more than the disk space we need is because of our system-administrator. Is anyone in the computing center administration telling him he needs to let us keep the archive here? NO.

Some fairly intense reasearch occurs here, and machine resources are not to be taken for granted. I think it's quite fair that bart was taken down to due it's abuses (intended or not). At least the archive is allowed to remain, even if it is only accessible by ftp.

How many of you gathered most of your st stuff from here when you first started out? How many of you look here first for the latest PD releases? How many of you know that there isn't any where else to go for digitized sounds? Well, underlying it all should be a deep gratitude for our system-administrator. Without him, none of this would be possible in the first place.

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
"As a citizen of this country, I have a right to define this function!"-A. Speis
Atari.archive.umich.edu Caretaker||177M and climbin'|| "So like take off eh?"

1743. Re: DM1: Poison Trap

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 16:47:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39343@cup.portal.com>
Source record: 234487

Easiest solution of all:

Grab the sword, turn completely around, throw the sword and immediately take one step forward.

There's no reason to take more than a few points damage from the first poison trap if you step out of it quickly. The other poison traps are only triggered if you're holding the sword, so you can leisurely walk back to the door, open it, then take the sword and walk out almost untouched...

BobR

1744. Re: ST mags from abroad

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 16:53:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39344@cup.portal.com>
Source record: 234488

And of course, write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in
all local WaldenSoftware stores and many bookstores. If your "local"
Atari dealer doesn't have it, he should be able to get it for you...

BobR

1745. Has anyone received their Spectre 3.0 upgrade yet?

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 17:25:05 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1991Feb16.172505.10946@hub.cs.jmu.edu>
Source record: 234490

I think that the title says it all. I just got my MasterCard bill last week and Gadgets was listed for the withdrawl on January 15. It seems to me that it is now a month later. I realize that Small and co. are probably extreemly busy with upgrade orders now, but when you promise 2-3 weeks, it seems like you should keep close to it. If I hadn't sent off my card until the 15'th it wouldn't be so bad, but isn't it standard business practice to charge the customer only when the product has been shipped? If you have received yours let me know what you think of it, and more importantly will it run Pagemaker 4.0 and WordPerfect 2.0 under MultiFinder without crashing? They both run fine for me under Finder, but under MF, it's just a matter of time before I get the crash page, or the system just locks up (that is, if I can even get either loaded up without crashing).

JT
Internet: bayers@hub.cs.jmu.edu
Bitnet: help_jt@vax1.acs.jmu.edu

1746. Forget-Me-Clock II

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 17:37:25 UTC
From: m_valenza@csc32.enet.dec.com
Message-ID: <2531@shodha.enet.dec.com>
Source record: 234484

The February issue of ST Format magazine features an advertisement for the Forget-Me-Clock II cartridge for the ST. This cartridge sets the system time on cold start or reset, and also includes a cartridge pass through so that you can plug any other cartridge right into it while it is plugged in.

Does anyone know if this product is available in the U.S.?

-- Mike

1747. Re: Sam Tramiel in COnference on CIS

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 17:43:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39345@cup.portal.com>
Source record: 234491

Sorry, I got the time of the Sam Tramiel conference wrong...

It will be at * 9 PM * Eastern time (6 PM Pacific time), Thursday
Feburary 21 in the Electronic Convention Center on CompuServe.

Again, the Conference with Sam Tramiel, president of Atari Corp. will
be FREE of normal hourly connect charges.

BobR

1748. Dual TOS

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 18:08:35 UTC
From: aa519@cleveland.Freenet.Edu
Message-ID: <9102161808.AA27301@cwns2.INS.CWRU.Edu>
Source record: 234482

If anyone has the docs on how to put both TOS 1.0 and 1.4 in an

ST and switch between them, can you please E-mail them to me.

Thank You.

Scotty
aa519@cleveland.freenet.edu

--
Thomas Hill and I, often do not see eye-to-eye. But one thing we
DO agree on is: IBM`s greatest sales tool is ignorance on the
consumers part!!! Wether you own an Amiga, Atari ST or Mac makes
no difference.... The Motorola 68000 family RULES!!!!

1749. Re: 1.44M external floppy on ST?

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 19:02:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb16.190229.3081@ecst.csuchico.edu>
Source record: 234483
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

brian@.Waterloo.NCR.COM (Brian W. Gamble) writes:

- QUESTION ONE
- Do you need to do anything special to get 1.44M out of it? I can't
- seem to get it to read a HD disk... I've found a SW/PD formatter
- called Diamond Format, which formats to 1.44M (or 1.6M if you use
- more sectors than usual). It also seems to be a stand-alone portion
- of a hard drive backup program. Do I need to find a special driver
- or something? The drive works fine as a double density...

There is a product called the PowerDrive. It comes in two parts: a
drive controller replacement and a 1.4meg drive. You can buy the
drive separately, but you must by the special controller from them.
I think it uses the faster WD1772 (is that the right part #?)
controller chip. The board itself costs $139.95. I think they
recommend a Teac drive.

A friend of mine has this installed on his 4meg STe. He says, not
only is the 1.44meg drive faster, but his external 720K Indus drive
jams. He says you can see on the track reading that it's much
faster. However, he adds that there is some incompatibility with
copy-protected games.

DreamPark Development
1390 So. 1100 E. Suite 104
Salt Lake City, Utah 84105
(801)-484-9809

- QUESTION TWO
- Does anyone know where I could find a 14 pin DIN (ie, the ST's external
- floppy drive port) plug adapter, that has a female 34-pin (ie, the
- floppy drive's bus) port on the other end? Or am I doomed to building
- one? Given the half-dozen or so 3rd party manufacturers of external
- drives for the ST, a part like this HAS to exist, right?

Try Best Electronics (408) 243-6950.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1750. re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 19:43:51 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <3997@ryn.mro4.dec.com>
Source record: 234494

Yes, the last reply regarding multitasking is quite correct...

The standard (GEM) Atari desktop has a limited multitasking shell built into it. This can be demonstrated easily by invoking a desk accessory while windows are being re-painted (like when exiting an application). The desk accessory will become the current "process", and the window that was in the middle of being repainted will freeze. As soon as you do something in the desk accessory (click a button, etc.) and the desk accessory continues running, the window(s) will finish repainting, and then control returns back to the desk accessory...

Anyone who's a GURU, and is familiar with Atari ST MIDI and/or MFPINT, please check out my MIDI postings in comp.sys.atari.st.tech... I'm trying to solve a problem with MIDI input, by replacing the level 6 interrupt handler. I'm having a problem getting a pointer to the original one, so I can restore it upon application terminantion...

(HELP!)

John

1751. 520STe vs 1040STe

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 22:13:45 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Feb16.221345.8356@irscscm.UUCP>
Source record: 234489

I understand the 520STe comes with 1 meg of RAM. Is this correct? Can someone please show the differences between the 520STe and the 1040STe. I had heard that the STe didn't always work properly with a HD. Has this been corrected? If so, what should I look for to ensure I obtain the latest version of the STe? Is there anything else to consider in purchasing an STe?

Thanks for any help.

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

1752. Mercury UUCP

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 23:04:42 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb16.230442.19101@doe.utoronto.ca>
Source record: 234495

Has anyone had any luck running the Mercury UUCP package under MiNT .7?

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1753. Robert Arp's Assembly book for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 23:35:04 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <22176@hydra.gatech.EDU>
Source record: 234492

Thank you to whoever uploaded this book to atari.archive. I was
disappointed that the .IMG files referred to in it were not
part of the archive. Any chance they can be uploaded too?

David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1754. FoReM BBS for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-16 23:36:46 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb16.233646.4402@ecst.csuchico.edu>
Source record: 234493

```
* FOR SALE *

FoReM BBS version 2.2. Release B
- an FNET/Crossnet-compatible, full-featured BBS program

Includes: ~ original disk in original, perfect condition
~ original manual in original, perfect condition
~ original box in original, perfect condition
~ Help from me if you need it when setting up the BBS

If you include five double-sided or ten single-sided disks with your
payment, I will copy to them five double-sided disks of FoReM
BBS-compatible on-line games and utilities. Also on those disks is
the latest version of FoReM BBS obtainable without an upgrade fee.

All the BBS software you need for an awesome BBS for only $50!

For an extra $5 each item:

~ 10 disks of up-to-date PD/Shareware utilities
~ 10 disks of up-to-date PD/Shareware applications
~ 10 disks of up-to-date PD/Shareware digitized sounds
~ 10 disks of up-to-date PD/Shareware TSRs, DAs, modem utilities
~ 10 disks of .TNY pictures
~ 10 disks of Spectrum 512 pictures
~ 10 disks of PD/Shareware games
~ 8-10 disks of informative text files

For an extra $10 each item:

~ 15-20 disks of excellent graphic/sound demos
~ 15-20 disks of Cyper (.SEQ) animations

All except approximately 20 files in the entire collection are
compressed using LZH compression to fit more files on a disk. The 20
or so files not using LZH compression use ARC or ZOO for directory
compatibility, or are already compressed as an exectuable file, in the
instance of some demos.

-- All the PD/Shareware software you need for a well-stocked BBS.
Your users will love you!

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

1755. Re: Defragmentation

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 00:17:45 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb16.191746.8627@uwovax.uwo.ca>
Source record: 234496

In article <0007348@harvee.UUCP>, esj@harvee.UUCP (Eric S Johansson) writes:
> I am also wondering if there are any de-frag algorithms that do
> not require bypassing the file system. I imagine that one could write
> a defragger by paying attention to the FAT read only while letting
> the file system modify the FAT when copying/moving files to
> contigious disk space.
>

Indeed, there's a very simple defragmenting algorithm that uses only the
file system: copy all files to a backup medium, zero the partition, and
copy the files back. (Make sure the backup is file-by-file, *not* an
image backup). It's probably a good idea to make two backups before
zeroing the partition, just in case.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1756. Re: looking for info on C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 01:25:36 UTC
From: dc@presto.ruhr.de
Message-ID: <7536053@presto.ruhr.de>
Source record: 234301

In article <2303@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
> I know that one of the problems with link format support is the calling
> conventions used. DRI stacks the parameters and use words or longwords.
> Un*x style would stack only longs and passing paramters in registers would
> also increase speed. Perhaps these optins are selectable.

It's not the job of the linker to generate the code for passing parameters.
The compiler should do that. Obviously if you want to link modules from
different compilers, they have to agree on where they are going to put/find the
parameters.
--
dc@presto.ruhr.sub.org
dc@presto.ruhr.de

1757. Re: WordFlair

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 02:39:05 UTC
From: fh@well.sf.ca.us
Message-ID: <23198@well.sf.ca.us>
Source record: 234497

dhawk@well.sf.ca.us (David Hawkins) writes:

>Here's a little info on WordFlair II: Added features include a
>spelling checker and a thesaurus. The graphics handling is faster and
>the interface has been improved. The database functions are now more
>powerful. For more information on Wordflair, contact Goldleaf
>Publishing,700 Larkspur Landing Circle, Suite 199, Larkspur, CA, 94939,
>(415)381-7717.

Wordflair II also includes hyphenation. The swap offer (upgrade from
WordUp, WordPerfect, MS Write, etc.) expired on Feb. 15th. So hurry up
to get it postmarked. ;-)

As far as I know everybody who buys Wordflair (I) within the next 90 days
can upgrade to Wordflair II by sending $25 with his/her registration card
and a dated proof of purchase.

Fabian

1758. Abacus 3D Programing Book, Need help converting source. (PLEASE

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 04:10:52 UTC
From: Bobster@cup.portal.com
Message-ID: <39359@cup.portal.com>
Source record: 234500

I am having troubles converting the source code in Abacus Software's Atari
3D Graphics, into a flight simulator type program as
described in the book on pages (327-328). On these pages it says I should modif
y the MULTI1.S code the following ways:

1: Modify the "pointrot" routine so it does not transform all the
world coordinates back to the old coordinate origin. (Check!)

2: Change the position of the projection plane to the coordinate
origin. (I think it is already set that way... Check!)

3: Make the rotation reference point the coordinate origin. (Check!)

All of this is complete, but I get a messed up display of the houses.
(The hide line routine has deleted lines that it should not. Also, it
still appears to be viewing from a distance. Is there something else
I need to change?)

Please, if you have completed some code that will do this, can you send it
to me? I am sure soneone out there has done it. Thanks in advance! (Any help G
REATLY appreciated!)

Bobby Shaughnessy

Thanks!

1759. new uploads to atari.archive...

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 04:14:48 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991Feb17.041448.17036@csn.org>
Source record: 234499

The following files have been uploaded to atari.archive.umich.edu and should be appearing in the atari/newitems directory real soon now... :-)

icon90.lzh - NeoDesk Icons - Best of '90 (may be for Neo 3 only)
icons4.lzh - more NeoDesk icons
loudform.lzh - talking disk formatter
dc_fkeys.lzh - assign text to function keys - up to 49 keys available
translat.lzh - german -> english translater (generally gets about 40% right)
vdifx110.lzh - fixes a bug in the vdi (german docs so I'm not sure what bug)

- Todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1760. BART - gone?

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 06:53:36 UTC
From: Mark.Onyschuk.Of.250/744@p0.f744.n250.z1.fidonet.org
Message-ID: <331.27BE8D00@egsgate.fidonet.org>
Source record: 234373

I caught a message header which stated that BART was no longer available. I wasn't able to find the original notice in the message base, so I hope this is simply rumour.

If it is true though, I was wondering if there was some other archive i could access through the mail rather than through FTP (my access to this utility is limited to a large extent)?

Best Regards,
Mark Onyschuk

"The glass is always greener | I'm calling through FIDO, on the side..." -Unknown | so I haven't yet figured | out my address :)

1761. Re: Mega STe pricing and avail.

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 07:12:49 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb17.071249.19697@daffy.cs.wisc.edu>
Source record: 234302

Good luck with customs if you goto Canada to get your MegaSTE.

--Gregory

1762. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 09:44:45 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb17.094445.21962@actrix.gen.nz>
Source record: 234305

Distribution:world

In article <1991Feb14.013409.10624@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> - I have also fould maccel3 very buggy, this was reported on Genie,
>
> What have you found or those GEnie reported to be the problem with
> Maccel3? I've had it since it was first released and haven't had a
> problem with it at all.
> --
> Ed Krimen .....

THis was in some messages that I was reading, I not to sure if I still have them saved, as I have lost my 'C' root directory of my hard disk , because of a STE, DMA problem.
But I was having problems with DCshow, it would stop it running, gave TOS error 35, if I remember, has not had any problems since Ive set it off ie. PRX.
On another Note; is there a Utill that I can use to Read sectors on my Hard Disk, and edite them with a insert mode, all my root directory names have been moved 2 bytes to the left.
I don't like the idea of retyping over 3000 bytes, so to be abell to read in the sector and shift the data right by 2 bytes will fix up the damaged directories..Thanks...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1763. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 10:14:29 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1991Feb17.101429.22657@actrix.gen.nz>
Source record: 234304

In article <1991Feb14.013409.10624@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> - I have also fould maccel3 very buggy, this was reported on Genie,
>
> What have you found or those GEnie reported to be the problem with
> Maccel3? I've had it since it was first released and haven't had a
> problem with it at all.
> --
> Ed Krimen .....

MACCELL itself is not buggy but interacts with some programs strangely. (e.g. WordPerfect, as reported in Genie.) The only bug I have ever seen was with MACCELL2 and it's "watch modem" feature - never could get it to work.

--
Alex Valdez

1764. Demos on Terminator Hz problem?

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 14:54:25 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91048.095425JJL101@psuvm.psu.edu>
Source record: 234307

I downloaded final cut, acid2, neworder, and such demos from terminator's
ftp site. I got New Order to work fine. Hoewever Acid2 says one or 2 words th
en bombs, and final cut will give me the opeinging screen but then sit forever
when I press the space bar to start the thing. However, if I use the changehz
program that comes with it, the program seems to work fine, but my tv is
flipping horizontally badly. I am using a 1040 ST. Is there any way around
these problems? Any responses would be greatly apprciated.

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Limit(Continuous Luck) = Skill *
****

1765. Re: PC-Ditto on TT.

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 15:47:49 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <11658@hydra.Helsinki.FI>
Source record: 234306

No, it does not work, at least not in my TT030/8, i tried both: version 2.0
and versin 3.6 ... but they're no good for anything !
(I'm talking about software based ones !!)

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

1766. Gribniff Developement Toolkit

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 16:10:26 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <12278@helios.TAMU.EDU>
Source record: 234308

Last summer I received a newsletter from Gribniff software announcing as the new Neodesk products. Promplty I got my checkbook and was about to order everything on the list. Then my wife saw what I was doing, and took my checkbook and credit cards away.

Now, I have her blessing to buy one piece of ST software at a time a couple of times a year with her permission (boy what kindness). I am looking to get the Programming Toolkit (or whatever the name is). However I have a few questions:

o What compilers does it work with (or is it an independent compiler) ?

o What types of screens and windows can you make with it? For example, Is it just a GEM/AES/VDI replacement or does it offer extra features?

o I would like to make my software have a similar appearence to the OSF/Motif standard

Does anyone think this is feasible?
Mark Lehmann
tamuts.tamu.edu!n160ao

1767. background zmodem u/dload

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 17:14:17 UTC
From: selick@bucsf.bu.edu
Message-ID: <74939@bu.edu.bu.edu>
Source record: 234309

I have been looking for a program to do background upload/downloading of zmodem. Does this exist? Is there one that works easily with uniterm?
-steve

1768. TT in Memphis, TN

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 17:15:06 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Feb17.171506.9438@cs.olemiss.edu>
Source record: 234310

Well, I played with a TT in Memphis, TN yesterday. It was pretty
fun. The store had:
TT030 (price: w/2MB RAM and 50MB HD, US $2,999 or $2,500, I don't
remember. I'd go with the higher price for now)
Mega 2 with Viking and SLM804(?)
1040
1040STE
Plain Mega 2

No MegaSTE, though. The store owner showed me the TT's desktop and it
was fun, but one thing I noticed was the redraw speed of window text
was a DOG! My 1040 with QuickST seems faster! Did Atari forget to
fix the drawing routines? The TT was connected to a SuperCharger, but
I couldn't find the Mess-Dos disk to boot the DOS part.

A few Amiga HAM mode pictures were converted to the new TT resolutions
(TT low?) and looked neat (better than Amiga, no color-wierd-things)

[and no flames from the Amiga readers. OKAY?!?!]

The store owner said the problem was availablity. He can't get TTs.
Atari, maybe you should start paying attention: Could this be Demand?
Do you have an Economist? Or are you smarter than we all think you
are and are trying to drive the price UP?

(after years of being the only ST around for miles, I found a very
active user group in Mempho. I've known of them for a few years,
but the extent of their activity was unknown to me.)

Tony
!!!

1769. Changes at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 21:36:15 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Feb17.213615.4716@terminator.cc.umich.edu>
Source record: 234313

Those of you using the archive will notice some changes over the next
week:

I. The index has gone from a ls -lR listing to half text/half ls. There
was finally enough of the descriptions finished to warrant this switch.
One fo the many benefits of this format is instant index updates. Another
of course is knowing what you d/l before you d/l.
Expect the remainder to be completed within the week.

II. Some fo the directory structures will be upgraded. The biggest change
will occur in the utilities directory, where utilities will now be grouped
into subdirectories, such as doubclick (DC Software), desktop (files
pertaining to the desktop), mouse (mouse accelerators, etc.) virus (virus
killers, simulators, etc.) and so on. Please bear with me during
this process. This directory is likely to be highly unorganized for the
remainder of the week or so. Pardon my dust :).

Have fun,
weiner

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
If anyone has any ideas what I should do after graduation, please tell me!
Atari.archive.umich.edu Caretaker||181M and climbin'|| "So like take off eh?"

1770. Mouse hygiene

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 21:45:23 UTC
From: thaanuj@mist.cs.orst.edu
Message-ID: <1991Feb17.214523.732@lynx.CS.ORST.EDU>
Source record: 234314

I used to have my computer set up on an ugly, home-brew plywood and 2x4 desk. Using the mouse on such a surface was jumpy and inaccurate. I bought a mouse pad a couple of months ago, and I love the feel. However, my mouse (plain old atari model) gets dirty much quicker, and the problem seems to be getting worse. When I first got the pad, the mouse needed cleaning about once a month, but now it gets really gunked up after only a couple of weeks. Within days there is noticeable buildup on the rollers.

What surfaces have you found to be comfortable yet sanitary for operating a mouse on?

Thanks for any advice or hints.

John Thaanum thaanuj@prism.cs.orst.edu

1771. Re: Aaaarrghh, DESKTOP!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 21:55:12 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <28841@cs.yale.edu>
Source record: 234312

In article <208348@fiction> Daniel_Roedding@fiction.ms.sub.org writes:
>Some strange things about the <Esc> function in the DeskTop...
>
>Just try an assembly from 0xFE75E0 (TOS 1.04), you'll see a *really*
>dirty hack!!
>
>When you press <Esc> on the DeskTop, the following happens:
>
>
>1) hdv_bpb and hdv_rw are patched
>2) hdv_mediach is changed to a routine that always returns "2"
>3) The DeskTop opens a file "Drv:\\X"
>4) This call *must* use the Getbpb()-function, otherwise the redraw
> routine is teminated!
>5) The vectors are restored and the new directory is shown

You have uncovered the approved way of forcing Gemdos to recognize a media change. Normally, Gemdos recognizes a media change when the media has really changed, e.g., when you pop out one floppy and put in another. When media changes, Gemdos flushes its (now out of date) cached FAT and directory information and reads afresh from the new floppy. However, sometimes Gemdos fails to recognize the change, for example, if the new disk has the SAME serial number as the old. With newer TOS's, pressing <Esc> forces Gemdos to recognize a media change and flush its buffers. This keeps you out of trouble in those cases where the media change isn't automatically recognized. Thus, pop out old disk, pop in new one, hit <Esc> is safe, regardless of disk serial numbers.

The way in which it is done may seem like a dirty hack to you, but think of what the possibilities are:

1. Introduce yet another Gemdos call. Assign it a number. Document it. Add code. Call it when <Esc> is pressed.

2. Temporarily insert a fake device driver to behave the way any device driver is supposed to behave when the media really has changed, i.e., it returns a "media-change error" until Gemdos calls "Getbpb" (which it does when it begins reading a new disk). Does not require modification of Gemdos OR device drivers.

The desktop does (2). While (1) is in some sense cleaner, the advantages of (1) over (2) seem minor, and the advantages of not having to modify and extend Gemdos are considerable.

>So when you write your own device drivers on GEMDOS level, you *must*
>use Getbpb at a file request on "Drv:\\X". It took us almost a week to
>find out about this...
>
>IS THIS REALLY NECESSARY????

I don't know what you mean about writing device drivers "on GEMDOS level". Device drivers are the lower-level things that Gemdos calls in order to move data to and from a device. They are what you link into the hdv_rw vector. Yes, a device driver does have to understand the media change protocol and to provide Getbpb and Mediach routines for the device (as well as the read/write routine), but it doesn't ever have to deal with pathnames. That Gemdos's job!

What you are talking about sounds like replacing Gemdos-level functions with your own. If you are doing that, then yes, you had better be prepared to make your routines behave like the real thing, since client programs have no way of knowing they are talking to your functions instead of the real Gemdos.

I think your complaint is simply that Gemdos operates a little differently than you had thought. Yes, there is an assumption that if you attempt to open a file after media change has been signalled, then Gemdos will call Getbpb(), even if the file doesn't exist. (How is Gemdos supposed to know that the file doesn't exist until it has read the directory? How is is it supposed to read the directory until it has determined the media parameters with the Getbpb call?) That's all the above code is doing. Doesn't seem that unreasonable, when you think about it. I don't think this is a reason to flame. I do suggest that you become a registered developer and get the necessary documentation if you want to get into the ST internals that deeply.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1772. Re: atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 21:57:11 UTC
From: techno@lime.in-berlin.de
Message-ID: <MT0NXTK@lime.in-berlin.de>
Source record: 234311

[whining nuked]

Listen, kid. I think your idea of a newsletter is great, but I will not
read a text >2KBytes with abysmal spelling and punctuation.

Learn to write and I will gladly read and contribute to this newsletter.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1773. STacy

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 23:03:32 UTC
From: schultzd@kira.uucp
Message-ID: <1991Feb17.230332.14258@msuinfo.cl.msu.edu>
Source record: 234320

I would like some info about STacy computers. PRICE, AVAILABLILITY, comments!

Also, is there a way to save default configurations in MicroSoft WRITE? (Like Margins, page size, etc)?

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \

1774. re: Gribniff STuff (really pertaining to the OSF question within)

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 23:45:19 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <3999@ryn.mro4.dec.com>
Source record: 234321

In regard to your question about OSF/Motif

Hi, YES, it feasible on the ST, and I've often thought about it.
This is the type of windowing system I'd like to see on the ST, as I use
Motif in my "real" job.

Have you seen the GFX demo? I believe the author's name is Darren
Schebeck. I tried to contact him via a Canadian BBS, but the user file
was wipped out... The demo shows a few motif-like widgets, and is dated
1990...

I think you'd really have to use low resolution to get enough
colors to be nice looking. Otherwise your background, window background,
top shadow color and bottom shadow colors would depleat the 4 colors
available in mediu

1775. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-17 23:58:32 UTC
From: schultzd@kira.uucp
Message-ID: <1991Feb17.235832.17444@msuinfo.cl.msu.edu>
Source record: 234322

What I want to know is "How come people who need mail file service
aren't just sending to Panarthea?" I don't know the address off hand,
but I'm sure someone can post it. If I remember correctly, Panarthea
archives everything that goes through comp.binaries.atari.st.
--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \

1776. Re: Gadgets by Small & Spectre, lost support?

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 00:23:32 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb18.002332.573@abode.wciu.edu>
Source record: 234325

Hi Jartsu,
About you not recieving your Spectre GCR 3.0 upgrade yet; don't
worry, you should be getting it very soon. I know other users who just got
thiers last week. The upgrades are shipping now. Keep the faith, Dave
eventually always comes through. Bye.............

Luis

--
"""""""

1777. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 00:35:39 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb18.003539.647@abode.wciu.edu>
Source record: 234323

Hi Marc,
ATX (Atari's UNIX V.4) is near completion. Look for an
announcement to be made at the CeBit show in March.
Supposedly Atari had an earlier (older) verison of UNIX halfway done,
they decided not to bring it out (because it would have been one version
behind). So Atari put thier efforts towards UNIX V.4. Bye.....

Luis

--
"""""""

1778. welcome to 'comp.sys.atari.st'

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 01:13:48 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Feb18.011348.1@simvax.labmed.umn.edu>
Source record: 234330

```
Last update: 17 February 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

February's 'welcome' is late due to the birth of Max Arthur Paschall-Zimbel
on 8 February 1991.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

* WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
PD Where can I get Public Domain/Shareware software?
* ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
GNUC Is GNU C available on the Atari ST?
* DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
BOOKS What books are available for the Atari ST?
* TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
```

==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

NOTE: BART (the atari.archive mail server) was recently shut down due to problems with weak quota checking. There is no word as of 17 February whether BART will be running in the future.

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: unido.informatik.uni-dortmund.de
[129.217.64.60]

Some selected Atari ST software is in the directory pub/comp/atari-st

There is also the info-server, a mail server which (among other things) mirrors the panarthea archives. Unfortunately it is not up to date and presently contains only volumes 1-10. You can get more info about the server by sending any mail to info-server@unido.informatik.uni-dortmund.de. It will reply with usage instructions.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST. The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him at klute@irb.informatik.uni-dortmund.de or klute@unido.uucp, or klute@unido.bitnet

arcshl23.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use thecommand line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from

Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

```
Error description return code alert box #
=================================================
OK (no error)...................0
Fundamental error...............-1
Drive not ready.................-2
Unknown command.................-3
CRC error.......................-4
Bad request.....................-5
Seek error......................-6
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault.....................-10
Read fault......................-11
General error...................-12
Write protect...................-13
Media change....................-14
Unknown device..................-15
Bad sectors on format..........-16
Insert other disk..............-17
Invalid function number........-32............1
File not found..................-33............2
Path not found..................-34............3
No handles left.................-35............4
Access denied...................-36............5
Invalid handle..................-37............6
Insufficient memory.............-39............8
Invalid memory block address...-40............9
Invalid drive specified........-46...........15

No more files...................-49...........18
Range error.....................-64...........33
Internal error..................-65...........34
Invalid program load format....-66...........35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==========
Reset: Initial PC2.....1
Bus Error.....2
Address Error.....3
Illegal Instruction.....4
Zero Divide.....5
CHK Instruction.....6
TRAPV Instruction.....7
Privilege Violation.....8
Trace.....9
Line 1010 Emulator.....10
Line 1111 Emulator.....11
[unassigned, reserved].....12
[unassigned, reserved].....13
Format Error.....14
Uninitialized Interrupt Vector..15
[unassigned, reserved].....16-23
Spurious Interrupt.....24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].....48-63
User Interrupt Vectors......64-255

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordUp!, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

TEX
Is TeX/LaTeX available on the Atari ST?
=====================================

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.0) has recently been made available on the
atari.archive server. The files may be distinguished from the other TeX/LaTeX
files in the /atari/tex directory by their date (posted in December 1990) and
by the fact that they are all archived using LHArc (.LZH suffix).

LANG
Public Domain/Shareware languages...
====================================

Check the atari.archive server under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==================================

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems.
For more than minor programming, you may need to upgrade to 2 or more
megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also
available via anonymous FTP on cs.uni-sb.de [134.96.7.254]

DEV
How do I become a developer for the Atari ST?
===

Contact Gail Johnson, Atari Rep Person, (408)745-2568

Gail can explain the program to you, and send an information packet if you so desire.

A recent file posted on GEnie, title DEVPRG.TXT, mentions a 2-tier developer membership. The 'higher quality' developer support goes to commercial developers, and would cost $250. The 'no-hand-holding, no announcement of company future products, no access to discounted hardware) would go to noncommercial developers, at an initial cost of $125, plus $50 renewal fee each year.

Both tiers would receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written

on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

1779. US ST mags (was Re: ST mags from abroad)

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 02:33:52 UTC
From: seitz@netcom.COM
Message-ID: <24463@netcom.COM>
Source record: 234324

Just before last Christmas, on a whim, I subscribed to just about every U.S. ST Magazine. Except STart: I don't think the disk is worth the cost. I did subscribe to ATARI EXPLORER, ATARI INTERFACE, CURRENT NOTES, ST JOURNAL, ST WORLD, and ST INFORMER.

So far I've received two copies of ST INFORMER and one of ST WORLD. The 2 issues of ST INFORMER have been excellent. Lots of new product announcements, advertisements (a plus in my opinion), Atari News, and Product Reviews. The issue of ST WORLD was a big disappointment. Usually, this magazine has all the same good features I mentioned for ST INFORMER. Not this time.

All the new product announcements were games. There was no Atari News. Dave Small's excellent column was missing. There were only two articles on applications or utilities for general ST users. Of these, one was on CodeHead's MultiDesk and HotWire and MultiFile, all of which have been reviewed many times in the past in other magazines. 25% of the articles were on Lynx games, which are useless to ST owners. All in all, a big disappointment.

So far, ST INFORMER has been by far the best buy.

--
Matthew Seitz

Note new address:
seitz@netcom.com

1780. Atari ST Mega 4 color system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 04:09:38 UTC
From: paul@cvpath.UUCP
Message-ID: <117@cvpath.UUCP>
Source record: 234328

I have an Atari ST Mega 4 color system for sale. It is in excellent condition.
I would like approximately $1000 for the system.

Paul M. Urie
att!cvpath!paul
emory!cvpath!paul
wicat!cvpath!paul

801-374-6036

1781. Atari computers for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 05:17:27 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <5052@umbc3.UMBC.EDU>
Source record: 234329
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have two 520ST CPU units for sale:

Unit 1 has 2.5 megs (Z-RAM upgrade) $280
Unit 2 has 1 meg (Piggyback RAM) $190

Units include mouse and power supply, and also have RF modulators built-in.
NOTE: These units do not include disk drives.

These prices are ASKING prices. If you want to haggle, go ahead! I love
a good barter session. If you have some hardware to trade, go ahead and
offer that as well. I'm looking for Atari ST and IBM equipment at the
present time.

If you are interested, just drop me a line at my signature address or call
me at (301) 455-1506 for the personal touch.

Thanks!

Chuck Rickard
(chuck@umbc5.umbc.edu)

1782. Re: Has anyone received their Spectre 3.0 upgrade yet?

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 06:23:36 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb18.062336.1164@abode.wciu.edu>
Source record: 234326

Hi Brian,
Yes, Spectre GCR 3.0 is shipping now to registered users. I
know of several users who have recieved thiers just last week; keep your shorts
on, it's on the way! [

Luis

--
"""""""

1783. Re: STacy

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 06:44:19 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb18.064419.1249@abode.wciu.edu>
Source record: 234327

Hi David,
Atari Stacy models are available at Authorized Atari Music
Stores and Authorized Atari Business Computer Centers now. The retail list
pricing is as follows (street pricing may vary):

LST1124 Stacy 1 (1m RAM, 20m HD) $ 1999.95
LST2124 Stacy 2 (2m RAM, 20m HD) $ 2499.95
LST4144 Stacy 4 (4m RAM, 40m HD) $ 2899.95

I hope this information helps. They should be available from your
local dealer, if not call Atari at 408/745-2000. Bye.....

--
"""""""

1784. Re: Immortal Level 3 help!

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 08:10:41 UTC
From: shaun@iris.mincom.oz.au
Message-ID: <917@iris.mincom.oz.au>
Source record: 234334
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

In article <1991Feb14.015005.19204@grape.ecs.clarkson.edu> kaufmads@clutx.clarkson.edu writes:
>I need help on level 3 of Imortal. I got all the way to the part
>with the Trolls. I drop the knife and they kill each other, but
>then, when I enter the next room, I get killed by two more Trolls.
>I can't get the Troll bombs to work. And I can barely get to the potion for
>strength. How do you get by the Trolls?
>

I'd love to help you - but how in %#$@'s name did you get past the room
of spikes. I can get the gem - but am always promptly disembowelled.
Someone posted this question weeks ago, but I'm yet to see a posted reply!

Consider this a plea for help...

>Dana S. Kaufman
>kaufmads@clutx.clarkson.edu

--
----- And shrill and high they	^\ /^
\ = / answered to his voice.	\ / O O \ / T I G E R S
\ / shaun@mincom.oz.au	--< __:__ >-- A R E
_____	_____/ v v _____F_U_N_!___

1785. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 10:57:14 UTC
From: sgc@robots.oxford.ac.uk
Message-ID: <1299@culhua.prg.ox.ac.uk>
Source record: 234332

In article <1991Feb17.235832.17444@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>What I want to know is "How come people who need mail file service
>aren't just sending to Panarthea?" I don't know the address off hand,
>but I'm sure someone can post it. If I remember correctly, Panarthea
>archives everything that goes through comp.binaries.atari.st.

Probably because the comp.{binaries,sources}.atari.st groups are only a fraction of what's available at atari.archive... For UK users who have JANET/PAD access, ftp is now available via nsf.sun at UCL, username and password are both "guestftp". This service is free to academic users (though I expect commercial sites will have to pay - isn't life fun in the ivory tower 8-).

Cheers,

Si Carling

1786. Re: PC-Ditto (I) on TT *re-post*

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 11:51:57 UTC
From: iiitih@cybaswan.UUCP
Message-ID: <2303@cybaswan.UUCP>
Source record: 234356

In article <1991Feb15.154244.25573@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>(I apologize if this is truly a re-post. However, my original post did
>not *appear* to be distributed.)
>
>Does anyone know if PC-Ditto (the software emulator) works on the TT?
>If so, does it appear as solid as on an ST? Any idea what the Norton SI
>rating is?

I had no idea that there was a purely software PC emulator for the ST. I have an STe and would love such a facility - how much does it cost and is it unbearably slow?

Ivan Hoe

1787. Quick ST vs Turbo ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 12:22:27 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.666879747@krypton>
Source record: 234372

Hi netters,

With all this talk about Turbo ST and Quick ST, I decided to put it to
the test on my machine. I have an Atari 520STFM upgraded to 2.5MB and TOS 1.0

I am using Quick ST V2.2D-(Demo Version) and Turbo ST V1.6D-(Demo
version).

I received these figures:-

Quick ST 2.2D Turbo ST 1.6D

Low Resolution

Tos Text 266% 454%
Tos String 452% 864%
Tos Scroll 176% 174%
Gem Dialog 158% 199%

Medium Rsolution

Tos Text 355% 361%
Tos String 1845% 1428%
Tos Scroll 178% 182%
Gem Dialog 231% 187%

High Resolution

Tos Text 335% 339%
Tos String 1311% 1270%
Tos Scroll 181% 186%
Gem Dialog 229% 212%

I would like to see what people get with a similar setup, but with both
commercial versions rather than the demos.

Alan Hourihane

e-mail: alanh@logitek.co.uk

--
News User

1788. Neoodesk 3 bug with TOS 1.4 (repost)

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 13:50:45 UTC
From: lhf@ukc.ac.uk
Message-ID: <3458@gos.ukc.ac.uk>
Source record: 234333

This is a re-post, since with the exception of someone asking me to post
the answer, I had no replies.

I have recently upgraded to TOS 1.4 and I am also a Neodesk 3
user. I seem to have come across a problem with this combination.

When in Lattice Cv5, I have to set up various environment variables
to show where the binaries/libs/headers etc are. This information is then
saved into a tool .inf file, which is then used once entering the compiler
the next time. However, whenever I enter Lattice, the said .inf file is
never re-read, hence the environment variables are empty.

If I execute Lattice from the normal Atari desktop, this problem
does not occur. The problem did not occur also with Neodesk with my old
TOS 1.2. Installing Lattice within Neodesk, to make sure the program has
its current working directory in the same place as the .inf file (namely,
the text or program path), does no solve the problem.

I can of course set up the environment variables within Neodesk.
Whilst this does work fine for Lattice, it causes problems for other programs
in use on my system.

Is there someone connected with Gribnif on the Net? Has this bug
been fixed, or is there some simple solution?

Thanks in advance for any help offered,

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

1789. Re: 1.44 meg drives

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 16:22:18 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7343@tekgen.BV.TEK.COM>
Source record: 234358
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>QUESTION ONE
>Do you need to do anything special to get 1.44M out of it? I can't
>seem to get it to read a HD disk... I've found a SW/PD formatter
>called Diamond Format, which formats to 1.44M (or 1.6M if you use
>more sectors than usual). It also seems to be a stand-alone portion
>of a hard drive backup program. Do I need to find a special driver
>or something? The drive works fine as a double density...
>

You need to buy a 1.44 meg disk controller board such as the one available
from DreamPark Development (the PowerDrive). The ST's floppy disk controller
WD1772 cannot handle high density format. Diamond Format, which is a
formatter distributed to the public and with Diamond Back II, was specifically
modified to format high density drives like the PowerDrive. Diamond Back II
also fully supports 1.44 meg drives in all program functions.

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: boblu@tekgen.BV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

1790. Re: Motif Style (was: Gribniff STuff)

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 16:52:26 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Feb18.165226.23003@zip.eecs.umich.edu>
Source record: 234335

In article <3999@ryn.mro4.dec.com> miskinis@aisg.enet.dec.com (John Miskinis) writes:
>
> I think you'd really have to use low resolution to get enough
>colors to be nice looking. Otherwise your background, window background,
>top shadow color and bottom shadow colors would depleat the 4 colors
>available in mediu
>

I would imagine that Motif can be used on monochrome unix systems,
so low res would not be required, just design the widgets properly.
I have seen Motif on a gray-scale monitor, but that is different.

On another line a thought, I was wondering if it would be possible
to inherently spruce up GEM. Most people would admit that GEM looks
pretty lame next to Motif, even though GEM is okay to use.

I was wondering if it would be possible for any guru types to write
a TSR that would catch GEM object draws and replace them with new
object draws that looked like Motif. Mind you, that this would
not add any new functionality to GEM, it would just make the standard
GEM objects look like a Motif object. I know that Slicctop catches
alert boxes and can substitute its own in, so how hard would it be
to catch everything?

I know nothing about this so don't get too upset :)

Just wondering...

Richard Hall
University of Michigan

--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1791. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 17:10:09 UTC
From: bdm@fabry.rice.edu
Message-ID: <1991Feb18.171009.19496@rice.edu>
Source record: 234336

In article <1991Feb18.003539.647@abode.wciu.edu>, scale@abode.wciu.edu (Luis Outumuro) writes:

|> ATX (Atari's UNIX V.4) is near completion. Look for an
|> announcement to be made at the CeBit show in March.
|> Supposedly Atari had an earlier (older) verison of UNIX halfway done,
|> they decided not to bring it out (because it would have been one version
|> behind). So Atari put thier efforts towards UNIX V.4. Bye........
|>

OK, mea culpa. This is the last piece of the jigsaw puzzle I needed.
I had heard that the TT was one version behind, which now turns out to be
V.3, and not V.4. When I read the article, and read V.4, I assumed that
this was still the case. I had expected a higher number, since the local
SysOp has a higher number (and says UNIX on the same line -- what a mess),
and the notoriously goofy numbering of UNIX itself. (And, of course, Atari's
history, recent and past, but that is neither here nor there.) So perhaps
Atari is, if not ahead of the curve, then at least not slipping into the
computer Cenezoic Era. However, I reserve the right to air any future
complaints, lest the squeaky gear not get the oil... :-)

Brian D. Moore | Hombrewing -- the only sport open exclusively
Space Physics and Astronomy | for anal-retentive alcoholics.
Rice University, Houston TX | Relax -- have a home brew.

1792. Re: Mega STe pricing and avail.

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 17:37:02 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <F5RkX6w163w@ersys.uucp>
Source record: 234359

drp9500@isc.rit.edu (D.R. Paradis) writes:

>
>
>
> I want a Mega STe!!!
>
> Does anyone know the aporx pricing and avail of these units in either
> the U.S. or Canada??
>
> I am perfectly willing to drive to Canada to get one if they are not
> avail in the U.S.
>
>
> --
> | "Trust, faith, understanding, reasonableness,& respect have been more|
> | effective in tearing down a concrete wall than the barbed wire, |
> | machine gun nest, bureaucracy, and mines were at keeping it up." |
> | Just imagine what it could do to this bathroom. |

Mega STE 1 c/w SM 124 , $1385

____
//\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
__/____/ / | \ expressed
[=FoReM-Net:The=Follower===@=Node=171=The Outland==] herein are always
[=UUCP:ersys!arktik@nro.cs.athabascau.ca==========] true, as I am
[=Ryan Daum=======================================] Divinity.

1793. Re: Immortal Level 3 help!

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 17:39:21 UTC
From: itch@cbnews.att.com
Message-ID: <1991Feb18.173921.1712@cbnews.att.com>
Source record: 234338
Cross-posted to: rec.games.misc,comp.sys.amiga.games,comp.sys.atari.st

In article <917@iris.mincom.oz.au>, shaun@iris.mincom.oz.au (Hee Hoo Waitsname) writes:
>
> I'd love to help you - but how in %#$@'s name did you get past the room
> of spikes. I can get the gem - but am always promptly disembowelled.
> Someone posted this question weeks ago, but I'm yet to see a posted reply!
>
> Consider this a plea for help...

There is a path to follow. Something like this:

```
::::::::::::::
: :.............
: :. .
-- :. --
| | - exit :. | | - enter here,
-- :. -- follow (.)
:. to gem
:.
:.
o - get the gem,
follow (:) to exit
```

Basically, the vertical (.) to the gem and the vertical (:) away from
the gem are the same line. Just stay away from the spikes that going
around the room. And of course, the room is diagnal in the game...

Well, it worked for me!

RichBrack
--
{ the itchman cometh /-/ _ i don't want to be your angel }
{ itch@cbnews.att.com /-/ _|_|_ i want to be your witch! }
{ att!cbnews!itch \-\/-/ (*)tch -yello }
{ \/\/ /^\ }

1794. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 18:05:14 UTC
From: bill@mwca.UUCP
Message-ID: <1809@mwca.UUCP>
Source record: 234342

[discussion of various multitasking systems deleted]
>Other implementations out there for other machines don't shine so
>brightly. (I won't name names in the interest of not throwing spoilt
>apples at other companies, but...) Have you ever used a presumably
>fast machine that used cooperative multitasking? The 40% overhead figure
>that I mentioned above would not seem unrealistic to you after using one.

A consultant doing a study for a customer of ours did some research into
the amount of overhead our operating system (OS-9) required; his findings
were that on a 20 MHz 68020 the the OS required less than 0.5% of the CPU's
processing bandwidth, using a 10 ms clock tick, 2 ticks/slice (which equals
50 time slices/second). This overhead consisted primarily of the scheduler
aging processes and saving context/switching process where appropriate.
This was not on an ST, so OS tasks such as mouse handling weren't needed.
A 68030 should require substantially less overhead, since as the processor
power goes up the relative amount of time needed to do housekeeping goes
down. Also, the on-board cache of a 68030 should make a substantial
difference. Of course, the same holds true in the other direction - a 68000
would require substantially more overhead as a percentage of total processing
bandwidth. Also, OS-9 is a real-time operating system, and so is tuned to
require as little overhead as possible. More general-purpose OS' such as
TOS (were it multi-tasking), Amiga OS, Mac System 7.0, and Unix generally
would require significantly more overhead (a factor of 10 wouldn't be an
unreasonable assumption, at least for Unix).

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
#######Opinions expressed are my own, though you'd be wise to adopt them!#######

1795. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 18:08:38 UTC
From: bill@mwca.UUCP
Message-ID: <1810@mwca.UUCP>
Source record: 234346
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <5688084@nuthaus.UUCP> nut@nuthaus.UUCP (Adam G. Tilghman) writes:
> Perhaps with the rumoured Mac OS clone coming soon at a dealer
>near you, Spectre will be saved. It seems to me that an intelligent
>company selling a cloned edition of the Mac ROMs would not halt
>their distribution to a paying customer (maybe GBS could even make
>the entire thing into a card and not bother with the cart!).

On the other hand, I suspect the cloned Mac ROMs will be the 256K ROMs, which both Spectre and the ST cartridge port are currently unable to deal with...I too, however, hope a reasonable solution will present itself to keep Gadgets viable.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

1796. Re: Sozobon C does not work with Mupfel (Gemini Shell)

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 18:27:07 UTC
From: schultzd@sierra.egr.msu.edu
Message-ID: <1991Feb18.182707.24068@msuinfo.cl.msu.edu>
Source record: 234341

On similar lines...

I can't get Sozobon to compile with the floating point library. It always crashes... Don't remember the error message off-hand.

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \

1797. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 18:40:49 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb18.184049.26094@jato.jpl.nasa.gov>
Source record: 234339

In article <1991Feb16.022040.15727@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
>... There is absolutely no competition between Apple and other companies
>because Apple decided everything Xerox Park worked on was actually theirs to
>use, and no one elses.

The situation isn't so devious. Apple actually went to the trouble to LICENSE the mouse/icon/desktop ideas from Xerox/PARC.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1798. Re: Supra HD boot.

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 18:58:49 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb18.185849.26396@jato.jpl.nasa.gov>
Source record: 234340

I also have trouble booting from FD when the HD is on. ALT/SHIFT/CONTROL
reliably caused FD boot until I installed TOS 1.4; then it quit entirely.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1799. Need some info Tex

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 19:08:53 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Feb18.190853.27710@zip.eecs.umich.edu>
Source record: 234337

I am interested in learning/using TEX on my ST. There are quite
a few files on atari.archive and I am not sure what is needed
for the ultimate TEX setup. Would someone in the know, tell me
what files I should download to have a complete setup without
having to download everything to see what it is...

(I have a Mega 4, 19" Monitor, and an 85Mb hard drive if that
matters)

Thanks,

Richard Hall
Univerisity of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1800. Re: Aaaarrghh, DESKTOP!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 19:10:42 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb18.191042.26567@jato.jpl.nasa.gov>
Source record: 234343

In article <28841@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>In article <208348@fiction> Daniel_Roedding@fiction.ms.sub.org writes:
>>Some strange things about the <Esc> function in the DeskTop...
>>1) hdv_bpb and hdv_rw are patched...
>You have uncovered the approved way of forcing Gemdos to recognize a
>media change...
I think there was a much simpler way distributed with TOS 1.4. I don't have
it with me now so I can't say for sure. Allan, can you cover this?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1801. Re: US ST mags (was Re: ST mags from abroad)

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 19:51:56 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb18.195156.3612@watmath.waterloo.edu>
Source record: 234344

In article <24463@netcom.COM> seitz@netcom.COM (Matthew Seitz) writes:
>Just before last Christmas, on a whim, I subscribed to just about every U.S.
>ST Magazine. ...
>
> ... The 2 issues of ST INFORMER have been excellent. ...
> ... The issue of ST WORLD was a big disappointment.

When ST World (the Oregon based newspaper) started, they were excellent,
because they had the straight stuff long before everyone else had it.

Now for some reason, they have lost that advantage. Their proofreading
has always been miserable, and a couple of columns just never did hold up.
But now, I agree, they have really hit bottom.

1802. Modula 2

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 21:05:35 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <60428@eerie.acsu.Buffalo.EDU>
Source record: 234345

Hi,

I'm hoping you guys can help me out.. I'm trying to either locate
a shareware/PD modula 2 compiler, or a company that is still in business
that sells modula 2 for the ST.. Any help would be appreciated..also
how well does spectre GCR work? I have the mac roms and have been debating
buying a GCR..How much does it cost..etc??I'm suppposed to be using modula
II on the mac, will it work under GCR???
Jeremy

1803. Re: Supra HD boot.

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 23:01:24 UTC
From: redmond@ius1.cs.cmu.edu
Message-ID: <11997@pt.cs.cmu.edu>
Source record: 234348

I find that Ctrl/Shift/Alt will not stop an HD boot unless I wait
until the floppy (drive A) light has come on. If I then press
Ctrl/Shift/Alt (within about .5 sec) my STe boots from floppy.

Red/.

1804. Questions about Xformer, by D. Mihocka

Newsgroup: comp.sys.atari.st
Date: 1991-02-18 23:18:01 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991Feb18.231801.12060@rodan.acs.syr.edu>
Source record: 234349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

Perhaps someone can answer these questions about Darek Mihocka's (Hope I got the spelling right...) 8-bit emulator Xformer?

1) What are the pinouts for the Xformer cable (to hook up the 8-bit's drive)?

2) How does Xformer handle input from the joysticks? Are all 4 of the 8 bit's joysticks supported? Are only two? Do they plug into the ST's Mouse and joystick port? How about the "Paddles"?

3) How well does it do with disk based copy protected games? Does the "virtual floppy support" (files on hard disk) support disk based copy protection?

4) How fast is it compared to a normal 8-bit?

5) Could someone post the source code for Xformer 2.55 to terminator (Darek said it's now PD and is on Genie, but I don't have an account there. Has it made it to Compu$erve, or anywhere else I can get it?

6) Has anyone tried M.U.L.E. or Seven Cities of Gold on it yet? If so, how did they work?

Thanks for any help,
---jb (jfbruno@rodan.acs.syr.edu)

1805. Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 01:00:48 UTC
From: delta@bucsf.bu.edu
Message-ID: <75042@bu.edu.bu.edu>
Source record: 234350
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale,ca.wanted

```
For sale:

Wordperfect $80
Timeworks Publisher $70
LDW power spreadsheets $50
Database 5.0 $50

or best offer

call Peter at (617) 731-5088 or
e-mail this account.
```

1806. Re: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 01:37:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb18.203752.8637@uwovax.uwo.ca>
Source record: 234361

In article <1986@lee.SEAS.UCLA.EDU>, plinio@turing.seas.ucla.edu (Plinio Barbeito/) writes:
> As far as MiNT is concerned, know that you have been spoiled.
> This product has achieved Unix source near-compatibility, while at the
> same time imposing what is in my opinion a respectably very low CPU
> overhead, and a low memory overhead (by comparison) at the same
> time.
>
Thanks for the kind words. Low overhead was definitely one of my goals for MiNT, and I think it turned out not too bad (I get about 1 or 2% fewer dhrystones under MiNT than under TOS, which isn't noticeable to the user).

> Could it be possible that MiNT implements a rewrite and speedup of
> the Bconxxx O/S calls, and that's why typing and printing text
> on the screen does not seem that slow? Is it just me, or is scrolling
> actually FASTER under MiNT?
>
No, not yet. In fact, the overhead for system calls under MiNT is quite a bit higher than under TOS, so Bconxxx calls are a lot slower. However, it's possible that the Cconws() and Fwrite() may be faster, so it probably balances out.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1807. Flicker on interlace

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 02:50:42 UTC
From: logajan@ns.network.com
Message-ID: <1991Feb19.025042.11885@ns.network.com>
Source record: 234357

In article <1991Feb19.094849.24138@qut.edu.au> lunnon@qut.edu.au writes:
>It turned out that I just could not stand the flicker, so the board is an
>unusual curiosity in the bottom of a junk box somewhere.

Odd. Since the scan rates should be within a few percent broadcast TV
rates. Any idea why this should be?

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

1808. Re: Gribniff Developement Toolkit

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 03:00:50 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <48HLX4w163w@ersys.uucp>
Source record: 234370

n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

> Last summer I received a newsletter from Gribniff software announcing as
> the new Neodesk products. Promplty I got my checkbook and was about to
> order everything on the list. Then my wife saw what I was doing, and
> took my checkbook and credit cards away.
>
> Now, I have her blessing to buy one piece of ST software at a time a couple
> of times a year with her permission (boy what kindness). I am looking to
> get the Programming Toolkit (or whatever the name is). However I have
> a few questions:
>
> o What compilers does it work with (or is it an independent compiler) ?
>
> o What types of screens and windows can you make with it? For example,
> Is it just a GEM/AES/VDI replacement or does it offer extra features?
>
> o I would like to make my software have a similar appearence to the
> OSF/Motif standard
>
> Does anyone think this is feasible?
> Mark Lehmann
> tamuts.tamu.edu!n160ao

I believe it is compatible with Turbo C (the compiler that Neodesk is presently done with). Gribnif sells 4 different Turbo C packages, but I can't remember the prices off-hand. If you are looking to get into C programming, Turbo C is the way to go (in my opinion).

Speaking of Gribnif (or more precisely Dan Wilga), I just downloaded a a new Colaware product of his called Formdoit. If you can find it, download it. My site doesn't have FTP access yet, but I'm asking (grovelling, pleading, and begging) the sysop here to get access. Read the next msg. with regards to the features of Formdoit.

Greg Granger

==
= INet: ersys!ggranger@nro.athabascau.ca =
= Fnet: Greg Granger (Node 532) Dark Knight (Node 595)=
= Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 =
= Tele: +1 403 481-0803 OR +1 403 481-5110 =
==

1809. GeniScan Scanner

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 03:10:06 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.666933006.larserio@kvart.ifi.uio.no>
Source record: 234360

If anyone has a GeniScan hand scanner and has problems scanning in mode
3 and 4 (300 and 400 dpi) I have just written new software for this scanner
(and I used a clock-cycle table to make it a bit faster). Just thought I
should let you know in case anyone was in need of new software.....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1810. Formdoit

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 03:20:40 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <65iLX5w163w@ersys.uucp>
Source record: 234371

```
FormDoIt! version 1.0
by Dan Wilga
Copyright = 1991, Gribnif Software. All Rights reserved.

This program may be distributed freely, provided that this text file is
present
and that it and the program file are unmodified.

This program replaces one part of GEM that has always been in need of
improvement: the dialog manager, sometimes known as form_do(). This is
the part
of GEM that handles the boxes that appear in most programs in order to
ask for
options or settings. FormDoIt adds a number of features to this
all-important
aspect of the operating system. It is loosely based upon a program that
appeared as part of the Professional GEM Series, by Tim Oren.

Installation:
------------

FORMDOIT.PRG may be copied to the AUTO folder or run directly from the
desktop
of your choice.

Editable Fields
---------------

An editable field is a string within a dialog box that has a vertical
line
cursor so that you can modify it with the keyboard. FormDoIt emulates the
normal GEM dialog functions:

o The Tab and down-arrow keys move to the next editable field.
o The up-arrow key moves to the previous editable field.
o The left- and right-arrow keys move within a field.
o The Esc key clears an editable field.
o Backspace and Delete delete characters before and after the cursor.
o The mouse can be used to select an editable field for the cursor.

It also adds a number of extensions:

o Tab and down-arrow will move the cursor to the first editable field
in a
dialog box if it is already at the last one.
o Up-arrow will also wrap, from the first field to the last.
o Shift-left-arrow will move the cursor to the leftmost character in
```

the
field, and Shift-right-arrow will move all the way to the right.
o If a dialog box does not have a "default" button (of the type that
gets
selected if the Return key is pressed), then the Return key will
automatically advance the cursor to the next editable field.
o The mouse will position the cursor to the character closest to where
the
mouse button is pressed, not just to the end of the line.
o There are two ways that any character in the ST's character set can
be
entered:
1. Press the Insert key. This opens a box that contains the entire
character set. Click with the mouse on the character to use. You
can
click anywhere outside the box or press a key to remove the box
if you
decide not to use it.
2. If you know the ASCII value of a particular character, you can
hold
down the Alternate key and type it, in decimal, using the
keypad. A
character is generated as soon as the Alternate key is no longer
being
held down, or three digits have been pressed. For example, to
enter an
"A" (ASCII 65), you would do the following:
Hold down the Alternate key
Press 6 on the keypad
Press 5 on the keypad
Release the Alternate key
Please note that not every character is valid for all editable
strings;
Just as certain keypresses may be ignored because they are not the
right
type, characters selected with either of these two methods may also
be
ignored.
o If you have TOS 1.0, you may have run into the "underscore bug"
before;
typing an underscore ("_") character with certain types of editable
fields
can cause GEM to crash. FormDoIt will prevent this crash from
happening, if
you type an underscore by accident, but the only way it can do this
is by
ignoring the character, so you won't see it appear.

Buttons:

Normally if you press Return in a GEM dialog, the "default" exit button is
selected. This button can usually be identified by the fact that it has a
very thick border.

FormDoIt also adds a way to select the most common type of button that is not
normally the default, that is, the "Cancel" button. If you press the Undo
key, then the dialog will be searched for a string that is either "Cancel",
"Quit", "Exit", or "Abort". If it finds one, then the button is selected.

Probably the most valuable feature that FormDoIt provides is keyboard
equivalents for buttons other than the defaults in dialogs. When it takes
control, FormDoIt scans all of the buttons in the dialog box and assigns
keyboard equivalents in such a way that each button has a unique one. When the
dialog box appears, it will look different because there will be short lines
underneath characters in most of the buttons. If you hold down the Alternate
key and press the character that is underlined, the button will be selected.
Up to 20 buttons in a dialog can have Alternate key assignments.

Alert Boxes:

FormDoIt also affects the way alert boxes work; these are the pre-made GEM
dialogs that usually have a Stop sign, a question mark, or an exclamation
point icon in them. In addition to providing keyboard equivalents for the
buttons in alerts, FormDoIt will also let you redefine what the icons in
the alerts look like.

If a file called FORMDOIT.BL3 is in the same directory as FORMDOIT.PRG when
it runs, then the icons contained in this file are used in place of the

default ones in FormDoIt. Included with this program are three files:
BORING.BL3, DEFAULT.BL3, and INVERSE.BL3. The first contains the normal GEM
alert icons, the second has the default icons that will be used if there
is no file called FORMDOIT.BL3 (kind of redundant), and the third has

yet
another set of icons in it. To use one of these files, simply rename it
to
FORMDOIT.BL3 and run FORMDOIT.PRG.

The icon files are in Degas Elite block fomat. They can be edited and
re-saved using Degas, but if you do edit them you must be very careful
to
make sure that the new file you save is a block that is exactly 32 x
96.
The "Snap" feature in Degas is helpful for this purpose.

Disabling FormDoIt:

If, for some bizarre reason or other, you would like to temporarily
disable
FormDoIt, you can do so by holding down both Shift keys and pressing
the
Delete key. To turn FormDoIt back on, press the same keys again. Both
of
these actions will cause a short sound effect.

Compatibility:

While every effort has been made to assure that this program works with
other
programs, there are a few things worth mentioning:

Some programs use their own dialog manager and therefore will not
benefit from
FormDoIt at all. Some examples of this are Tempus II, K Resource, and
two
programs which only use their own dialogs part of the time, Aladdin and
Superbase. The GEM desktop will also not be affected by FormDoIt
because it
calls the dialog manager internally and there is no way for this to be
intercepted in such a way as to work with all ROM versions. The system
also
has several "canned" error messages that will not be affected by
FormDoIt
for the same reason, such as "Please insert disk B into drive A:" and
"Data on this disk may be damaged."

FormDoIt will work with the Universal Item Selector, with the exception
that
UIS' own keyboard equivalents prevent the Undo feature of FormDoIt from
working.

While FormDoIt does work with CodeKeys from CodeHead Software, any
mouse
button presses that occur while FormDoIt is handling a dialog box will

not be
recorded by CodeKeys. A macro which has been recorded without FormDoIt
active
can, however, be played back when FormDoIt is active, and it should
work as
expected. See "Disabling FormDoIt."

FormDoIt has more strict error checking for alerts than GEM does.
Consequently, you may find one or two programs which use more than 30
characters per line in the alert text or more than 10 characters in a
button. For these, FormDoIt will chopped-off the remainder (unlike GEM,
which can produce some very odd-looking alerts!)

The one bug I know of relates to programs which call form_do() once
and,
depending on which button is pressed, change the contents of one or
more
of the buttons in the dialog and then call form_do() again. This can
cause
the keyboard equivalent underlines to appear under more than one
character
in the same button, though it just means that the ones from the first
call
were not removed. I could prevent this by always undrawing the
underlines,
but this is such a rare case that the slowdown is really not worth it.

About "Colaware":

You've heard of public domain, you've heard of shareware. This program,
however, is Colaware: if you like it, you are encouraged to send
copious
quantities of highly caffeinated beverages (Coke, Jolt, etc.) to the
address below (via U.S. Mail, please; UPS won't deliver to a P.O. Box)
so that I can continue to create more products like this one.

Dan Wilga
Gribnif Software
P.O. Box 350
Hadley, MA 01035

Internet: Dan.Wilga@saturn.ucc.umass.edu
GEnie: GRIBNIF

1811. Emulators

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 03:22:49 UTC
From: thompson@zucchini.cis.ohio-state.edu
Message-ID: <88605@tut.cis.ohio-state.edu>
Source record: 234351

There are many Commodore 64 games that my friend and I have always liked
to play and I was just wondering if there was a Commodore 64 emulator
available for the ST or if one is currently in production. Any replies
would be greatly appreciated.

Jeff
Is Lucasfilm Games ever going to make "The Secret of Monkey Island" for the ST
I've been waiting patiently for months now.

1812. Re: 520STe vs 1040STe

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 04:21:21 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.042121.15096@ecst.csuchico.edu>
Source record: 234352

mlake@irscscm.UUCP (Marshall Lake) writes:

- I understand the 520STe comes with 1 meg of RAM. Is this correct? Can
- someone please show the differences between the 520STe and the
- 1040STe. I had heard that the STe didn't always work properly with a
- HD. Has this been corrected? If so, what should I look for to ensure
- I obtain the latest version of the STe? Is there anything else to
- consider in purchasing an STe?

My understanding was that the 520STe comes with only 512K in a
configuration of 2 256K SIMMs; moreover, it is only sold in Europe,
not the US. Also, the 1040STe has 1meg with 4 256K SIMMs.

The hard drive problem is over. It has been for several months.

What to look for in a new STe: perhaps TOS 1.62. But I wouldn't
worry about it. The desktop bug in TOS 1.6 is not a problem and I
don't use STE_FIX.PRG. I don't know what else they fixed. Allan
Pratt or Dave Hanna, can you tell us what's fixed in 1.62 and if it's
shipping in new STes.
--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1813. Re: QuickST/TurboST revisited

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 04:24:42 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.042442.15156@ecst.csuchico.edu>
Source record: 234367

Alex.Valdez@bbs.actrix.gen.nz writes:

- MACCELL itself is not buggy but interacts with some programs
- strangely. (e.g. WordPerfect, as reported in Genie.)

Apparently this has even been fixed in the latest version of Word
Perfect.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1814. No more Mac ROMs

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 04:27:54 UTC
From: rollie@cobber.cord.edu
Message-ID: <1991Feb19.042754.16081@cobber.cord.edu>
Source record: 234353

My wife and I own both an Atari and a Mac. I was wondering if it would be
legal, since we own a Mac, to copy the Mac OS to eproms for specter. If
it is will specter work with the eproms? It would be nice to have the ability
to run mac software since she uses the Mac for work.

--

Rollie@cobber.cord.edu
Concordia College Moorhead, MN

1815. Re: Demos on Terminator Hz problem?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 04:31:27 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.043127.15268@ecst.csuchico.edu>
Source record: 234366

JJL101@psuvm.psu.edu (J.J. Lehett) writes:

- I downloaded final cut, acid2, neworder, and such demos from
- terminator's ftp site. I got New Order to work fine. Hoewever Acid2
- says one or 2 words th en bombs, and final cut will give me the

Use changehz.prg before you run Acid2 and it should run fine.

- opeinging screen but then sit forever when I press the space bar to
- start the thing. However, if I use the changehz program that comes
- with it, the program seems to work fine, but my tv is flipping
- horizontally badly. I am using a 1040 ST. Is there any way around
- these problems? Any responses would be greatly apprciated.

Do you mean vertically, or is your TV really flipping horizontally??
If vertically, this happens when you change the scan rate. Simply
adjust the vertical hold, that is, if you have a vertical hold
adjustment on your TV. If horizontally, that's a new one for me. ;^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1816. Re: background zmodem u/dload

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 04:38:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.043836.15352@ecst.csuchico.edu>
Source record: 234368

selick@bucsf.bu.edu (Steven Selick) writes:

- I have been looking for a program to do background
- upload/downloading of zmodem. Does this exist? Is there one that
- works easily with uniterm?

I'm interested in this as well. Eric Rosenquist has been working on
Zmodem protocol for STalker, the do-everything-in-the-background
terminal program, but he says that Zmodem requires tight code
(actually, there's a better technical term for it that I can't
remember) and that makes it difficult to implement in the background.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1817. Re: Mouse hygiene

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 04:58:30 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.045830.15492@ecst.csuchico.edu>
Source record: 234354

thaanuj@mist.cs.orst.edu (John Thaanum) writes:

- I used to have my computer set up on an ugly, home-brew plywood and
- 2x4 desk. Using the mouse on such a surface was jumpy and inaccurate.
- I bought a mouse pad a couple of months ago, and I love the feel.
- However, my mouse (plain old atari model) gets dirty much quicker, and
- the problem seems to be getting worse. When I first got the pad, the
- mouse needed cleaning about once a month, but now it gets really
- gunked up after only a couple of weeks. Within days there is
- noticeable buildup on the rollers.

I think Atari has designed a new mouse and is shipping it with the new computers. I got a very nice Atari mouse when I got my STe; it was nothing like the mouse I got with my 1987 vintage 1040. It's much smoother and doesn't get as dirty. Since I've had it (September 1990) I've only cleaned it once or twice. I still have a cloth mouse pad that I bought at a computer swap in the SF Bay Area when I got my 1040. It's wearing through, but I don't think I'll get a new one until I can see through this one. :^) Theoretically, the pads with the cloth covers work better than the plastic-covered ones because the cloth ones collect the dust and prevent it from getting in the mouse. You can also throw the cloth mouse pad in the wash and get it cleaned; I've done this a few times before and now it's ready for another go-round!

- What surfaces have you found to be comfortable yet sanitary for
- operating a mouse on?

I think basically anything works fine though. Any smooth, clean, well-kept surface should work fine. BTW, someone told me that the cloth mouse pads are cut from the material that they make scuba diving suits from. It certainly seems like it.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1818. Re: Need some info Tex

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 05:05:01 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.050501.15581@ecst.csuchico.edu>
Source record: 234355

```
- (I have a Mega 4, 19" Monitor, and an 85Mb hard drive if that
- matters) ^^^^^^^^^^

Awesome! I bet it's wonderful. Do you have any problems or peeves
with it?

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

1819. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 05:05:20 UTC
From: steve@thelake.mn.org
Message-ID: <A3098154578@thelake.mn.org>
Source record: 234392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[carter@cat27.cs.wisc.edu writes ...]

> I really don't think so. First of all the implementation is
> not really ST accessable. Mainly because as so many other people
> have pointed out it uses the Motif/X Release 4 interface which is
> so large that you people would need 4 megs for just a good (complete)
> implementation. And a 8Mhz 68000 running X is something I don't
> want to think about using.

Whoa! The Motif interface is not X! It's a user interface standard -- a
``look and feel.'' It's just a legal dodge to avoid Apple's lawyers.
Implementing Motif doesn't require adhering to the programming strategies
used on Unix workstations.

Geoworks Ensemble licensed Motif for its windowing system and related
applications designed for the 8088-era Intel-based PC clones. From all
accounts it's small, fast, and what PC GEM should have been.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

1820. Re: Mega STe pricing and avail.

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 05:18:48 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.051848.15683@ecst.csuchico.edu>
Source record: 234369

ersys!arktik@nro.cs.athabascau.ca (Ryan Daum) writes:

- drp9500@isc.rit.edu (D.R. Paradis) writes:
-
- > I want a Mega STe!!!
- >
- > Does anyone know the aporx pricing and avail of these units in either
- > the U.S. or Canada??
- >
- > I am perfectly willing to drive to Canada to get one if they are not
- > avail in the U.S.
-
-
- Mega STE 1 c/w SM 124 , $1385

Okay, now where can we get these?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1821. stosup26.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 05:39:56 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991Feb19.053956.5858@csn.org>
Source record: 234363

Hi all,
I just re-uploaded stosup26.lzh (the STOS upgrade to make it work w/ the
STe) to atari.archive.umich.edu
Look for it in the atari/newitems directory sometime soon.

- Todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1822. French ST_MAG on the net?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 07:02:37 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4240@cernvax.cern.ch>
Source record: 234365

Sorry to waste bandwidth, but I just wanna know if the French
monthly magazine ST MAG (well, somebody of them) is reachable
by e_mail. Please e_mail reply at:
hohr@cernvax.cern.ch
Thanks in advance.

Roger

1823. Re: Neodesk/TOS1.4 irritations (still)

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 11:11:36 UTC
From: lhf@ukc.ac.uk
Message-ID: <3461@gos.ukc.ac.uk>
Source record: 234364

I tried to mail you, but it bounced 8-(

I suppose it 's a pretty general (if it seems relatively unrecognised)
problem, so the reply is posted below...

>From: hvaalde@cs.vu.nl
>In comp.sys.atari.st you write:

>> When in Lattice Cv5, I have to set up various environment variables
>>to show where the binaries/libs/headers etc are. This information is then

>Sounds like lattice can't find the file because the program directory is not
>the default path anymore.
>PATH=;C:\;<lattice path>;<other paths with programs searching tool files>

>Another aproach would be to specify lattice C as a Application in
>Neodesk and specify that the default directory at startup should be the folder
>Hope this helps,
>Harold van Aalderen (hvaalde@cs.vu.nl)

Thanks for the reply.

Alas, I think I have tried both of your suggestions. The environment
variables from the desktop are empty I assume, yet it works okay from here.
Lattice usually looks at its cwd for the tool file, but I have installed it
as an application and made it look at the data file directory, but in both
cases it just will not load any tool data held there within.

By setting the variables in Neodesk works, in that Lattice then
inherits these. It doesn't seem to look at PATH to find where the data file
is, instead I assume it is supposed to look at its cwd. So it generally means
I have to keep variables set within Neodesk for inheritance into Lattice,
which I have to then remove when it mucks up certain other programs.

Anyway thanks. I'm pretty convinced that it is a Neodesk3/TOS1.4
bug at the moment, and I've yet to hear otherwise unfortunately.

Thanx,

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

1824. Re: BART - gone?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 12:40:16 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb19.124016.1692@watmath.waterloo.edu>
Source record: 234375

In article <331.27BE8D00@egsgate.fidonet.org>
Mark.Onyschuk.Of.250/744@p0.f744.n250.z1.fidonet.org
(Mark Onyschuk Of 250/744) writes:
>
>I caught a message header which stated that BART was no longer
>available. I wasn't able to find the original notice in the message
>base, so I hope this is simply rumour.

The database is still there. You can use mail to contact the bitftp
connection at pucc. An announcement about this appeared here recently.

The ideas is this: You send mail to the server at Princeton. It
does the ftp access for you. It then encodes the date in one
of two formats, either UUENCODE or NETDATA, and mails it to you.

1825. stdcat40.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 12:51:06 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.666967866@mrcnext>
Source record: 234374

just got from atari.archive the disc cataloger stdcat40.
it looks very slick. GEM based, does everything in two windows, one
with disc, onw with disc contents.
i'm having trouble with it though. i cannot get it to reliably read
more than the first disk that i feed it, and i trashed the directory of the
disk i tried to save to.
i had the same disc read problem with version 4.3 downloaded from
a local board.
e-mail to the name in the doc file bounced.

anybody know about this program? what am i doing wrong?

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

1826. Mousepad alternatives

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 13:07:02 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb19.130702.3157@watmath.waterloo.edu>
Source record: 234376

Somone in our club has noticed that certain placemats work very well as a mousepad, not the hi-priced kind you have seen in tourist traps with the photos on them, but the cheap plain ones, with a little bit of sponginess to them. I imagine that one advantage of this kind of pad would be the ease of cleaning. Just imagine spilling jelly from your toast onto a mouse pad. :-).

1827. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 13:36:05 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <7087@ncrcae.Columbia.NCR.COM>
Source record: 234387

In Dungeon Master, is it possible to bring back the dead? I found a scroll that says, "New lives for old bones". What does this mean?

1828. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 14:13:48 UTC
From: adamd@rhi.hi.is
Message-ID: <2798@krafla.rhi.hi.is>
Source record: 234377

In <1991Feb17.235832.17444@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:

>What I want to know is "How come people who need mail file service
>aren't just sending to Panarthea?" I don't know the address off hand,
>but I'm sure someone can post it. If I remember correctly, Panarthea
>archives everything that goes through comp.binaries.atari.st.

Trouble is, plenty of useful stuff didn't get posted on c.b.a.s., or much more recent versions are present on atari.archive@umich. I hope it is possible to resolve the security issue soon so that people with mail-only access are not cut off forever. BitFTP is at best a temporary solution IMHO. Surely it can't be too difficult to rig up a "hacker-proof" mailer quota system. Here's cheers and appreciation for the ST-archivers at umich for providing such matchless and useful service, "probably the best in the world".
--
Adam David. adamd@rhi.hi.is

1829. 1.44Meg Drives

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 14:36:27 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.666974187@krypton>
Source record: 234284

HI,

Has anyone bought a 1.44Meg upgrade from a company called data deicke
in Germany.

I got it from Third Coast Technologies in the UK, but I don't have an
English manual for it.

There are 8 pins to wire up, +5v , GND, pin 20 soundchip, pin 19 sound-
chip, pin 18 of WD1772, 32Mhz signal from pin2 of SHIFTER, and 2 HD-select
signals.

I would just like to know the wire to the WD1772, do I solder this
directly onto the chip, or do I have to break it from the motherboard.

Any other details regarding this HD-Module would be much appreciated.

Alan Hourihane

alanh@logitek.co.uk

--
News User

1830. Re: Overscan in monochrome

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 14:48:49 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Feb19.094849.24138@qut.edu.au>
Source record: 234347

In article <1991Feb13.223042.1968@math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> You got 672x480, I got 688x480 on my SM124. I got 736x480 using a multisync
> display (Magicsync+, .28mm dot pitch, supposed to be capable of 1024x768 rez).
> I also got 416x280 and 832x280 in color modes on the multisync.
>
> So what's it take to get more vertical rez in color - interlace?

Actually, I designed a little (< $5) hardware hack a couple of years ago which added an interlace mode to the ST. It was interesting to see a flicker mode on an ST, anyway this $5 hack gave 320*400 640*400 640*800 interlaced modes to your ST. Actually mono mode (640*800) was actually watchable 'cause of the 72 Hz V scan rate. Add to that overscan and I guess 736*960 is possible :-)

This actually was just a gizmo that plugged in into the monitor port between the ST and your monitor and consisted of two ICs a 74ls74 and a 74ls122 I think , The object is to delay the vertical sync pulse by half a line relative to the horizontal sync pulse on every odd, given there was some way to detect which field was which (GPO) one could flip screens each field to generate high rez displays.

It turned out that I just could not stand the flicker, so the board is an unusual curiosity in the bottom of a junk box somewhere.

BOB
R.Lunnon@qut.edu.au

> --
> -- Howard Chu @ University of Michigan
>
> Flame all you want - we'll take more.

1831. 8051 Cross assambler to STs?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 14:55:58 UTC
From: alkman@hexagon.se
Message-ID: <2609@hexagon.se>
Source record: 234391

Where can i find a 8051/8031 cross compiler? If you know one please tell
me.
--
Stefan Alkman Voice: +46-19-164787
alkman@hexagon.se or !sunic!kullmar!pkmab!hexagon!alkman
>>>>>> Tech. College of Orebro, SWEDEN <<<<<<

1832. Re: PC-Ditto Performance

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 14:59:03 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Feb19.145903.27520@digi.lonestar.org>
Source record: 234382

In article <2303@cybaswan.UUCP> iiitih@cybaswan.UUCP (Ivan Izikowitz) writes:
>
>I had no idea that there was a purely software PC emulator for the ST. I
>have an STe and would love such a facility - how much does it cost and
>is it unbearably slow?
>
> Ivan Hoe

PC-Ditto I is a software emulation of an IBM PC. I use it on a 1040.
Whether or not it is"unbearably" slow depends on the application. If the
application is compute intensive (such as graphic printing calculations)
it is extremely slow. However, I use Quicken 4.0 regularly and the
speed is a little slow but perfectly acceptable. I have even run
SuperProject Expert and Advanced Project Workbench. These are slow and
if one were to use them frequently, it would drive one nuts. However,
for the quick odd update, it is fine.

Roy C. Gosewehr

1833. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 15:44:07 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Feb19.154407.4016@math.lsa.umich.edu>
Source record: 234380

In article <2798@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>Surely it can't
>be too difficult to rig up a "hacker-proof" mailer quota system.

I'm open to any suggestions on how to do an automatic "hacker-proof" quota system. The version I'm testing now closes the hole that was used, but I still know of many easy ways to fool the quota system and no easy way to prevent it.

While you're thinking of an automatic system to suggest, keep a few things in mind:
- we don't have the administrative time to deal with pseudo-accounts
- we can't assume that account names are unique on the internet
- there are many, many twisted ways to write valid addresses
- some networks use user@host.domain instead of user@domain
- some systems let users change their mail names independent of acct name

Jon Brode -- brode@math.lsa.umich.edu
Supreme Allied Umich Atari Posse Commander

1834. 256k simms in a 1040st?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 16:47:50 UTC
From: selick@bucsf.bu.edu
Message-ID: <75105@bu.edu.bu.edu>
Source record: 234384

I have 4 256k 120 ns simms that came out of a 1040ste. can my brother use these (and possibly 2 more from a mac) to upgrade a 1040st to 2.5 meg?

-steve
<selick@bucsf.bu.edu>

1835. Whither Sierra Games?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 17:12:03 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750109@hpsad.HP.COM>
Source record: 234277

Is Sierra Games still doing business? I've noticed listings of their
games have been dwindling to almost nothing in mailorder ads.

If anyone has SpaceQuest 2 or 3 that they'd like to sell, I'd like to buy.


```
-------------------------------------------------------------------------------
| Jim Smith | e-mail: smithj@hpsad.HP.COM |
| Firmware/Software/Kludges | Telnet: 794-4632 |
| HP Signal Analysis Division | AT&T: (707) 794-4632 |
| 1212 Valley House Dr. | HPDesk: Jim M Smith/HP5300/I0 |
| Rohnert Park, CA 94928-4999 | HP Mailstop: 2LR-D |
| Everybody wants a rock to wind a piece of string around. - TMBG |
-------------------------------------------------------------------------------
```

1836. Re: Supra HD boot.

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 17:14:04 UTC
From: bill@mwca.UUCP
Message-ID: <1811@mwca.UUCP>
Source record: 234280

In article <1991Feb18.185849.26396@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>I also have trouble booting from FD when the HD is on. ALT/SHIFT/CONTROL
>reliably caused FD boot until I installed TOS 1.4; then it quit entirely.

When booting with TOS 1.4, if you wish to boot from floppy you should wait until the floppy light comes on the _second_ time before pressing ALT+SHIFT+CONTROL. That is, the floppy light will come on (briefly, if a formatted floppy is inserted), go out, then come back on. Don't press ALT+SHIFT+CONTROL until the second time the light comes on. Works 100% for me....

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
#######Opinions expressed are my own, though you'd be wise to adopt them!######

1837. "big" monichrome monitor

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 17:19:24 UTC
From: selick@bucsf.bu.edu
Message-ID: <75108@bu.edu.bu.edu>
Source record: 234388

I read somewhere that there was a modification that you could make to a sm124 to make it 'bigger'. Any info would be appreciated.
-steve
<selick@bucsf.bu.edu>

1838. Re: PC-Ditto (I) on TT *re-post*

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 17:26:21 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Feb19.172621.3710@cbfsb.att.com>
Source record: 234389

In article <2303@cybaswan.UUCP>, iiitih@cybaswan.UUCP (Ivan Izikowitz) writes:
> In article <1991Feb15.154244.25573@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
> >
> >Does anyone know if PC-Ditto (the software emulator) works on the TT?
>
> I had no idea that there was a purely software PC emulator for the ST. I
> have an STe and would love such a facility - how much does it cost and
> is it unbearably slow?
>
> Ivan Hoe

PC Ditto I is SLOW. But for < $79 its also cheap.
While the Norton rating was like 0.2, it works very well.

Three examples:

1. My wife took a course on using MultiMate. She had no problem running
it on PC-Ditto. Data entry is no problem; the typing interface
keeps up nicely. However, she learned quickly to not use the spell
checker -- its so cycle intensive it never finished a document before
she gave up on it.

2. I hacked PC-Ditto to interface to the Atari CD-ROM. I have no problem
extracting files using the MS/DOS programs that are needed to
do that. Its not fast, but it works.

3. Several times I've run the Norton utilities to recover files that I had
inadvertently removed under TOS. Works great.

Unfortunately, the producer of PC-Ditto is out of business, but you may find
copies still for sale new. And Used.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

1839. Re: Formdoit

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 17:54:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.175447.19230@ecst.csuchico.edu>
Source record: 234393

I downloaded this file last night and must say that it's great! I won't use all of it features, but the ones which lets you control editing fields in dialog boxes will come in handy.

Now, I'm one to go goo-goo over system enhancements and FORMDOIT is one of them. You saw all the stuff in my AUTO folder. FORMDOIT isn't like MAGIC or FLY_EX, but it's useful unlike the others.

If you use GEM a lot, I highly recommend you download the program.

Dan will be getting his Jolt money from me.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1840. Re: Review of Dr.T's Sequencers (long)

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 18:41:27 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540011@hpcc01.HP.COM>
Source record: 234288

> Tiger Cub is Dr.T's entry level sequencer, and I played with a copy
> of it that was sold to me with my ST. It is basicly a slightly
> simplified version of TIGER with a limited track mode screen ("only"
> 15 tracks).

I played with the "demo" version of Tiger Cub that came with a recent START issue. One obstacle that I encountered was that there was no "MIDI Thru" feature to echo MIDI IN to MIDI OUT. Somebody who knows for sure should probably confirm that this feature is in fact missing. It's quite indispensible if you have more than one keyboard.

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

1841. Re: Mega STe pricing and avail.

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 18:57:10 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4345@eastapps.East.Sun.COM>
Source record: 234394

```
= I want a Mega STe!!!
=
= Does anyone know the aporx pricing and avail of these units in either
=the U.S. or Canada??
=
=I am perfectly willing to drive to Canada to get one if they are not
=avail in the U.S.

If you want a serious machine, be serious! Become a registered developer.
The benefits are worth the cost. The machine to get is the Mega-4/Ste.
It's a beaut. Developer cost is the ticket - plus you get some
really nifty info and "support" which works (I call J and G all the
time and they have answers - thanx dudes!).

Call Gail at 408-745-2568 and ask...

Joe
-=-
```

1842. Re: Robert Arp's Assembly book for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 19:07:45 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4349@eastapps.East.Sun.COM>
Source record: 234395

(David P. Forrai) writes:
>Thank you to whoever uploaded this book to atari.archive. I was
>disappointed that the .IMG files referred to in it were not
>part of the archive. Any chance they can be uploaded too?

You're quite welcome. I did notice that the .img's weren't in the
archive. They just 'went away' when I put them on my sparcstation.
I'll try to get them up this week - perhaps with postscript versions
so you can print them that way too :-)

For everyone who has asked where the upload is, it's on:

atari.archive.umich.edu:atari/programming, filename: arp68k-book.tar

It's a 600k+ tar file of compressed text and src code...

The .img files will end up there as well, but look for them in newitems
by next week (hopefully).

Enjoy,

Joe
-=-

1843. Re: Frename()'s 1st par

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 19:35:20 UTC
From: apratt@atari.UUCP
Message-ID: <2842@atari.UUCP>
Source record: 234273

Daniel_Roedding@fiction.ms.sub.org writes:
>A short question on Frename()'s first parameter:
>Is anybody (disk driver, networks etc.) using other values than zero
>for the first parameter of the Frename()-function?
>Daniel

This is documented (in the book I checked) as "must be (WORD) 0." However, it's probably seen as "unused" by somebody out there, and thus should not be toyed with likely. To make start using this arg to mean something is probably a mistake. When you ask this kind of thing, you might get more informative answers if you let on what you had in mind, rather than just asking your question.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1844. Executables

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 19:48:58 UTC
From: rjwalsh@unix2.tcd.ie
Message-ID: <rjwalsh.666992938@unix2.tcd.ie>
Source record: 234275
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have noticed at the beginning of an executable program file that there is a branch into the main program, followed by a
few numbers, followed by the main object file. What are these numbers? I have used the compiler supplied with STOS to write some
small routines for use in STOS; I would also like to use these outside it. These do not have the header that executable files have.
What info should I put before them to make them executable?
Also: could somebody give me a list of commands for directly turning on the Disk Drive, moving the head to a sector, reading
and writing a block to a sector, formatting a sector etc. I know the addresses $FF86xx are involved in this, but I'm not sure how.

Any info on both of the above would be appreciated.

1845. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 19:51:52 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Feb19115152@wookumz.ai.mit.edu>
Source record: 234386

To:
In article <1991Feb19.154407.4016@math.lsa.umich.edu> brode@math.lsa.umich.edu (Jon Brode) writes:
- we don't have the administrative time to deal with pseudo-accounts
- we can't assume that account names are unique on the internet
- there are many, many twisted ways to write valid addresses
- some networks use user@host.domain instead of user@domain
- some systems let users change their mail names independent of acct name

I haven't been following this thread very closely because I didn't use BART. But as I understand it, someone dowloaded more than his fair share, which caused too much of a strain on the system, and caused someone in administration to shut it down. Why not just put an upper limit on the amount of resources BART is allowed to use? Like, only allow it to send 10 files an hour, or perhaps run it at a really low priority, or something like that. Then if some idiot _does_ break security and grab hundreds of megs of stuff with one request, the worst that can happen is everyone else has to wait a few hours (or perhaps days) and then get their files. This would probably require some tuning to prevent too much backlog, but it certainly would prevent an irresponsible user from getting the system shut down again.

entropy

1846. Is the terminator available?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 19:57:03 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <4013@ryn.mro4.dec.com>
Source record: 234285

Hello,

I have read about someone who was wrongly accused of downloading
too much at one time. It had to do with a gateway being down for a few
days, and that requests were queued up until the gateway was up.

When the gateway was brought up, it saturated the terminator with
requests.

I thought this had been solved, but I get nothing when sending
to the terminator...

John

1847. For sale: modem and monitor

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 20:03:28 UTC
From: jones@ils.nwu.edu
Message-ID: <930@anaxagoras.ils.nwu.edu>
Source record: 234378

```
For sale:
1. Black and white sm124 monitor for ST
2. Avatex 1200 baud Hayes compatible modem + cable

No reasonable offers refused. Will sell items together or separately.
A copy of OSS Personal Pascal for the ST gets bundled with the first item
sold if the buyer expresses an interest.

Reply to jones@ils.nwu.edu or call (312) 248-7614 evenings,
(708) 491-7159 daytime.
```

1848. Re: Mega STe pricing and avail.

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 20:17:28 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Feb19.201728.14762@chinet.chi.il.us>
Source record: 234379

I happened to see a message this morning which included the phone number of Compu-Seller West. This guy had a Mega STe for sale last Saturday, and may still have one. (708)513-5220.
Steve

1849. forcing media change

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 20:33:44 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <931630@fiction>
Source record: 234263

fischer-michael@cs.yale.edu (Michael Fischer) writes:

> In article <208348@fiction> Daniel_Roedding@fiction.ms.sub.org writes:

> >1) hdv_bpb and hdv_rw are patched
> >2) hdv_mediach is changed to a routine that always returns "2"
> >3) The DeskTop opens a file "Drv:\\X"
> >4) This call *must* use the Getbpb()-function, otherwise the redraw
> > routine is teminated!
> >5) The vectors are restored and the new directory is shown

> You have uncovered the approved way of forcing Gemdos to recognize a
> media change.

I knew what the code does, but I simply don't like it... :-)

> The way in which it is done may seem like a dirty hack to you, but
> think of what the possibilities are:

(Explaining pro's and con's of this method and the other way of intro-
ducing a new GEMDOS call)

Well, I *think* there's a method to set the media change state via a
Rwabs() call with strange parameters. At the moment I'm not quite sure
whether this is just a hack in some hard disk drivers or it's a function
supported by the standard bios routines. Does someone know more 'bout it?

> I don't know what you mean about writing device drivers "on GEMDOS
> level". Device drivers are the lower-level things that Gemdos calls
> in order to move data to and from a device.

(explanations about device drivers follow here)

Yes, I know that. But there are some things that cannot be done on
bios level. For example, if you want to set up a central file server for
serveral machines, you *must* link your own routines into the GEMDOS trap.
And if you write these routines you're quite astonished when everything
works except the <Esc> redraw routine on the desktop... The problem was
that the Desktop waited for a call of Getbpb() during the evaluation
of the Fopen("<drv>:\\x",0) call. And this confused us a little bit...

> I think your complaint is simply that Gemdos operates a little
> differently than you had thought.

Yes ... a little bit ... it's really astonishing that such little problems
need weeks of debugging while greater tasks like Pexec() and the pool
manager are done in a week-end or so.

(about the logic of calling Getbpb() during the Fopen()-call when having forced the media change state to 2)

> Doesn't seem that unreasonable, when you
> think about it.

Yes ... but I don't think that an application should *expect* this behaviour. Furthermore, we didn't expect such reactions from the DeskTop since all the other functions of this built-in application are on the gemdos level or higher. There is no call of bios in it, so I think this is stylistically not very nice.

> I don't think this is a reason to flame.

I was just very surprised and a little bit angry, because these little "gags" make the implementation of file-system-oriented device quite problematic. We were happy enough when we completed our new GEMDOS trap handler and hoped that the largest problems were solved.

Daniel

1850. Re: Formdoit

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 20:36:47 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Feb19.203647.29673@zip.eecs.umich.edu>
Source record: 234385

In article <65iLX5w163w@ersys.uucp> ersys!ggranger@nro.cs.athabascau.ca (Greg Granger) writes:
>

[stuff deleted]

>It also adds a number of extensions:
>
> o Tab and down-arrow will move the cursor to the first editable field
>in a
> dialog box if it is already at the last one.
> o Up-arrow will also wrap, from the first field to the last.

[stuff deleted]

> o If a dialog box does not have a "default" button (of the type that
>gets
> selected if the Return key is pressed), then the Return key will
> automatically advance the cursor to the next editable field.

It is funny, I just spent all weekend writing code for a form_do that these type of features. Of course my code did not have all the features mentioned here, nor was it an autoprogram, it was just intended for me to link in with my programs.

The features I added:

o Up/Down/Tab keys all wrap around, no more stopping at the top or bottom.
o The RETURN key will always advance you to the next field unless you are at the last field then it will exit the dialog box. Very convenient for entering text into forms.
o The ENTER key will exit you like the normal RETURN key.
o And the real clincher for the program I am working on, the form_do will also look at the serial port to see if anything is there, and if there is anything, it will enter it into the current text field as if it were typed from the keyboard.

I wrote it in Lattice C v.5 and it seems to work pretty good for my programming purposes.

Richard Hall
University of Michigan

--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1851. Re: Atari Microsystems Corp's role (Was Re: No More Mac ROMs?)

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 21:28:42 UTC
From: rrd@hpfcso.FC.HP.COM
Message-ID: <7340087@hpfcso.FC.HP.COM>
Source record: 234256

In comp.sys.atari.st, dwh@ataritx.uucp (Dave Hanna) writes:

>In article <7340082@hpfcso.FC.HP.COM> rrd@hpfcso.FC.HP.COM (Ray Depew) writes:
>>After a couple of postings from
>>
>>> Dave Hanna Atari Microsystems Corp
>>> UUCP ...!texsun!letni!ataritx!dwh
>>> ...!ames!atari!dhanna
>>
>>situated in Dallas, South Colorado, my curiosity has gotten the best of me:
> ^^^^^^^^^^^^^^^ Huh??

Sorry. Texas joke. We tell a lot of them in Colorado.

>>What's the difference between AMS and Atari Galactic HQ? Does the Dallas
>>gang make Portfolios, or spy on Tandy, or ... ?
>
>Atari Microsystems Corp is [description deleted].
>
>Okay?

Love it. Thanks very much.

Curious no longer,
Ray
rrd@hpfitst.hp.com

1852. Re: 680x0 are NOT obsolete (was Re: TT upgrades)

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 21:46:14 UTC
From: mjv@brownvm.brown.edu
Message-ID: <65500@brunix.UUCP>
Source record: 234396

In article <7340085@hpfcso.FC.HP.COM> rrd@hpfcso.FC.HP.COM (Ray Depew)
writes:
> Hate to correct you both, but every LaserJet HP has sold contains a 680X0.
> I may be wrong on this (time for someone from HP Boise to jump into this!)

Yup, my LaserJet3 has a 68000 in it (10MHz in it.) In fact many laser
printer controller boards are running a 680x0. Think of all the Apple
LaserWriters out there too. There are probably many Sega Genesi (proper
plural?) out there by now and many arcade machines are running off
the friendly 68000. Just a couple other areas that the 68Ks are in.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Prophecies of
Agnes Nutter, Witch

1853. Re: Has anyone received their Spectre 3.0 upgrade yet?

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 21:51:26 UTC
From: mjv@brownvm.brown.edu
Message-ID: <65501@brunix.UUCP>
Source record: 234397

In article <1991Feb16.172505.10946@hub.cs.jmu.edu> bayers@hub.cs.jmu.edu (brian ayers) writes:
> If you have received yours
> let me know what you think of it, and more importantly will it run
> Pagemaker 4.0 and WordPerfect 2.0 under MultiFinder without crashing?

I got mine about a week and a half ago. I haven't played with it much at all since I now have a MacII temporarily at home. All I can really say is that it works :-)
An odd thing, sometimes there is a quote from somewhere on the Spectre background when you load the launch program. Sorta surprised me.

I haven't tried PM4 since I just got that upgrade also but I'll try it soon and let you know.

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Prophecies of Agnes Nutter, Witch

1854. 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 22:28:16 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1193.27c14410@sleepy.bmd.trw.com>
Source record: 234270
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have a 1040 ST for sale. It includes the CPU (socketed), a ZTime internal clock (no guarantee on battery), mouse, and software and manuals that came with it originally. Worked fine the last time I turned it on. This does not include a monitor. $300 or best offer.

Jim Harres jharres@doc.bmd.trw.com or 801-625-8072 MDT

1855. Re: CR/LF issues (was: PATCH utility needed)

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 22:37:30 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb19.223730.11109@math.lsa.umich.edu>
Source record: 234262

In article <4865@ruuinf.cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>I am porting the GNU diff(3) programs and now I come to an intersting
>problem: What to do when comparing two files that differ only in the CR?
>I.e. one file is a TOS style, and the other is a Unix style text file, with
>the same contents. My initial solution was to disregard the CR completely.
>But somebody who tested the thing complained about that. But how do you
>output the differences if you want to consider them different?
>
>1. If you take the "official" TOS stand the Unix style file is just a
> single line. But this seems impractical.
>2. Print a warning but no diffs
>3. consider the files to be completely different. But then there is no way
> to indicate what the difference is. You cannot put the CR in the diff
> because the CR is not part of the line, it belongs to the line
> separator. And there is no way to indicate the ABSENCE of the CR.
>
>GNU diff has a -a (ASCII) option. I think I will consider the files the
>same if -a is given, and different otherwise. But still the above mentioned
>problem remains.

Well, when you try to diff these files on a Unix box, you'll get that a
difference exists, but no indication of what the difference is. Even if you
specify "-w" to ignore whitespace; I guess Unix doesn't recognize CR as a
whitespace character. Whenever I've had this problem on a Unix box I just
delete all the CR characters. (BSD - tr -d '\015' <file1 >file2)

Since CR *is* whitespace for TOS, I'd just use the -w flag when diff'ing the
files and leave it at that.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1856. 1040ST FOR SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 23:01:20 UTC
From: SHAWMD@PURCCVM.BITNET
Message-ID: <91050.180120SHAWMD@PURCCVM.BITNET>
Source record: 234286

I have a standard 1040ST-1meg-720kDD internal system. I have an Atari SC124 mono monitor and a Commodore 1702 color RGB monitor with the VIDEOKEY box which will also allow VCR hookup. I have some game disks and about 2 years worth of START magazines with disks, plus other Atari magazines. I'm asking $750 for all of this, but am more than willing to take lower offers. Please either drop me a note or call me at home at (317)447-6531.

1857. Re: FCC and the Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 23:25:03 UTC
From: mjs@hpfcso.FC.HP.COM
Message-ID: <7340088@hpfcso.FC.HP.COM>
Source record: 234253

> Dave... while we have your ear, could you go into a little about why it
> is that Atari seems to be having such problems with FCC type acceptance
> testing..? The FCC regulations should apply equally to all computer
> manufacturers, but while Apple, IBM, Commodore, and all the little clone
> companies seem to manage to comply without too many delays, it seems that
> every product Atari has designed in the last few years has had to go through
> many cycles of testing and redesign before they can be sold.
>
> Could you comment on what you think may be the reasons for this..?

I'm not Dave; I don't even play him on TV, but I can speculate.

I'll bet a lot of radiation escapes from all those ports Atari puts on all
their machines. Other companies can probably classify things like MIDI, and
even Centronics and RS-232 ports as optional add ons, and get the FCC
approval without them.

1858. Re: Printer recomendation wanted

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 23:35:11 UTC
From: mjs@hpfcso.FC.HP.COM
Message-ID: <7340089@hpfcso.FC.HP.COM>
Source record: 234254

> When I was investigating printers (I bought a LaserJet IIP :-) I remember
> reading (in STart I think) that, while 24 pin printers are much better at
> printing their internal fonts, 9 pin printers are better for graphics, which
> is really what you are doing when you use GDOS fonts. Can someone confirm
> or deny this?

Deny. The resolution of a 24-pin printer is simply better than that of a
8/9-pin. If your software doesn't know to to generate the bitmap for the
higher resolution, then your are stuck with the 24-pins 8-pin emulation mode,
which may indeed be somewhat worse than a true 8/9-pin.

GDOS does support different font resolutions for 8/9 and 24 pin printer, so
programs using GDOS fonts should indeed get better resolution with the 24 pin.
I *know* the music I print with Notator looks a lot better; it uses GDOS fonts
for chord symbols and a few other things.

> While a laser printer may be out of your budget, an HP Deskjet can be had for
> not much more than your nicer 24 pin printers.

Far be it from me to discourage someone from buying an HP product :-), but most
24-pin printers support a "hex density" mode in which the resolution is
technically a little better than a laser/Deskjet. Various factors conspire to
keep the output from actually looking better.

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

1859. Re: Quick ST vs Turbo ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-19 23:59:31 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb19.235931.21308@ecst.csuchico.edu>
Source record: 234282

alanh@logitek.co.uk (Alan Hourihane) writes:

- With all this talk about Turbo ST and Quick ST, I decided
- to put it to the test on my machine. I have an Atari 520STFM upgraded
- to 2.5MB and TOS 1.0

Any TOS 1.0 machine would return the same results as a 2.5meg
520STFM; that is, with nothing installed. With memory resident
programs installed, you'd most likely get varied results.

- I am using Quick ST V2.2D-(Demo Version) and Turbo ST
- V1.6D-(Demo version).
-
- I received these figures:-
- [figures deleted for space considerations]

Unfortunately, this comparison doesn't tell us anything about either
program. The QuickST 2.2 Demo isn't running at full speed, for what
reason I don't know; how do you test a program, which is supposed to
speed up your computer considerably, with a demo that doesn't run at
full speed? Secondly, TurboST is up to something like 1.84, in which
case the TurboST1.6 Demo shouldn't even be allowed to line up on the
starting blocks. Moreover, the TurboST1.6 Demo runs at full speed,
but only runs for 15 minutes or so, if I remember correctly; IMHO,
this is a better way of distributing a demo.

- I would like to see what people get with a similar setup,
- but with both commercial versions rather than the demos.

I am also curious what people with the various versions of TOS get
with the actual programs. Maybe, since I have both, I should find
someone with TOS 1.0 and borrow their computer. Gee, what I have I
gotten myself into? :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1860. Re: Overscan in monochrome

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 00:41:57 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb20.004157.14406@jato.jpl.nasa.gov>
Source record: 234279

Does anybody know what signal is on pin 10 of the RF modulator in an old (rev B board) 520ST? It also appears on pin 2 of the monitor jack. I tried using it for Overscan, but it didn't work, so I assume it's not composite synch.

There's enough unused logic in my ST to compute composite synch without adding two diodes, a resistor and a transistor: U14 has a spare 2-input NAND, U40 has a spare 2-input NOR, and U35? has two spare invertors. That's ALMOST enough to control Overscan with GPO instead of a switch.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1861. Re: GeoWorks

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 01:00:30 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb20.010030.14691@jato.jpl.nasa.gov>
Source record: 234278

>Geoworks Ensemble licensed Motif for its windowing system and related
>applications designed for the 8088-era Intel-based PC clones. From all
>accounts it's small, fast, and what PC GEM should have been.

Not only is Geoworks reputed to be what PC GEM should have been, some say
it's what Windows 3.0 should have been. And it only takes 100k or so.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1862. Re: 256k simms in a 1040st?

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 01:04:59 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.667011899@mrcnext>
Source record: 234267

selick@bucsf.bu.edu (Steven Selick) writes:

>I have 4 256k 120 ns simms that came out of a 1040ste. can my brother
>use these (and possibly 2 more from a mac) to upgrade a 1040st to 2.5
>meg?

>-steve
><selick@bucsf.bu.edu>
---
i think it would be a lot of trouble---lots of wires to mess with.
a guy in our users group upped his 1040 to 2.5 meg with 2 1meg mac simms,
which turned out to be a (the way he did it) a very neat and compact job.
he clipped out one bank of soldered in chips, cleaned outthe holes and wired
the simms direct. but he only had 2 simms to worry about---you have 4 or 6.
--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

1863. Re: Flames for Atari developer support

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 01:05:12 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb20.010512.14815@jato.jpl.nasa.gov>
Source record: 234272

In article <4345@eastapps.East.Sun.COM> gaudreau@east.sun.com (Joe Gaudreau - Sun BOS Software) writes:
>..."support" which works (I call J and G all the
>time and they have answers - thanx dudes!).
>
>Call Gail at 408-745-2568 and ask...

How do you do it? I work with a developer, whose name I quote in every single phone call, every single snail-mail and every single E-mail. Nobody talks to me, nobody returns my calls, nobody returns my snail-mail, and nobody returns my E-mail.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1864. Re: stdcat40.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 01:23:09 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb20.012309.21756@ecst.csuchico.edu>
Source record: 234276

chuck@mrcnext.uiuc.edu (charles bridgeland) writes:

- just got from atari.archive the disc cataloger stdcat40.
- it looks very slick. GEM based, does everything in two
- windows, one with disc, onw with disc contents. i'm having trouble
- with it though. i cannot get it to reliably read more than the first
- disk that i feed it, and i trashed the directory of the disk i tried
- to save to. i had the same disc read problem with version 4.3
- downloaded from a local board. e-mail to the name in the doc file
- bounced.
-
- anybody know about this program? what am i doing wrong?

It may be something, like a cache, that you have in your AUTO folder.
Try STDCAT with nothing installed. I've run version 4.0 before with
no problems. Also, any chance you could upload version 4.3 to
atari.archive? :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1865. Re: 256k simms in a 1040st?

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 01:30:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb20.013036.21875@ecst.csuchico.edu>
Source record: 234269

selick@bucsf.bu.edu (Steven Selick) writes:

- I have 4 256k 120 ns simms that came out of a 1040ste. can my brother
- use these (and possibly 2 more from a mac) to upgrade a 1040st to 2.5
- meg?

To get 2.5meg with SIMMs on an ST/Mega, you need a JRI SIMM board (I don't know of anyone else who distributes them in the US, but there may be quite a few in Europe), 2 one-meg SIMMs, and 2 256K SIMMs. You cannot use 10 256K SIMMs and get 2.5meg because of the way things are designed. I would explain the reason to you, but I don't know it either. Just take my word for it. :^D

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1866. Re: Background graphics.

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 03:16:39 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Feb20.031639.26271@csn.org>
Source record: 234266

In article <1991Feb14.182535.21132@cs.city.ac.uk> dh108@cs.city.ac (KEATES M G) writes:
>
>Has anyone 'extracted' graphics from commerical games that they
>could send me?

My mail to you bounced, and I guess this is of general use so...
What might work is grabber2.lzh on atari.archive.umich.edu
Grabber replaces the alt-help screen dump routine with a routine to dump the
screen to disk in (I think) degas format.

- Todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1867. Re: looking for info on C compilers

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 03:46:50 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Feb20.034650.1138@mailer.cc.fsu.edu>
Source record: 234287

In article <1991Feb12.175253.1087@lynx.CS.ORST.EDU>, vovut@prism.CS.ORST.EDU () writes:
>
>
>Hello, everyone...
>
> Which C compiler is the "best" in terms of support, speed (compared to say
> MWC), debugger capabilities, etc.?
>
> I am particularly interested in information about Prospero C, but any
> information will be appreciated.
>
> I noticed that some people have Turbo C for the ST. Is Turbo C available
> in the US?
>
>Thanks in advance...
>
>vovut@prism.cs.orst.edu

I just read in my newest Current Notes that Prospero is "toning down" their operations in the US. I am unsure how this would bother owners of these compilers, as the company is still going strong in Britain (where it is based). At worst, it would increase the cost of upgrades (postage to/from GB). I am going to purchase Prospero C with my next paycheck, I have seen it for $89.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1868. Re: I ***STILL*** want GAUNTLET II

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 04:00:44 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Feb20.040044.1457@mailer.cc.fsu.edu>
Source record: 234281

In article <MbiOELi00VpbA800Vc@andrew.cmu.edu>, dz0x+@andrew.cmu.edu (David Joseph Zieger) writes:
> I should tell you that this game has a curious flaw, or at least, my
>version did. The game comes on two disks. You boot the game with the
>first one, but switch them right before the game starts. The trouble
>is, it doesn't switch off the drive while asking, so you have to change
>disks with the drive running. This, however, is not the problem, but it
>may be related. My version of the game insists on creating a character
>in the fourth player slot, which can't be controlled without some sort
>of adapter. So, you have your character on the screen with this other
>character that doesn't move and shoots continuously. You can push him
>around the screen, and hope the bad guys get in his line of fire. If he
>dies, he comes right back.
> The game didn't always do this, though. It didn't do it the first
>time I used the game, and it didn't do it for a little while after I got
>the drive re-aligned. I have no idea what the technical explanation is
>for this problem - I don't really think it's a software problem. If
>anyone out there has any ideas on what the problem is, and how to
>correct it, please let me know.
>

I tried Gauntlet II on my machine, and it would not work correctly unless I disconnected my printer cable from the back of the machine (it would NOT work if I disconnected it from the printer!?!). The 4-player adaptor uses the printer port, and the game does not seem to like anything residing else residing there. My problem was that both a 3rd and 4th player would be created whenever I played, and one of them would try to walk to the left continuously.

I would like to note that the game is excellent, and I have played it as one of four (real) players. It's a blast! I just don't want to disconnect my printer cable whenever I want to play . . . .

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1869. Re: Background graphics.

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 05:21:07 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7384@uqcspe.cs.uq.oz.au>
Source record: 234258

In <1991Feb14.182535.21132@cs.city.ac.uk> dh108@cs.city.ac.uk (KEATES M G) writes:

>Has anyone 'extracted' graphics from commerical games that they
>could send me?

Does anyone know the legality of this? (I'd be interested if it is legal!).
--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1870. Re: Flames for Atari developer support

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 05:22:40 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb20.052240.23244@ecst.csuchico.edu>
Source record: 234255

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

- In article <4345@eastapps.East.Sun.COM> gaudreau@east.sun.com (Joe Gaudreau - Su
- n BOS Software) writes:
- >..."support" which works (I call J and G all the
- >time and they have answers - thanx dudes!).
- >
- >Call Gail at 408-745-2568 and ask...
-
- How do you do it? I work with a developer, whose name I quote in
- every single phone call, every single snail-mail and every single
- E-mail. Nobody talks to me, nobody returns my calls, nobody returns
- my snail-mail, and nobody returns my E-mail.

I don't mean to ruffle your feathers or anything, but if YOU were the developer, I'd think they would answer some of your questions. You probably do work with a developer, but what's to stop me from calling Dev Support and say, "Hey, I work with Joe Gaudreau [for example] -- give me some info." Perhaps if you paid the $300, they'd listen to you. Unfortunately, this is the way it's gonna be, but Atari seems to be starting their two-tier development support system.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1871. Chaos Strikes Back -- walkthrough/help needed

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 05:37:30 UTC
From: dhawk@well.sf.ca.us
Message-ID: <23245@well.sf.ca.us>
Source record: 234381
Cross-posted to: comp.sys.atari.st,rec.games.misc

We must expire articles too fast around here. I know this has been discussed, BUT I just started playing Chaos Strikes Back.

I'm stuck in a couple of different spots.

Diabolic Demon Whatever: what do you do? I've gone in several times, killed the rock-squids, cut through the flame pits and gone up and got what was on the upper room -- not much. Are you supposed to go in and kill all the demons in that room?

Priest path: There's a room that the flying lobsters appear in. Above it is a room with four little rooms with pressure plates and a closed door. There are two concealed pits and a button behind one of the pits. Does the button do anything? Can you get to it? How do you get the door open?

What is the 'Key of B' for? I've got about 6 of them and have found no place to use them. Got a lot of Iron Keys as well.

If anyone has any of the previous articles on Chaos, (and they're under 64K - this is a uucp connection) please email them to me. Thanks.

later, david
--
David Hawkins {apple,pacbell,hplabs,ucbvax}!well!dhawk
"Who sees all beings in his own Self, and his own Self in all beings, loses all fear." -- Isa Upanishad

1872. Re: 680x0 are NOT obsolete (was Re: TT upgrades)

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 07:04:49 UTC
From: floyd@ims.alaska.edu
Message-ID: <1991Feb20.070449.14823@ims.alaska.edu>
Source record: 234257

In article <65500@brunix.UUCP> mjv@brownvm.brown.edu (Marshall Vale) writes:
>In article <7340085@hpfcso.FC.HP.COM> rrd@hpfcso.FC.HP.COM (Ray Depew)
>writes:
>> Hate to correct you both, but every LaserJet HP has sold contains a 680X0.
>> I may be wrong on this (time for someone from HP Boise to jump into this!)
>
> Yup, my LaserJet3 has a 68000 in it (10MHz in it.) In fact many laser
[...]
>plural?) out there by now and many arcade machines are running off
>the friendly 68000. Just a couple other areas that the 68Ks are in.

Yep, 680x0 chips ain't going away for a long time. The idea gave
me a chuckle, and this article brought to mind another example.

If your phone is connected to a Northern Telecom digital switch,
well, chances are that 68000's and 68030's are deciding how and
where your digital bits get through the switch. But that is not
the half of it. Those intercept messages, like "The number you
have dialed is not in service...", that is put together by no
less that an 8085. Not even an 8085 is obsolete yet.

Floyd
--
Floyd L. Davidson | floyd@ims.alaska.edu | Alascom, Inc. pays me
Salcha, AK 99714 | Univ. of Alaska | but not for opinions.

1873. ARC for Unix

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 08:55:53 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb20.085553.24465@ecst.csuchico.edu>
Source record: 234251

I know this really isn't the correct newsgroup to post this, but...

Does anyone know of a Unix version of ARC? I want to check some ST archives at my Unix account before I download them.

BTW, I'd also like to know which newsgroup is the correct one to post a question such as this. :^)

Merci beaucoup! Oh, and I guess e-mail would be better than posting in this case.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1874. TT and developers package

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 11:24:17 UTC
From: sm@tukki.jyu.fi
Message-ID: <1991Feb20.112417.16192@tukki.jyu.fi>
Source record: 234260

I haven't been very interested to do any software development with
my 1040ST, but now I am considerring to purchase a TT and would
appreciate info about developers package. How much there is TT info on
them ? How about TT hardware etc.
Thanks,
sm@tukki.juy.fi (Seismo Malm)

1875. Re: background zmodem u/dload

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 13:42:01 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Feb20.134201.8906@crc.skl.dnd.ca>
Source record: 234203

In article <1991Feb19.043836.15352@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>selick@bucsf.bu.edu (Steven Selick) writes:
>
>- I have been looking for a program to do background
>- upload/downloading of zmodem. Does this exist? Is there one that
>- works easily with uniterm?
>
>I'm interested in this as well. Eric Rosenquist has been working on
>Zmodem protocol for STalker, the do-everything-in-the-background
>terminal program, but he says that Zmodem requires tight code
>(actually, there's a better technical term for it that I can't
>remember) and that makes it difficult to implement in the background.

The download part of it is done already, complete with all of the
ZModem management options and creation of missing subdirectories.
Uploading still needs some work though.

Eric

1876. Atari Mega ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 14:44:23 UTC
From: delta@bucsf.bu.edu
Message-ID: <75200@bu.edu.bu.edu>
Source record: 234383
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale,ca.wanted

```
For sale:

Mega2 ST with 4 MB of RAM
SC 1224 color monitor
Supra 2400 baud modem
Joystick

Asking for $1150 or Give me a reasonable offer (I'll probably
take it)

e-mail delta@bucsf.bu.edu or
call Peter at (617) 731-5088
```

1877. Wanted: ST monitor extension cable

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 15:59:26 UTC
From: cwilliam@mimsy.umd.edu
Message-ID: <CWILLIAM.91Feb20105926@mimsy.umd.edu>
Source record: 234265
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.wanted

My brother is looking for an extension cable for his monitor. A
monitor master will give him an extra foot or two, but he would rather
find just a cable that might be cheaper. Anyone have any leads?

Chris
/\/\/\

1878. PD drawing program for GEM ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 16:09:35 UTC
From: hagelin@elixir.lne.kth.se
Message-ID: <1991Feb20.160935.16947@kth.se>
Source record: 234291

Hello,

I wonder if it exist a PD/Shareware program for drawing GEM metafiles. I've heard of EasyDraw, but I think that's an commercial product. Where can such a program be found (i.e. FTP-adress) ?

Martin

Martin Hagelin Email:
Departement of Electrical Engineering hagelin@elixir.lne.kth.se
Royal Institute of Technology
Stockholm, Sweden

1879. Re: Is the terminator available?

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 16:18:55 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Feb20.161855.25448@math.lsa.umich.edu>
Source record: 234252

In article <4013@ryn.mro4.dec.com> miskinis@aisg.enet.dec.com (John Miskinis) writes:
> I have read about someone who was wrongly accused of downloading
>too much at one time.

No, he was correctly accused of downloading too much at one time, the
accusations about his intentions are the only thing subject to debate.

>It had to do with a gateway being down for a few
>days, and that requests were queued up until the gateway was up.

And the matter of the 93 requests that were sent during the 2 1/2 days
the gateway was down...

> I thought this had been solved, but I get nothing when sending
>to the terminator...

Our problems with the perpetrator have been resolved for a week now,
but the mail server has yet to come back up. A version is in testing.

Jon

1880. Smalltalk

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 16:24:28 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <16782@milton.u.washington.edu>
Source record: 234390

Is there a Smalltalk for the ST? PD?

kevin
ramsiri@blake.acs.washington.edu

1881. CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 16:28:56 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <16783@milton.u.washington.edu>
Source record: 234290

My dealer vaguely described what he called "CALAMUS SL"..
SOmething to the effect of a "CALAMUS DESKTOP".. in whihc
you never have to "leave" CALAMUS... can do all your file
duties, run other programs and load "modules" that are
designed specifically for use with CALAMUS: spreadsheets for
example.

I heard mention of "SL" in an article from a EUROPEAN user.

CAN someone elaborate on this please.. correct me etc... and
does anyone know if and when SL will be available here? Is
it already?

Thanks
kevin
ramsiri@blake.acs.washington.edu

1882. midi interface

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 16:56:36 UTC
From: foster_663@oscar.ccm.udel.edu
Message-ID: <45254@nigel.ee.udel.edu>
Source record: 234292

I would like to know if ANYONE has any information on how
to connect an 8-bit Atati (I have a 130XE and a 600XL)
to a MIDI device. I am able to program in assembly, so

1883. Midi interface

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 17:01:31 UTC
From: foster_663@oscar.ccm.udel.edu
Message-ID: <45257@nigel.ee.udel.edu>
Source record: 234293

I heard one company had built ONE once
(Hybrid Arts) but I have never seen one anyhere
for sale.
I do have several articles from old ANTIC
and ANALOG issues on how to create gadgets which plug
into the joystick ports, but I am not an electronics
wizard. Any type of response would be most helpful.

Hopefully, I wont have to buy a 520ST (how much do they
cost now anyway?)

thanks !!
Sean Foster
University of Delaware (Dela WHERE?)
-Message-Text-Follows-

1884. SH204 Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 18:12:42 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3528@gmuvax2.gmu.edu>
Source record: 234398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently acquired a used Atari, SH204 hard drive, which I'm having problems with. I was wondering if anyone has had similar problems, or perhaps if anyone knows right off what may be causing the problem.

Occasionally, uppon boot-up, my SH205 will not recognize the 204 (the SH205 is physical unit 0, the SH204 unit 1). I normally give unit 0 a good head start on power-up (until the busy light flashes), and wait a good amount of time (10-15 seconds) for the 204 to get up to speed. Still, sometimes the 204 isn't recognized.

Next, (again, occasionally) the SH204 will spontaniously fail. It will just all-of-a-sudden, out of the blue, stop working. TOS can't access it (and yes, it IS still on...sheesh! :)

Any help will be greatly appreciated. Specs below:

Atari 1040STF
1 megabyte of memory (standard)
TOS version 1.0
Atari SH205 hard drive (unit 0)
Atari SH204 hard drive (unit 1)
AHDI 3.01

Steve "Stevers!" Coile
{scoile|acs075}@gmuvax[{.BITNET|[2].gmu.edu}]|2211c1@gmuvax2.gmu.edu
"Maturity is knowing when and where to act immature"

1885. GDOS 24-Pin Fonts: Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 19:34:46 UTC
From: redmond@ius1.cs.cmu.edu
Message-ID: <12036@pt.cs.cmu.edu>
Source record: 234300

Can anybody tell me where I can get GDOS fonts for a 24 pin printer ?
FTP sites, PD libraries, or even commercial, but the cheaper the
better!
Thanks,

Red/.

1886. STe

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 20:14:23 UTC
From: glens@natinst.com
Message-ID: <19837@natinst.natinst.com>
Source record: 234399

Does the STe allow more colors on the screen at one time or does
it just have a larger pallette?

Thanks in advance.

1887. help porting software

Newsgroup: comp.sys.atari.st
Date: 1991-02-20 20:42:22 UTC
From: scott@bbxsda.UUCP
Message-ID: <1732@bbxsda.UUCP>
Source record: 234400

A friend of mine who owns an Atari ST has expressed an interest in some midi software I wrote. My software was written for a Yamaha C1 (286 PC, MS-DOS) but the hardware/OS-specific routines are small, isolated, and relatively unassuming. Although it seems to me that porting my software should be rather easy, I admittedly know *nothing* about the ST. I basically need to do the following things (I'm not even sure if these are all possible on the ST):

Full buffered, interrupt driven midi-out
Arrange for midi-in interrrupt to call my C routine
Arrange for timer interrupt to call my C routine
set the timer interval (hopefully to resolutions less than 1ms).
simple screen output - put a charater at position x,y, set an attribute
simple keyboard input - single character read with no wait

I've looked through some hardware manuals and I really didn't find what I wanted to know. If anyone out there can point me in the right direction I would appreciate it. (If you happen to live in Albuquerque, call me on the phone).

Also, I noticed Turbo C mentioned in a couple posts in this newsgroup. I wasn't aware that Borland offered Turbo C on the Atari ST. Is this true? If it offers much of the same support library as it does on DOS that would help quite a bit.

--
Scott Amspoker | Touch the peripheral convex of every
Basis International, Albuquerque, NM | kind, then various kinds of blaming
(505) 345-5232 | sound can be sent forth.
unmvax.cs.unm.edu!bbx!bbxsda!scott | - Instructions for a little box that
| blurts out obscenities.

1888. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1991-02-21 11:16:23 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb21.111623.5762@informatik.uni-erlangen.de>
Source record: 234289

ricks@ncrcae.Columbia.NCR.COM (Rick Silverstein) writes:

>In Dungeon Master, is it possible to bring back the dead? I found a scroll
>that says, "New lives for old bones". What does this mean?

Try one of the altars of rebirth ...

Hope this helps

Lars


```
+-----------------------------------+-----------------------------------+
| Lars Michael | | | | |
| lsmichae@faui43.uni-erlangen.de | | | | "Down with ATARI, |
+-----------------------------------+ / | \ Long live the ST !" |
| "May the Schwartz be with you!" | / | \ |
+-----------------------------------+-----------------------------------+
```

1889. Re: help porting software

Newsgroup: comp.sys.atari.st
Date: 1991-02-21 13:59:42 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Feb21.135942.8800@crc.skl.dnd.ca>
Source record: 234294

In article <1732@bbxsda.UUCP> scott@bbxsda.UUCP (Scott Amspoker) writes:
>.... I
>basically need to do the following things (I'm not even sure if these
>are all possible on the ST):
>
> Full buffered, interrupt driven midi-out

Midi In is interrupt driven and buffered, midi-out is not. There are
BIOS calls for read/write in/out status. I guess they didn't make
output buffered since it would make precise timing somewhat difficult.
If you're capable in assembler it should not be all that difficult to
write your own.

> Arrange for midi-in interrrupt to call my C routine

That's fairly easy, there's a system call which lets you change the
'midivec' and have your routine called automatically.

> Arrange for timer interrupt to call my C routine
> set the timer interval (hopefully to resolutions less than 1ms).

No problem also, there are some unused timers in the system, you just
have to figure out which one you're going to use. If all you want
though is time stamps, the system has a 200Hz timer and a counter in
low memory that you can read yourself.

> simple screen output - put a charater at position x,y, set an attribute

The BIOS has support for a superset of the VT52 escape sequences.
Nothing fancy, but adequate for character-based applications.

> simple keyboard input - single character read with no wait

You've got 2 choices - BIOS level and GEMDOS level. At the GEMDOS
level you're actually reading from stdin, so it could be redirected.
The BIOS level can't be redirected.

>Also, I noticed Turbo C mentioned in a couple posts in this newsgroup.
>I wasn't aware that Borland offered Turbo C on the Atari ST. Is this
>true? If it offers much of the same support library as it does on DOS
>that would help quite a bit.

Borland in Germany sells an excellent TC package. Gribnif is
importing it and selling it here in North America. For somewhere
around ?$250-$300? you can get the full package: Turbo C (ANSI), the
Assembler, and the Debugger. It has a very nice GEM-based
multi-window development environment. All of the documentation and
on-line help is in German, but the menus, compiler errors, etc. is all

in English. If you know what you're doing in C / GEM you can get by. You'll probably want to get some other set of English docs for the TOS info such as the Atari Developer's kit or some 3rd party books.

The debugger only works in mono (it *does* work on large-screen mono monitors though) but it is wonderful. Also included is a BGI library (Borland Graphics Interface) that appears to be identical to its DOS counterpart.

I don't have a phone number for Gribnif... if you're interested your ST friend can probably find it for you.

Eric

1890. Re: 1.44Meg Drives

Newsgroup: comp.sys.atari.st
Date: 1991-02-21 14:59:42 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb21.145942.22449@informatik.uni-erlangen.de>
Source record: 234295

alanh@logitek.co.uk (Alan Hourihane) writes:

> There are 8 pins to wire up, +5v , GND, pin 20 soundchip, pin 19 sound-
>chip, pin 18 of WD1772, 32Mhz signal from pin2 of SHIFTER, and 2 HD-select
>signals.

> I would just like to know the wire to the WD1772, do I solder this
>directly onto the chip, or do I have to break it from the motherboard.

ddd used our design published in a German computer mag, which leads me
to think you will have to break pin 18. It's the clock input from
the motherboard, and the HD module works by replacing the standard
8 MHz input with a switchable 8/16 MHz input.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1891. Re: forcing media change

Newsgroup: comp.sys.atari.st
Date: 1991-02-21 15:14:33 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb21.151433.23353@informatik.uni-erlangen.de>
Source record: 234296

Daniel_Roedding@fiction.ms.sub.org writes:

>Well, I *think* there's a method to set the media change state via a
>Rwabs() call with strange parameters. At the moment I'm not quite sure
>whether this is just a hack in some hard disk drivers or it's a function
>supported by the standard bios routines. Does someone know more 'bout it?

This method only works reliably with drive A and B, and it is
undocumented. The method you discovered in Desktop's code is
documented and works on any drive. It's tricky, but not dirty.

>Yes, I know that. But there are some things that cannot be done on
>bios level. For example, if you want to set up a central file server for
>serveral machines, you *must* link your own routines into the GEMDOS trap.
>And if you write these routines you're quite astonished when everything
>works except the <Esc> redraw routine on the desktop... The problem was
>that the Desktop waited for a call of Getbpb() during the evaluation
>of the Fopen("<drv>:\\x",0) call. And this confused us a little bit...

Ah, now your problem clears up!

>Yes ... but I don't think that an application should *expect* this be-
>haviour. Furthermore, we didn't expect such reactions from the DeskTop
>since all the other functions of this built-in application are on the
>gemdos level or higher. There is no call of bios in it, so I think this
>is stylistically not very nice.

If you're reading your developper's documentation, this should be
no unexpected feature to you, should it?

>I was just very surprised and a little bit angry, because these little
>"gags" make the implementation of file-system-oriented device quite
>problematic. We were happy enough when we completed our new GEMDOS trap
>handler and hoped that the largest problems were solved.

Tell us something about your GEMDOS handler, now we're into it.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1892. Re: STe

Newsgroup: comp.sys.atari.st
Date: 1991-02-21 16:45:35 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Feb21.164535.5506@isc.rit.edu>
Source record: 234297

In article <19837@natinst.natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> Does the STe allow more colors on the screen at one time or does
>it just have a larger pallette?
>
> Thanks in advance.

Sorry...just a pallette increase....

but even Atari seems to be violating the 16 colour limit in low rez.
Check out the Jungle demo from Atari France, full 4096 pallette is used
as the sky...impressive!

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

1893. Windsor/Detroit Show this spring?

Newsgroup: comp.sys.atari.st
Date: 1991-02-21 19:01:20 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Feb21.190120.1810@watmath.waterloo.edu>
Source record: 234298

Does anyone have details on the upcoming Windsor/Detroit Show this spring?

There seems to be quite a lack of publicity for a major show.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

1894. Maple or symbolic computation.

Newsgroup: comp.sys.atari.st
Date: 1991-02-21 21:10:26 UTC
From: Thomas.Stricker@CS.CMU.EDU
Message-ID: <MbI3R2_00h7Z0CfVQD@cs.cmu.edu>
Source record: 234299

A friend of mine in Berne, Switzerland would like to do symbolic mathematical computation on his Atari 1040ST.

I saw some math folks of waterloo.ca on the bboard....

So how about Maple. What are the hardware requirements, where to get it, how much does would it cost?

Secondly there are probably Urbana folks here as well. So what about Mathematica, is it also available for the Atari. At least the kernel and the simple user interface should be.

Please help me on that. I don't wan't to tell my friend that "he's got the wrong computers"....

Thanks a lot
Thomas M. Stricker
SCS, Carnegie Mellon University

1895. Re: U/L to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-02-22 03:33:07 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7635@jhunix.HCF.JHU.EDU>
Source record: 234225

In article <1991Feb14.181124.17837@ritcsh.csh.rit.edu> phbob@ritcsh.csh.rit.edu (Bob Paradis) writes:
>I recently U/L the following files to atari.archive....
> MATSMOOD.LZH - digitized file from ollie & rol (awesome!!)
> 1 meg req.
> 4N_AFAIR.LZH - digitized file from ollie & rol (again awesome!!)
> 1 meg req.

You (or someone else) might not have the OXYGENE demo as well? Isn't there also another demo from ollie & rol advertised in their demos? Hope somebody knows.

Speaking of demos, has anybody seen the MINDBOMB demo? It is NOT the LOSTBOYS.LZH demo up on atari.archive. Also does the UNION DEMO exists out there? I'd LOVE to see both of these demos...

Dom

1896. Re: Dual TOS

Newsgroup: comp.sys.atari.st
Date: 1991-02-22 06:06:39 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7636@jhunix.HCF.JHU.EDU>
Source record: 234227

In article <9102161808.AA27301@cwns2.INS.CWRU.Edu> aa519@cleveland.Freenet.Edu writes:
>If anyone has the docs on how to put both TOS 1.0 and 1.4 in an
>
>ST and switch between them, can you please E-mail them to me.
>
>Thank You.
>
>Scotty
>aa519@cleveland.freenet.edu
>
>[stuff deleted]

Actually, how about whomever it is that can answer this query post it
to the net! It seems like a really neat thing to do!

Dom

d_alvear@jhunix.hcf.jhu.edu
alvear@crabcake.cs.jhu.edu

1897. Re: Formdoit

Newsgroup: comp.sys.atari.st
Date: 1991-02-22 06:50:16 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7639@jhunix.HCF.JHU.EDU>
Source record: 234226

In article <1991Feb19.175447.19230@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>[stuff deleted]
>MAGIC or FLY_EX, but it's useful unlike the others.
^^^^^ ^^^^^^
Just out of curiosity, what are these?

Dom Alvear

>[more stuff deleted]
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1898. Wanted: vortex HDplus harddisk driver

Newsgroup: comp.sys.atari.st
Date: 1991-02-26 15:14:31 UTC
From: qiu@inf.ethz.ch
Message-ID: <26287@neptune.inf.ethz.ch>
Source record: 234181
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.st

I bought vortex HDplus for my Atari ST4 before. I have some programs
for this kind of hard disk, but, I don't have vortext hard disk driver
programs (for example, VHDPLUS.PRG and HDPLUS.OVR). If anyone knows
where I can get it, please let me know. I would be very grateful.

Thanks in advance!

---- Yonggang
~~~~~~
Yonggang Qiu
Institute for Information-system | e-mail: qiu@inf.ethz.ch
ETH-Zentrum | phone: (41-1) 254 7223
CH-8092 Zurich,Switzerland | fax: (41-1) 262 3973
~~~~~~

1899. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-02-26 21:00:40 UTC
From: Shervin.Shahrebani.Of.250/744@p0.f744.n250.z1.fidonet.org
Message-ID: <354.27CCB456@egsgate.fidonet.org>
Source record: 234192

Yes that is true. They are now going for Unix V , version 4.0 Same thing happened with the TT computer. They had a TT running with a 68020 (TT020) and then they changed it halfway to a 68030, and hence, TT030.

S.S>

1900. All in this together

Newsgroup: comp.sys.atari.st
Date: 1991-02-26 21:13:12 UTC
From: Shervin.Shahrebani.Of.250/744@p0.f744.n250.z1.fidonet.org
Message-ID: <355.27CCB45A@egsgate.fidonet.org>
Source record: 234195

Last I looked, it was up to about $3 or something. How high is it now?

1901. Re: Quick ST vs Turbo ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-26 23:11:44 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440158@hplsla.HP.COM>
Source record: 234202

Just last night (Feb25) I was on GEnie and checked out the TurboST and CodeHead topics for grins. I learned a few things I was not aware of, and apparently darekm@microsoft.UUCP (Darek MIHOCKA) is not either, for he writes:

| One of my main objections, which I think is important, is that there
| are a growing number of machines (especially in Germany) that are
| incompatible with Turbo ST. The TT. Overscan. Autoswitch Overscan.
| Large screen monitors. 68020 and 68030 accelerators. All of these
| enhancements will crash your ST or TT if you use Turbo ST.

The latest version of TurboSt is 1.84 and it now supports accelerators.

| Considering that Softrek (and other software developers
| such as the Codeheads) have told the ST community to not expect any
| new software from them, I find it difficult to understand how you could
| recommend their product.

Wayne Buckholdt (who *is* SofTrek) is acquiring a TT and hi-res multisync monitor to support these new systems.

CodeHead just announced HotWire 3.0, a major upgrade, available NOW. A CodeKeys upgrade is due soon.

It was distressing to learn that CodeKeys has sold only 500 copies world-wide, with estimates of thousands of pirated copies in circulation on on pirate BBS's.

BTW, I previously said TurboST did not have a auto program version - not true! I just didn't look close enough at my distribution disk. Installed it last night and it works fine.

%%%

1902. Re: Quick ST vs Turbo ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-26 23:13:45 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440159@hplsla.HP.COM>
Source record: 234201

Dave_Ninjajr_Flory@cup.portal.com writes:
|
| Andy, I think you need to check out your system. I have used Turbo ST, both
| mono and color in Multidesk for many moons with no problems. Do you have
| the latest versions of both? I'm using them on a mega 4 with Adspeed.
| ----------

As I found out on GEnie last night, I'm a couple of upgrades behind on
Multidesk.

%%%

1903. Re: Bye Bye BART

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 03:38:54 UTC
From: johnb@churchy.ai.mit.edu
Message-ID: <JOHNB.91Feb26223854@churchy.ai.mit.edu>
Source record: 234186

What about using bitftp@pucc.bitnet That will allow you to ftp files
and have them mailed to you.. Works quite well....

John Bunch
--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@albert.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

1904. Re: Newer version of Timeworks Desktop Publisher?

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 09:22:51 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2393@odin.cs.hw.ac.uk>
Source record: 234151

```
In article <44580@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
#I have a copy of Timeworks Desktop Publisher, ver 1.10. I was wondering
#if there is a newer version out there. The copy I have is (c) 1987, so
#I assume there may have been upgrades. I haven't heard anything from
#Timeworks since I sent in my registration card.

There is another version, 1.12, which supports Postscript output to disk but
there are none after that. Usual Atari vendor support!

I would have emailed but there's not much else to say.

#= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =

+-----------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+-----------------------------------------------------------------------------+
```

1905. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 09:40:52 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2394@odin.cs.hw.ac.uk>
Source record: 234250

In article <1991Feb23.151137.12800@ncsu.edu> smisra@eos.ncsu.edu
(SAURABH MISRA) writes:
]I suddenly started getting problems with my well kept
]monochrome monitor...for some reason the monitor just
]turned off by itself...since the symptoms were very
]indicative of a blown fuse (that is absolutely no power
]anywhere) I opened up the case and replaced it again
]with the same volt and ampere fuse and then it blew again
]What is going on? Please let me know if you know how to
]fix this problem,

Well I reckon a bridge rectifier diode in the power supply might be a good
guess. They've gone short circuit here a couple of times causing the fuse to
blow. I think the part number is IN5402. Hopefully that's all that's wrong.

]thanks
]Saurabh

Your welcome.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1906. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 18:28:36 UTC
From: Shervin.Shahrebani.Of.250/744@p0.f744.n250.z1.fidonet.org
Message-ID: <356.27CCB45E@egsgate.fidonet.org>
Source record: 234196

I know for a fact that the TT has a graphics mode that allows it do display 256 levels of gray in the 320x480 resolution. It may be that Calamus SL uses that mode no the TT to do its 256 grayscale.

S.S.

1907. TT to get AT Emulator

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 18:31:24 UTC
From: Shervin.Shahrebani.Of.250/744@p0.f744.n250.z1.fidonet.org
Message-ID: <357.27CCB462@egsgate.fidonet.org>
Source record: 234193

Atari has been working on a software version of an AT emulator for their TT computer (it should emulate VGA also). When released, it will be bundled with all TT's in the future and previous owners of TT's will get the software emulator for FREE! The emulator will considerably slow down operations because it is software and the 68030 is emulating an 80286/386 chip. Therefore, expect it to run at about the speed of a 12 Mhz AT which is pretty good.

S.S.

1908. STE

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 18:37:38 UTC
From: Shervin.Shahrebani.Of.250/744@p0.f744.n250.z1.fidonet.org
Message-ID: <358.27CCB467@egsgate.fidonet.org>
Source record: 234197

No, the 520 STE is only sold in Europe and comes with 512k of meagre memory. I don't like 512k. I think that now with the amazing prices 1040STE's are going for, you should get yourself a 1040STE with 1 meg of RAM. The problems with the HD's have been corrected and any STE you buy now you should check that it has TOS 1.62 rather than the older TOS 1.6 Most STE's now will have that, but check the Desk (info) just in case. I can get a 1040STE for $500 Canadian, and maybe less if I really push! I think

you should also consider the Mega STE 1 which will come out soon. It will go for $1000 Canadian. The 2/4 meg version with a 50 Mb hard disk is available now, but you are better off getting the 1 meg version with the optional hard disk. That way you can get yourself a cheaper hard disk later on.

S.S.

1909. Re: Questions about Xformer, by D. Mihocka

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 19:17:48 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb27.191748.19452@uvm.edu>
Source record: 234210
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

From article <70885@microsoft.UUCP>, by darekm@microsoft.UUCP (Darek MIHOCKA>

> ST version: 40%-50% normal speed. TT version: 80%-90% normal speed.

Rather interesting comparison - so 486s eat 030s. Too bad about the
640K though 8-). I run up against it far too often at work, TGFU (thank
god for Un*x). Even my 2.5 Meg ST does better, w/o expensive third
party memory allocation libraries 8-). Now if only TOS and DOS could
get away from 8.3 file names.

> PC version: 20%-500% (depending on the processor: 8088, 8086, 286, 386, 486).
>
>> 5) Could someone post the source code for Xformer 2.55 to terminator (Darek
>> said it's now PD and is on Genie, but I don't have an account there. Has
>> it made it to Compu$erve, or anywhere else I can get it?
>
> That source code is now old due to version 2.6. What do you really intend to
> do with it? I'm still waiting to hear back from the guy in Toronto who is
> porting it over to GFA Basic.

HA,HA,HO,HO..... and he wanted to speed it up 8-) 8-).
The original is in assembler and C - right Darek??
GFA Basic *was* a lifesaver for me, but..... this?!

> - Darek

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1910. ICD AdSpeed

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 19:32:11 UTC
From: bj@europa.inmos.co.uk
Message-ID: <14527@ganymede.inmos.co.uk>
Source record: 234003

Does anyone know if ICD have a E-mail address? A friend of mine has an AdSpeed board that behaves strangely -- it would be nice if we could avoid a transatlantic phone call...

The problem is that the board runs OK in 8MHz mode, but as soon as we switch it to 16MHz (using the software supplied), it instantly switches back to 8MHz! This is according to the speed display on the menu bar, at least -- and the machine doesn't run any faster :-(.

Anyone had a similar problem?

Thanks in advance,

--
John Honniball (BJ)

bj@inmos.co.uk bj@inmos.com

1911. Re: 128K limitation of Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 21:56:46 UTC
From: mjv@brownvm.brown.edu
Message-ID: <66564@brunix.UUCP>
Source record: 234204

In article <62988@bbn.BBN.COM> aking@bbn.com (Allen King) writes:
> What current MAC hardware has 256K ROMS?

Everything since the SE has 256K or larger roms. However, what is in those roms varies between computers. Both the SE and MacII(original) have 256K roms but the MacII roms have color quickdraw, nubus and lots of other stuff.
Its the same between the 1040STe and MegaSTe (assuming the MegaSTe has 256k roms like the 1040STe). They may have the same rom size space but the MegaSTe has extra code for the enhanced desktop and other hardware support.

> Which does the Mac IIfx have?

I believe all Macs introduced since the MacIIci have 512K (which includes the fx) roms.

> What kind of software breaks now without 256K ROMS?

Nothing really. I mean if it requires color, it won't work, but the old 128K Mac Plus roms are sort of the minimum compatability that most every program adheres to.

> What do people guess about the future?

I doubt that Dave Small will try to get the MacII roms running since it would take LOTS of time (he only has one life :-) , the roms are very hard to get (you basically need to buy a dead MacII) , and it would probably
cost a fortune which Atari users wouldn't pay since a real MacII wouldn't be that far away. 128K Mac Plus roms will probably be as far as it goes.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Prophecies of Agnes Nutter, Witch

1912. sickly 1040st nneds help!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 22:11:13 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Feb27.221113.3677@isc.rit.edu>
Source record: 234217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari 1040st with a problem....

It seems that the damn thing wont boot ANYTHING from the floppy drive. The drive checks out fine (tried it on another machine), the controller chip is fine (replaced it). I just checked the power supply to see if THAT was the culprit, nope. Checked the power line into the drive just in case, hmmmmm I got 13 volts going to the drive instead of 12......I wonder....The drive is a Chinon model F-354 EAT (that's DSDD to the rest of us).

ROM chips (TOS 1.0) are fine. Boots off a hard drive just dandy.

If I try to boot from a floppy I get a low res screen, and then I open drive A and get 0 bytes in 0 sectors EVERY TIME!!! I get this even if there IS stuff on the disk. Autoboot disks, nope. Non-GEM disks, nope. If I do a show info...lock up.

HELP ME PLEASE.......I want my baby back

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

1913. Re: PCB designers

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 22:39:45 UTC
From: squishy@casbah.acns.nwu.edu
Message-ID: <1991Feb27.223945.4380@casbah.acns.nwu.edu>
Source record: 234206
Cross-posted to: comp.sys.atari.st,sci.electronics

There is a public domain PCB routing program available for the IBM
and the Mac. I know that the original C source code is also available and
may facilitate portability over to the Atari ST or Sun. If you have the Mac
option for the ST, then it should be a snap.

The program can be found for the Mac on the anonymous FTP archives
at sumex-aim.stanford.edu it is listed under /info-mac/app/pcb-cad.hqx and
is encoded in Stuffit Binhex format (Mac compression schemes). It was
origanlly written by someone at Microsoft for the IBM (and unfortunately
is as tough to use as the IBM for a mac man).

If you cannot do anonymous ftp, I can send you this program. It
comes with small instructions and modified (for macintosh) source code in
three segments (router, display, and printer). It can output in various
scales to a number of mac output devices.

Hope that helps some....

```
=====================================================
Shishin "Squish" Yamada |\/\/\/|
squishy@casbah.acns.nwu.edu /---------\ | |
Northwestern University | Yo | (o)(o) |
Electrical Engineering | Dudes! \ ( < )
Class of 1991 \__________\ |___/ |
\ |
"Life sucks, but Death swallows!" / \
/______\
=====================================================
```

1914. Re: Windsor/Detroit Show this spring?

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 23:17:37 UTC
From: darekm@microsoft.UUCP
Message-ID: <70939@microsoft.UUCP>
Source record: 234205

In article <1991Feb21.190120.1810@watmath.waterloo.edu> daroloso@watmath.waterloo.edu (Dani A. Roloson) writes:
>
>Does anyone have details on the upcoming Windsor/Detroit Show this spring?
>There seems to be quite a lack of publicity for a major show.
>
>Dani Roloson
>Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

Dani, the Windsor show is a two day show, on the weekend of May 4 and 5.
Contact Pattie Rayl (of Atari Interface magazine) for more information
regarding booths, location etc. The booths are very reasonably prices
(much cheaper than most shows) and as you can guess, Branch Always will
be represented there by at least 3 people (including myself) for the
world premier of Quick ST 3.0. If Canada Customs lets me in the country. <grin>

For people that need to fly out, they have a 40% off special with
Northwest Airlines through Detroit, although I found that flying to
Toronto and then driving to Windsor is much cheaper, which is what I'll
be doing. I knew there was a good reason for having a weak Canadian dollar!

You should call Pattie at 313-973-8825 during reasonable hours.

- Darek

Darek Mihocka Quick ST 3 cometh! All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

1915. Re: ST Roms

Newsgroup: comp.sys.atari.st
Date: 1991-02-27 23:43:25 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb27.234325.3936@jato.jpl.nasa.gov>
Source record: 234208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been poking around in the ROM with a disassembler, and have noticed some things that lots of other folks have probably also noticed. But attention could only improve them.

1. It's obvious that part of it was written in C and part in assembler. The parts that were written in C would be greatly improved simply by compiling them with a compiler having a decent optimizer. I don't know what quality optimizers are in existing ST compilers. But MetaWare has High C and Professional Pascal on 680x0 platforms -- it shouldn't be too great a trick to transport them to the ST. Probably the only way this will happen, though, is if Atari approaches MetaWare (408/429-META). The things one finds especially unpleasant about the present rom code are the complete lack of global common sub-expression elimination, especially array element references, and other just plain silly things that are almost completely local, such as "LINK 0" instructions.

2. The parts that were written in assembler would also benefit from being assembled with a better assembler. For example, the AssemPro assembler can be told to put references into PC relative addressing mode. There're lots of places where instructions have 32 bit addresses, but PC relative would work equally well.

3. Some of the stuff in assembler would benefit from simple things that a human must nonetheless do: all I/O addresses above $ffff8000 can be absolute short, because the hardware sign extends, that is, $ffff8800 can be coded $8800. Lots of little subprograms start "MOVE SR,-(SP)" and end "MOVE (SP)+,SR; RTS". They could instead end "RTE" or "RTR". There are a few places where one finds "MOVE.W #0,-(SP); MOVE.W #$xxx,-(SP)". These could be replaced by "MOVE.L #$xxx0000,-(SP)".

4. This isn't on precisely the same subject, but it wouldn't hurt to vector more of the intra-BIOS and intra-XBIOS calls. For example, I'd like to hook to a task scheduler at the point where FLOPRD goes into it's wait loop (What good is a DMA if the first thing you do after starting it is ask "hey, are you done? hey, are you done? hey, are you done? hey, are you done? hey, are you done? hey, are you done? hey, are you done? ... up to $60000 times)? If the intra-BIOS calls and GEMDOS-BIOS calls were vectored, one could replace FLOPRD, and not need to replace RWABS as well. Also, patches would be easier, when the inevitable bugs are found.

Is it reasonable at least to hope that the next ROM will be compiled with better tools, even if none of the expensive human-engineering intensive things are done?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1916. Re: Help with Overscan

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 01:29:05 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb28.012905.5542@jato.jpl.nasa.gov>
Source record: 234213

I tried to use pin 2 of the monitor port on an old (rev B) 520 ST, which comes from pin 10 of the RF modulator, to control Overscan. It appears not to work. Is pin 2 not composite sync on old ST's with RF Modulators? Or is the signal computed in the Overscan document, by the two diodes and the transistor, not composite sync? It seems that the spare NAND in U14 could be used in place of the two diodes and the transistor (also need to use one of the spare invertors in U35). Anybody tried this? Also, there's ALMOST enough hardware to control overscan with GPO. Has anybody tried this?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1917. Re: 128K limitation of Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 01:46:03 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb28.014603.7785@daffy.cs.wisc.edu>
Source record: 234209

Well as far as being a limitation I don't know, I think it is more of
a technical/hardware limitation of the ST.

Not only that, there isn't much in the 256K ROMS except, Digitized pictures
of the Apple development team (I am not kidding), and added support for
NuBUS protocol and other things.

--Gregory

1918. Re: Midi interface

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 04:02:23 UTC
From: yonder@netcom.COM
Message-ID: <26124@netcom.COM>
Source record: 234214

On the subject of Midi for 8-bits, the last time I was at San Jose Computer, they had at least one still for sale. Sorry I don't remember price or make, but you can call them at 408-995-5080. I know the device they have comes in either an XL or XE version with software.. Good luck....

.....yonder

1919. David Small versus Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 04:31:40 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3658@gmuvax2.gmu.edu>
Source record: 234207

Seeing how MORONICALLY Atari management is handling itself, a friend and I got to discussing alternate possibilities to Atari. I, for one, and a die-hard Atari fan. I think there has always been great potential with Atari, and when it first came out, the ST was a realization of some of that potential. Now, however, I think Atari is being led in completely the wrong direction. I still respect the Atari name, but I do NOT like much of what is behind it.

Where does the TRUE spirit of Atari lay now? David Small. David Small has done more for the ST than Atari itself has, and I think most people are more than willing to admit that Dave is a great, when it comes to the Atari. What would *I* like to see happen? I would LOVE for Gadgets to take over Atari (get rid of the Tramiels -- BLECH!!). Of course, there is NO WAY that is going to happen. So what if Dave decides to market an ST compatible? Perhaps in the fashion he's done with Spectre -- a clone that is more compatible than the original!! He's already done the 68030 board. All he has to do is but it in a box, add his own OS (HyperWeb still in the works Dave???), and BANG! A Small computer wipes out a "big" company like Atari! It'd be great!

And just think of the marketing ideas: "Get BIG power...with a Small computer." "It may be Small, but there's a lot inside!" What a trip!

Dave!! Listen up! You've GOT a market all to yourself here! I want to stay with the spirit of Atari (Commodore? BLECH! NEVER! PC-clone? Naww..to standard. Mac-why, when I could have an Atari/Small which can all that and more?). Whaddaya say people? Would Dave have a market? *I'd* buy a Small over a comarable Atari any day!

Steve "Stevers!" Coile
scoile@gmuvax[{.BITNET|[2].gmu.edu}]|2211c1@gmuvax2.gmu.edu
"Maturity is knowing when and where to act immature"

1920. STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 05:06:40 UTC
From: gaines@mars.njit.edu
Message-ID: <2475@njitgw.njit.edu>
Source record: 234212

Hi,
I have the following for sale:

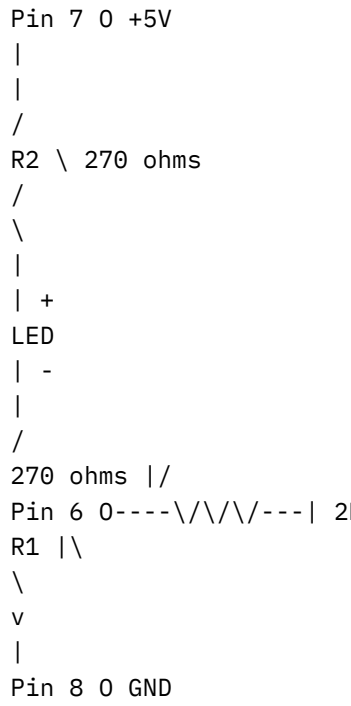
TOS 1.2 6 chip $20
Tweety Board $20
Dungeon Master $15

==========
"They can fly rings around the moon, | Mike
but we're years ahead of them on the highway" | gaines@mars.njit.edu
==========
System 7 on an 800K floppy? HA!
==========

1921. Fire button light

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 06:09:39 UTC
From: al885@CWNS9.INS.CWRU.EDU
Message-ID: <9102280609.AA13946@george>
Source record: 234215

Here is a very simple circut that will light a LED whenever you push the
fire button. You could also use it for any other movement (joystick).



You can use any NPN transistor (like a 2N2222) you have although you may
have to change the resistor values slightly. R1 is optional....it works
fine with or without it. I didn't calculate or measure ANY values. It just
worked.

=========Gerard Pinzone=======================gpinzone@george.poly.edu=========
_______ ________ ________ Just on the border of your waking mind
/ ___/ / _____/ / __ / There lies another time
/ ___/ / /____ / __ / Where darkness and light are one
/______/ /_______/ /__/ /__/ And as you tread the halls of sanity
East Coast Anime You feel so glad to be unable to go beyond
ELO: "Prologue" -=- Daicon IV I have a message from another time...

1922. Re: PCB designers

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 07:27:38 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb28.072738.177@abode.wciu.edu>
Source record: 234232
Cross-posted to: comp.sys.atari.st,sci.electronics

In article <2014@Terra.cc.brunel.ac.uk> ee87kjh@cc.brunel.ac.uk (H J Harris) writes:
>Does anyone know of any decent (preferably public domain !) packages
>for either a 1040ST or Sun workstation that I can use to produce PCBs
>from circuit diagrams ? i.e. do most of the placement & routing, and
>then produce a printout which can be used to make the board. My
>printer options are either a Star LC-10 or Apple LaserWriterII (post-
>script).
>
>I have heard there is a fairly old German package for the ST. Is it
>any good ? (Schipol, or something like that !)
>
>Thanks
>
>Kevin Harris.

Hi Kevin,
If it is available there in the UK, there is a program written
by Iliad called "Circuit Maker 2.0". It might just be the program you are
looking for. Bye.....

Luis

--
"""""""

1923. pc ditto

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 08:30:25 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <27ccbfa1.3816@petunia.CalPoly.EDU>
Source record: 234216

Not having used PC Ditto (software) for a long time, I realized I need to do a few things on the PC. The problem is I'm having trouble installing it on my hard drive. I currently have 3 partitions (C,D, and E). On bootup, PC Ditto realizes all of these to be partition 0. Trying to get a directory on C or D results in a divide error. It doesn't recognize drive E (the infamous Abort, Retry, Failure prompt).
I have the ICD Host Adapter connected to a 20Meg drive. Also, the version is 2.0 (I seem to recall the latest version is 3.0 before Avant Garde went out of business.)

Steven

1924. 1.44mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 08:52:05 UTC
From: billy@phoenix.pub.uu.oz.au
Message-ID: <1991Feb28.085205.28239@phoenix.pub.uu.oz.au>
Source record: 234101

[i've posted this for james]

A few months ago, someone posted a do-it-yourself hardware mod to enable the St to use 1.44 meg drives. Could the author kindly repost this or anybody else with the knowledge please make it known ?
(Im aware that pre made kits exists to do this already but Id prefer to do it myself)

Reply via email or news...

James Hall.
s883334@minyos.xx.rmit.oz.au OR mith@arda.pub.uu.oz.au

1925. Mega STE questions...

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 10:36:27 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4333@cernvax.cern.ch>
Source record: 234218

```
--- second try ---
Hi,

Somebody tried Uniterm on the Mega STE? (I *need* it.)

About the 2 RS232 ports: What are the 'tream' names of the
auxilary ports?
(aux: and aux1: ???)

Thanks for you reply.

Roger hohr@cernvax.cern.ch
```

1926. Re: QL Emulator on ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 11:07:58 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <1991Feb28.110758.27511@mathrt0.math.chalmers.se>
Source record: 234220

There is indeed a (software only) QL-emulator for the ST, but only I and a few of my friends have known about it until now (I wrote it).

The emulator consists of a small (about 4k I think) .prg file, which loads two files and patches them in ram. The files needed are straight memory dumps of the QL-rom and the Trumpcard rom.

The Trumpcard disk interface code is used because I haven't yet had the time to write my own disk directory device driver. I'm not sure I'll ever do it.

The emulator probably only works with the Swedish MGB rom now, but I will adapt it to JM shortly. I'm also trying to make it run on the Minerva roms.
Those are the only roms I have access to.

The roms are of course copyrighted, so I don't think I could distribute them, but if you have a QL with Trumpcard you need only dump them to disk and transfer them to an ST disk.

I believe you have to send in a rom dump when you order the hardware based emulators, but the Amiga QL emulator consists of a patched rom so perhaps it is legal. Has anyone talked to Amstrad (the company that bought Sinclair)?

Some info about the emulator:

The QL-screen is emulated in monochrome by a multitasking job.

It reads and writes QL-disks, but no error checking is done on writes.

Format does not work yet.

Serial comm, MIDI etc are NOT implemented yet.

Turbo, Desktop Publisher, The Editor, PSION Xchange and most other applications work just fine.

Some games, for example Scrabble, are ok, but many are not.

The speed with screen emulator at priority 32 is about the same as my QL with CST-ram.

I have decided to put the current version of the program in the public domain, but I don't think it's good enough to be posted to .binaries yet.
You could consider it a beta-release.

I won't have the time to transfer the program onto this UNIX system for a few weeks, but if you are interested, please mail me.
Questions and suggestions are welcome.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1927. Re: Quick ST vs Turbo ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 11:30:32 UTC
From: SAMcinty@exua.exeter.ac.uk
Message-ID: <1183@exua.exeter.ac.uk>
Source record: 234152

In article <1854@cunixf.cc.columbia.edu> Christopher M Mauritz writes:
>When I had my ST, I tried both programs. The speedup is virtually
>the same for both of them. The only difference I noticed at the
>time was that TurboST seemed to be a little more robust (this was
>about a year ago). Since the original poster said that his machine
>has 2.5megs of RAM, I don't think size is an issue, but last I checked
>TurboST was a LOT larger than QuickST. In the end, I chose TurboST
>since I also had 2.5megs of RAM.
>
>ciao,
>
>Chris

A few days ago I got my copy of TurboST from a distributor here in
the UK...and I am amazed. They are up to version 1.84, if those of
you that have it didn't know...and it can make a drastic improvement
to the working environment of the ST.

I've got 4megs, and like Chris, I doubt that size of memory will effect
the running speed much, if at all...but the improvement over no TST
is stunning, especially for file opens and closes, and other simple
things like that.

I think the main improvement in this version is that it has been split
into a mono or colour or both program, which you install according
to your system. I've only got the SM124 so I can't say on speed
increases for the other options.

Running on NeoDesk 3.01 it dramatically improves the speed....

Highly reccomended...

Scott

1928. NeoDesk 3.01 question/bug?

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 11:35:55 UTC
From: SAMcinty@exua.exeter.ac.uk
Message-ID: <1184@exua.exeter.ac.uk>
Source record: 234153

I recently received NeoDesk 3.01 for my STE and have noticed an odd behaviour, I don't know if this is planned, I can't find any explanations in the docs....any help appreciated:

NeoDesk in A: and some other disk in B:, if I play around with something in B:, then quit to the desktop, and close all the windows for B: then eject the disk and put in another one, then double click on B:, it seems to read from the disk (light goes on) but displays the OLD B:'s directory, or sometimes it just shows up a bunch of files with garbage characters for filenames.

Anyone have any idea why this happens? I can correct it by typing escape once I have the B: root window open, then it behaves as normal...

Running on a 4meg 520ste, if that matters.

Scott

1929. huh,net

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 11:36:47 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7766@crash.cts.com>
Source record: 234224

to all out there i am sorry if i was nasty to you for your negative comments but you should understand my position and also take a bit of critisim yourselfs also.we are all are guility of going out of control.maybe if i hear any positive comments i will start huh with your help.let me know your feelings

thank you all

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

1930. Request to ALL users of the TOS 1.6+ cookie jar

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 11:37:29 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Feb28.113729.15166@cs.ruu.nl>
Source record: 234219

(to be skipped by more-than-average-programmers)

THE COOKIE JAR

The cookie jar is a kind of environment that has been implemented in TOS starting at 1.6. It contains pairs of longwords, one of which is the cookie identifier (to be read out in decimal ASCII), the other any kind of data related to the identifier.
IT'S A MISUNDERSTANDING people with low TOSes should not be interested in the jar. It's in fact very easy to install a cookie jar in old TOSes. If desired, I could write (and post) a short
auto folder executable that installs a cookie jar, and remains active till the next COLD boot (installing the system cookies at every warm boot).

And now for something completely different:

I REQUEST ANYBODY WHO HAS EVER DEFINED ONE or MORE COOKIES TO SEND THEM TO ME,

for at least I think there's great need of some document containing the definition of as much
cookies as possible. This would very much increase the use of the cookie jar. Please send short
messages containing simple, clear and understandable information about your cookies. When I think
I've collected enough, I will post the first version of my cookie definition list.
I'll also add (after a scientific examination) a chapter on cookie psychology (in which I'm also VERY interested)

Annius Groenink

-- +--------------------------+
Annius Groenink | AVGROENI@CS.RUU.NL |
De Mamuchetweg 5 +--------------------------+
3732 AK De Bilt
The Netherlands
--
Annius Groenink|undergraduate student
De Mamuchetweg 5|maths/computer science at the
3732 AK De Bilt|University of Utrecht, Holland.
The Netherlands|[from Sep91 I'll be in Leeds, UK.

1931. Re: David Small versus Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 15:08:12 UTC
From: ant@mks.com
Message-ID: <1991Feb28.150812.26459@mks.com>
Source record: 234221

In article <3658@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:

>And just think of the marketing ideas: "Get BIG power...with a Small
>computer." "It may be Small, but there's a lot inside!" What a trip!
>
>Dave!! Listen up! You've GOT a market all to yourself here! I want to
>stay with the spirit of Atari (Commodore? BLECH! NEVER! PC-clone?
>Naww..to standard. Mac-why, when I could have an Atari/Small which can
>all that and more?). Whaddaya say people? Would Dave have a market?
>*I'd* buy a Small over a comarable Atari any day!

Interesting idea. I like it. Hit two markets with one computer (ST, Mac).
Get all the nice goodies that should have benn there in the first place.
Put in a nice box WITH a HD (not the gross looking TT/STe style case either).
Something plain and simple. Who knows, maybe Small might be NeXT too.

- ant

--
__ "So many pedestrians
_ . .-|- / _\ . . |_ _. _ _ . . So little time."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/| bumber sticker
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2L 6W9

1932. Re: David Small versus Atari

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 15:29:51 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Feb28.152951.17258@cs.mcgill.ca>
Source record: 234222

In article <3658@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>
>Dave!! Listen up! You've GOT a market all to yourself here! I want to
>stay with the spirit of Atari (Commodore? BLECH! NEVER! PC-clone?
>Naww..to standard. Mac-why, when I could have an Atari/Small which can
>all that and more?).

Well, ya need more than just a MARKET, y'know - you need a capital...

> Whaddaya say people? Would Dave have a market?
>*I'd* buy a Small over a comarable Atari any day!

I would too, without hesitation.
--
|S. Alan Ezust : McGill University School of Computer Science |
depeche@cs.mcgill.ca : Montreal, Quebec, Canada

1933. Re: 680x0 are NOT obsolete (was Re: TT upgrades)

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 15:46:05 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Feb28.104605.24289@qut.edu.au>
Source record: 234211

In article <1991Feb26.201947.13117@jato.jpl.nasa.gov>, vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
> In article <11760@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:
>>just, I don't know why, but I had to tell...
>>Many (including my Goldstar) microwaves have 68000 in them... (I mean the top
>>of the line models)...
>>
>>now wad u think ? are there more cmptrs in the world than micros ??
>
> Are you trying to make a living as a developer for software to run on top-of-
> the line microwaves?
>

Don't laugh, there is much more money to be made writing software for microcontrolled machinery than there EVER will be in selling PC packages. I made a living off this for 2 years without really trying, now if I had TRIED ?

But a version of Gauntlet II for my microwave would go down real nice (could give the dragon a taste of his own medicine :-)

> --
> vsnyder@jato.Jpl.Nasa.Gov
> ames!elroy!jato!vsnyder
> vsnyder@jato.uucp

BOB
R.lunnon@qut.edu.au

1934. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 15:48:30 UTC
From: psurge@cs.utexas.edu
Message-ID: <1150@earth.cs.utexas.edu>
Source record: 234228

In article <27ccbfa1.3816@petunia.CalPoly.EDU>, sslee@polyslo.CalPoly.EDU (Steven Lee) writes:
>
>
> Not having used PC Ditto (software) for a long time, I realized I need to
> do a few things on the PC. The problem is I'm having trouble installing
> it on my hard drive. I currently have 3 partitions (C,D, and E). On
> bootup, PC Ditto realizes all of these to be partition 0. Trying to get
> a directory on C or D results in a divide error. It doesn't recognize
> drive E (the infamous Abort, Retry, Failure prompt).
> I have the ICD Host Adapter connected to a 20Meg drive. Also, the version
> is 2.0 (I seem to recall the latest version is 3.0 before Avant Garde went
> out of business.)
>
> Steven

First off, you might want to get version 3.0, which is the latest version (actually, it might be 3.01, but that is trival). Second, what brand of Hard disk are you using, and more importantly, are you using the ICD drivers, or a differnt brand (like Atari's drivers). If you are using ICD, then what is the version of that?

I have had trouble installing the DOS to autoboot off the hard disk with ICD software V. 4.1.2 (I think), but never had problems with the partition directories.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

1935. Somewhat broken ST and JRI SIMM board for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 16:18:52 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Feb28.161852.20181@noose.ecn.purdue.edu>
Source record: 234223

Dear Netters,

I have an old Atari 520ST (TOS 1.0, RF Modulator) with mouse,
a SS drive, power supply etc., NO Monitor, with a JRI
SIMM board installed (with 1 Meg installed) for sale. The problem is,
it's broken: when no disk drives are attached, it boots up just
fine, but displays no disk icons, of course. If either
a hard drive and/or a floppy is plugged in, the screen goes blank
at rebooting, as it is supposed to, but then stays blank
forever.

Caveat: I took it to a service place, where they tried swapping
out one of the suspicious custom Atari chips, and that didn't
fix it. So it looks to me like a broken trace or solder point somewhere,
but that's just a guess.

The JRI SIMM board has always worked fine.
I had it installed by Berkeley Microsystems.
Unfortunately I do not have the JRI installation
instructions anymore, but I do have the original disk that came
with it.

I'll start the bidding at $150, but feel free to make an offer!

Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

1936. Re: CX80 Trak-Ball conversion

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 16:19:02 UTC
From: al885@CWNS9.INS.CWRU.EDU
Message-ID: <9102281619.AA14289@george>
Source record: 234231

I took another look inside of the trakball and as far as making the right button of the tball work as the right button of the mouse is not as easy as the 2600 model. I didn't bother attempting it. However, there is a much easier and better way to get two button control.

Go to Radio Shack and buy their mini normally open momentary button switch. It's fairly small and can fit in the deep well underneath the regular buttons. Mount it on the top of the base, not the cover. Put it on the slanty part of the case. This way you can use your left hand to control the buttons and you right to move the trackball (unless you are left handed, then you just put the button on the right side of the trackball). Then again, get fancy and put one on both sides.....

Use your index finger for the button you just put in (right mouse) and your thumb for the triangular one (left mouse) already built into the track-ball.

here is a bad diagram of what I mean:

```
--------
mount '
here ' big triangular
' button
' here
'
|
|
```

BTW, remember that you have to get a brand new cable to use the right mouse button. (see instructions)

```
=========Gerard Pinzone=======================gpinzone@george.poly.edu=========
_______ ________ ________ Just on the border of your waking mind
/ ___/ / _____/ / __ / There lies another time
/ ___/ / /____ / __ / Where darkness and light are one
/______/ /_______/ /__/ /__/ And as you tread the halls of sanity
East Coast Anime You feel so glad to be unable to go beyond
ELO: "Prologue" -=- Daicon IV I have a message from another time...
```

1937. Re: Re: SCSI disk for 1040 STe ???

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 16:47:03 UTC
From: S_EDELMANN@iravcl.ira.uka.de
Message-ID: <91.059.17
Source record: 234229

> Unless Atari changed the DMA specs on the STE, you'll need a DMS-SCSI adaptor
> (I recommend ICD), a SCSI controller card appropriate for your HD (MFM or RLL)
> a PSU and the relevant cables. Driver/formatting/utility s/w comes with the
> host adaptor.

I think every SCSI-Drive has a built-in controller, so you don't need a
controller card. My drive works fine without such a thing. You only need
a SCSI-Adaptor.

Can you tell me, what a PSU is?

- -
I Hans Christian Edelmann (at University of Karlsruhe, Germany) I
I E-Mail : s_edelmann@iravcl.ira.uka.de or uk9d@dkauni2.bitnet I
- -

1938. gag programs (was Re: formdoit)

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 16:49:22 UTC
From: iws9060@eva.fmi.uni-passau.de
Message-ID: <1991Feb28.164922.17204@forwiss.uni-passau.de>
Source record: 234230

In article 9463 (28feb91) d_alvear@jhunix.HCF.JHU.EDU (Domingo Alvear) writes:
>>[stuff deleted]
>>MAGIC or FLY_EX, but it's useful unlike the others.
> ^^^^^ ^^^^^^
>Just out of curiosity, what are these?
>
>Dom Alvear
>
>>[more stuff deleted]
Don't know about MAGIC, but FLY_EX is a .PRG by Meinolf Schneider that seems
to do nothing when you start it (great for other people's AUTO folder).
After a few minutes, though, a fly starts flying over the screen, perhaps even
lands on the desktop and eats a pixel. Without docs you can only watch it
helplessly, but....

there is a possibility to kill this fly. (try the right mouse button)

Though this program is not that useful, it's lot of fun to hunt the fly,
because the damn beast reacts on mouse moves and gets more and more nervous.

Dr. Stein grows funny creatures Thorsten Guenther
Lets them run into the night iws9060@eva.fmi.uni-passau.de
They become great politicians Elric in our NONAME-mud
And their time is right. (join telnet 132.231.1.10)
- Helloween, Dr. Stein Weregoose on irc

1939. Re: Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 18:00:47 UTC
From: eudyeudy@bluemoon.uucp
Message-ID: <1VB4X2w163w@bluemoon.uucp>
Source record: 234161

>
> Right, what i need to know is, has anyone out there upgraded their ST
> themselves and if successfully could they let me know how they did it. I
> need to know what type of chips to buy and how to go about inserting
> them....
>
> I can handle a soldering iron so that should be no problem, im just
> scared of sending my trusty ST into orbit when i switch it on after
> attempting to upgrade it!
>
> Any info, hints, tips, hatemail greatly appreciated..
>
> Thanx,
>
> Donald

The chips for the upgrade aren't that expensive to buy for the
ST you need 14 of them I believe and they run you from 2.00-4.00 bucks
each...Also you had better check what type of board you got...ther are
3 different kinds for the 520...
1) you can only piggyback the chips on top of each other
this one requires alot of work..and a steady hand

2) the holes are pre drilled into the board and yuo have to
use a deslodering Iron then stick the chips in and solder them
back in (this is what I have)

3)the 1040/520 board that all you do is plug in the chips and
solder in the resistors

I personally am geting mine upgrade to a meg for $100.00
including parts and labor since it takes a lot of work to solder the chips
in and when I figured it out it was only 45 dollars in labor
which wasnt bad
hope this helps out a little bit

Scott D. Eudy
Vice President Explorer Post 891
eudyeudy@bluemoon.uucp

==========
I own an Atari ST and you don't	Give me a million dollars
	and I'll be rich
"This space for rent"	Give me two million and I'll
contact eudyeudy@bluemoon.uucp	retire form Big Bear!

1940. STing and STacy

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 18:12:01 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Feb28.131201.7922@umiami.ir.miami.edu>
Source record: 234183

Last night I saw STING down here in Miami, and of course he was great. Now, the reason I am posting this here is because he had a STacy on STage with him. I thought it was great. I know he also had it on SNL, but it was a really cool sight. The guy behind me was convinced it was the Mac portable painted black. I laughed heartily. He was so stupid. Anyway, more Atari exposure.

How about a shirt that says, ATARI the machines for professionals?

Mark santora
dlk0ms9s@umiami.ir.miami.edu

1941. Re: Term program for MINT

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 18:23:44 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb28.132344.8713@uwovax.uwo.ca>
Source record: 234236

In article <1991Feb27.164815.3151@cs.mcgill.ca>, depeche@cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:
> One problem with it though is that it grabs all the available memory it can
> for itself, so if you have a 2mb machine, run mint, go into bgacc, run
> stterm, and then go back into gem or whatever, you won't have any memory to
> run other stuff, because it is all being used by your other process. NOte
> that STTERM doesn't require this memory - it is only used for the capture
> buffer. If you have less memory, the capture buffer will be smaller.
>
> When I asked the guy who wrote mint what I should do, he said that i should
> set an environment variable in INIT.PRG to limit the amount of memory it
> can grab, run STTERM from INIT, and then I when I exit I can do other
> neato stuff too.

I hope I didn't say that! The correct way of doing this is to use the "limit" program -- say, type "limit -M 1000K stterm" to run stterm with only 1 megabyte of memory. Or, if you want to limit all of your programs to running in 1 Mb, you could just start gem up at the beginning with that limit, i.e. start gem with "limit -M 1000K gem" instead of just "gem".
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1942. Re: sickly 1040st nneds help!!

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 19:09:39 UTC
From: andy@jarthur.Claremont.EDU
Message-ID: <11016@jarthur.Claremont.EDU>
Source record: 234233

In article <1991Feb27.221113.3677@isc.rit.edu> drp9500@isc.rit.edu (D.R. Paradis) writes:
>I have an Atari 1040st with a problem....
>
> It seems that the damn thing wont boot ANYTHING from the floppy
>drive.
[misc. deleted]

> ROM chips (TOS 1.0) are fine. Boots off a hard drive just dandy.
^^^^^^^^^^
>If I try to boot from a floppy I get a low res screen, and then I open
>drive A and get 0 bytes in 0 sectors EVERY TIME!!! I get this even if
>there IS stuff on the disk. Autoboot disks, nope. Non-GEM disks, nope.
>If I do a show info...lock up.

I get this kind of behavior if I try to boot a floppy when the hard disk is
turned off. Have you tried disconnecting the hard drive and booting from
floppy, or powering up the drive and pressing the key sequence to initiate a
floppy boot (CTRL-SHIFT-ALT on Supras)?

-- Andy

Andy Gray andy@jarthur.claremont.edu
Platt Campus Center andy@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!andy
Claremont, CA 91711 agray@HMCVAX.BITNET

1943. Oberon or Modula-3 for the Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 19:18:59 UTC
From: andy@jarthur.Claremont.EDU
Message-ID: <11017@jarthur.Claremont.EDU>
Source record: 234234
Cross-posted to: comp.sys.atari.st,comp.lang.modula3

In article <91059.104102JFS10@psuvm.psu.edu> JFS10@psuvm.psu.edu (Jonathan Swaby) writes:
>Are modula-3 or Oberon available for the Amiga? If so where can one
>ftp them from?

What about the Atari ST? Is anyone aware of a Modula-3 or an Oberon
compiler for the ST?

:-) to Cliffie...
-- Andy

Andy Gray andy@jarthur.claremont.edu
Platt Campus Center andy@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!andy
Claremont, CA 91711 agray@HMCVAX.BITNET

1944. TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 20:03:38 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1230.27ccffaa@sleepy.bmd.trw.com>
Source record: 234237

I recently purchased an STE which has TOS v1.6 in it. I under stand there is a problem in using a hard drive with this version. What are its symptoms? I believe I read that version 1.62 was to fix this problem. If so how does Atari handle the fix? Is it a warranty item, requiring me to take the box to the dealer for shipment to Atari? Or what?

Jim Harres jharres@doc.bmd.trw.com

1945. Re: Quick ST vs Turbo ST

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 20:08:06 UTC
From: nrc@cbnews.att.com
Message-ID: <1991Feb28.200806.15390@cbnews.att.com>
Source record: 234235

From article <5440158@hplsla.HP.COM>, by andyc@hplsla.HP.COM (Andy Cassino):
>
> Just last night (Feb25) I was on GEnie and checked out the TurboST and
> CodeHead topics for grins. I learned a few things I was not aware of,
> and apparently darekm@microsoft.UUCP (Darek MIHOCKA) is not either, for
> he writes:

Darek Mihocka is not the best source of information about SoftTrek or
Turbo ST. This is not the first time he has been mistaken about
the features or compatibility of Turbo ST. I don't believe he does
so purposely but his hype does get a bit thick at times.

I recommend that anyone who is looking for a software accelerator
obtain the latest version of the demos for the various software
accelerators and and run controlled benchmarks on their own
applications. Benchmarks obtained from a dedicated benchmarking
program - particularly one written by one of the companies who's
product is being compared - may have little relation to your real
world results.

I found that all of my applications were faster with Turbo ST by a
much wider margin than the benchmarks might lead you to expect. This
was something like Turbo ST 1.8 vs. Quick ST 2.0. Don't take my word
for it, I'm a long time Turbo ST beta tester and no less biased than
Derek, try it for yourself. Find out for sure which one is better for
you, not for some benchmark.

> | Considering that Softrek (and other software developers
> | such as the Codeheads) have told the ST community to not expect any
> | new software from them, I find it difficult to understand how you could
> | recommend their product.
>
> Wayne Buckholdt (who *is* SofTrek) is acquiring a TT and hi-res multisync
> monitor to support these new systems.

It may be that Wayne meant not to expect any _new_ software, as
opposed to updates to old software. Considering that the TT is
supposed to be ST compatible I wouldn't call a program tweeked to
run on it "new software".

"Don't drive too slowly." Richard Caldwell
AT&T Network Systems
att!cbnews!nrc
nrc@cbnews.att.com

1946. Atari 520stfm for sale

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 20:36:23 UTC
From: lefko@vaxwaller.UUCP
Message-ID: <4829@vaxwaller.UUCP>
Source record: 234106
Cross-posted to: misc.forsale.computers,ba.market.computers,comp.sys.atari.st,ca.wanted,ba.market.misc

```
Atari 520STfm for sale. Hardly used. 1040 motherboard.
Comes with mono monitor,
1 double sided disk (IBM compatible)
1 single sided disk.
Monitor Stand
Lots of PD software.
All origonal boxes and manuals

$400 or best offer.

Call 415-428-1007 or email this account for more details.
```

1947. Re: 128K limitation of Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 20:56:27 UTC
From: jcav@ellis.uchicago.edu
Message-ID: <1991Feb28.205627.24575@midway.uchicago.edu>
Source record: 234238

In article <1991Feb28.014603.7785@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
>Well as far as being a limitation I don't know, I think it is more of
>a technical/hardware limitation of the ST.
>
>Not only that, there isn't much in the 256K ROMS except, Digitized pictures
>of the Apple development team (I am not kidding), and added support for
>NuBUS protocol and other things.

The digitized pictures are ONLY in the 256K ROMS of the Mac SE, because
those ROMS are basically just the 128K code with bug fixes, plus code to
handle the ADB peripheral interface. LOTS of extra room, folks.
On the other hand, the 256K ROMS of the original MacII (and IIx, IIcx) are
crammed full. Color Quickdraw plus all the other color extensions, plus
the Sound Manager, plus the Script Manager, plus Nubus support. It all
adds up, you know. Don't ask me about the 512K ROMS, 'cause I don't know.

--
John Cavallino | EMail: jcav@midway.uchicago.edu
University of Chicago Hospitals | USMail: 5841 S. Maryland Ave, Box 145
Office of Facilities Management | Chicago, IL 60637
"Opinions, my boy. Just opinions" | Telephone: 312-702-6900

1948. looking to trade PD software

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 21:09:47 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Feb28.210947.21056@isc.rit.edu>
Source record: 234159

I am looking for someone in Europe/Australia that might want to trade
some PD programs. I don't have access to local euro/aussie user groups
or bulletin board systems.

anyone game...?

email me

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

1949. Re: Word Writer ST & PS (was: Calamus and Postscript)

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 22:40:32 UTC
From: steve@thelake.mn.org
Message-ID: <A2232424028@thelake.mn.org>
Source record: 234242

[kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes ...]

> Is there some way to convert a Word Writer ST file to a postscript form that
> I could print out on the laser printer in the computer lab (I think it's made
> by Apple)? What about loading a postscript file into PageStream? Converting
> a PageS. file to postscript?
>
> Thanks in advance,
> Kenneth Love

If you have PageStream, you can import WWST and other formats into a
PageStream document and output PostScript to disk, then transfer the .PS file
on disk or via modem. Beware -- PostScript files produced by PageStream are
very large. They include a one-line statement specifically positioning each
character in the file. I find that a newsletter that produces a 50K file
in PageStream will blow out to 600-700K PostScript. And if you include
graphics, it will be much bigger.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

1950. small/st compat

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 23:06:44 UTC
From: selick@bucsf.bu.edu
Message-ID: <75881@bu.edu.bu.edu>
Source record: 234239

Now there's an idea...Have gadgets come out with an atari tt compatible with the 33 mhz, 12 megs, spectre gcr, and an IBM emulator built in. And while he's at it, an Amiga emulator too. That would satisfy almost the entire personal computer community! I'd buy it. especially if a complete system with a 100 meg hard drive and a killer color monitor was under $3000.
Dream on.

Steve <selick@bucsf.bu.edu>

1951. book list on ST programming

Newsgroup: comp.sys.atari.st
Date: 1991-02-28 23:27:38 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1231.27cd2f7a@sleepy.bmd.trw.com>
Source record: 234245

Would somebody email me the book list for programming on the ST that appears in Grimm's posting on using the atari.st news service? I don't need the whole post only the book list.
Thanks

Jim Harres jharres@doc.bmd.trw.com

1952. Re: David Small versus Atari

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 01:47:44 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar1.014744.22640@jato.jpl.nasa.gov>
Source record: 234240

In article <3658@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>I got to discussing alternate possibilities to Atari...
>Where does the TRUE spirit of Atari lay now? David Small...
>... So what if Dave decides to market an ST compatible?...
>... Whaddaya say people? Would Dave have a market?

My main gripes about Atari are that promised products/upgrades don't show up until they're nearly obsolete, there are artificial limitations in the systems (e.g. the MMU craps on you if you try to go over 4MB, even if you're willing to put in your own addressing H/W), and some perfectly good standards are ignored, apparently just to lock you in to Atari stuff (e.g. ACSI vs SCSI). If Dave Small were to produce a system that didn't have artificial limitations, that went more with standards (including especially graphics S/W standards, such as their sorry state is now), and produced products in a timely way (as he has in the past), I'd probably be interested. Right now, the NeXT looks somewhat attractive to me, because I can get one for ~$3100. But Jobs has gone off in his usual orthogonal-to-the-rest-of-the-world direction (NeXT Step and Display PostScript?).
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1953. Re: U/L to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 02:35:25 UTC
From: baffoni@aludra.usc.edu
Message-ID: <15357@chaph.usc.edu>
Source record: 234246

In article <7635@jhunix.HCF.JHU.EDU> d_alvear@jhunix.HCF.JHU.EDU (Domingo Alvear) writes:
>In article <1991Feb14.181124.17837@ritcsh.csh.rit.edu> phbob@ritcsh.csh.rit.edu (Bob Paradis) writes:
>>I recently U/L the following files to atari.archive....
>> MATSMOOD.LZH - digitized file from ollie & rol (awesome!!)
>> 1 meg req.
>> 4N_AFAIR.LZH - digitized file from ollie & rol (again awesome!!)
>> 1 meg req.
Do these demos require software other than that which is archived with the files?

>
>You (or someone else) might not have the OXYGENE demo as well?

I do not have the Oxygene demo and it isn't up on atari.archive. Can anyone upload it or email it to me? -Thanks

>Dom

-Mike

1954. Re: huh,net

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 02:55:42 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Feb28.213044.4059@mailer.cc.fsu.edu>
Source record: 234247

In article <7766@crash.cts.com>, chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>to all out there i am sorry if i was nasty to you for your negative
>comments but you should understand my position and also take a bit of
>critisim yourselfs also.we are all are guility of going out of
>control.maybe if i hear any positive comments i will start huh with your
>help.let me know your feelings

Sir,

Please, please please please PLEASE occasionally hit the shift key,
and maybe a couple of spaces after periods when you type. Also, if you are
going to put out a newsletter, take two minutes to run DOS2UNIX on it so
it will come out single spaced on the screen. I commend you for producing
such a work, but it would be ruined if it is painful to read. Also, there
is a great command in Unix called "look" which allows you to check your
spelling "on the fly" (by also using <ctrl>-z job control). If you are
unsure of how to do this, please feel free to send me email.

Please do not misinterpret this post. I am not trying to be sarcastic.
I am trying to give the "positive comments" you requested above. See ya.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-------------------------------------

1955. What the ST should be

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 03:37:26 UTC
From: kurto@cc.usu.edu
Message-ID: <1991Feb28.213727.46962@cc.usu.edu>
Source record: 234114

Okay, it's been a while since anyone has posted their wants as to
what they think that the Atari ST should be, so I'll post what
I think they should be! ;-) (I'll try and make this as
realistic as possible.)

1. It should contain a 16 MHz 68010 (at the least) so that virtual memory
can be implemented. This would also require a MMU that generates
interrupts when the CPU makes accesses to memory that isn't there,
this also might cause some problems with DMA handling. Since this
would also require a hard drive then there could be some interference.
Anybody have any thoughts on this?

2. It should contain software drivers to emulate (and a socket for)
a 68881/68882. This would allow compiler writers and assembly
programmers to create one set of code for floating-point mathematics
which would take advantage of a coprocessor if it exists. And if it
doesn't then the software drivers would take care of it.

3. As for memory it wouldn't need a lot, but at least 2 Megs would be
good. By implementing virtual memory there would be little need
for any more (unless you need REAL speed.)

4. Since it is having virtual memory (assuming that DMA wouldn't
be a problem) then there would be the requirement of a hard drive,
at least 30 megabytes, having it internal would be good too.

5. As an operating system perhaps a combination of TOS 1.4 and MiNT
would be ideal. Any part of TOS that isn't implemented in MiNT should
be added onto MiNT (or the other way around, whichever you prefer.) and
then stuck into ROM. Also the standard C libraries should be ROMed so
that when you start multitasking each program won't require it's own copies.
I guess this means kicking them up to 256K.

6. To enhance networking an Ethernet interface would have to be
added, along with TCP/IP drivers. Also some sort of network file system
should be tacked on with this.

7. For video output I would personally prefer something along the lines
of 64 colors with a resolution of 1024x768 (at least). This could
be made upgradeable to 256 colors/grays at 1256x1024, or whatever people
are calling standard these days. This would allow for the addition
of windowing systems (like X, and MGR, or whatever).

If you leave out items 6 & 7 then it shouldn't cost much more than
$3000. I also think that there should be some kind of mini developers
kit made available that contains a bunch of tools and some documentaion
on the system. If someone was to rewrite the assembler from

the Sozobon C package so that it was more user friendly then just bundling
Sozobon with a set of books describing the operating system, then
it would be enough.

Anyway that's what I think should be done as a low {middle} end ST.
Maybe I'm nuts but that's what I think. If anyone has anything to say
let me here it.

Kurt Olsen
slh85@cc.usu.edu internet
slh85@USU bitnet

1956. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 03:58:55 UTC
From: erc@radon.berkeley.edu
Message-ID: <41202@ucbvax.BERKELEY.EDU>
Source record: 234243
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see the end of this posting and the article entitled "ABOUT THE VIDEO GAMES RATINGS REPORT" in the newsgroup rec.games.video.

ATARI GAME RATINGS REPORT

ATARI LYNX

New	Distribution	Votes	Rank	Title
..	00111120	44	7.0	Blue Lightning
0.	01113100	58	6.3	California Games
..	00001321	46	8.0	Chip's Challenge
.	00112110.	39	5.8	Electrocop
0.	0002121.	38	6.4	Gates Of Zendocon
0.	0023200.	41	5.7	Gauntlet III
.....	.0134	32	9.1	Klax
..	1..1.6..	6	6.8	Ms. Pac-Man
..	1.4.13..	9	6.0	Paperboy
.....	.2422	5	8.4	Rampage
....	0.0521	15	8.2	Roadblasters
..	1.2212.1	9	6.4	Robosquash
.....	.36..	3	7.7	Rygar
*	........*.	1	9.0	Shanghai
...	0013110	28	7.1	Slime World
....	002121	17	8.0	Xenophobe
.....	.1152	8	8.9	Zarlor Mercenary

ATARI ST

New	Distribution	Votes	Rank	Title
....	.*	1	10.0	A Day At The Races
.3	....3.3	3	6.7	Airball
..	22.5....	4	4.8	Arctic Fox
....	3.33..	3	6.7	Arkanoid
....	*.....	1	5.0	Artura
....	*.	1	9.0	Baal
....	5..5..	2	6.5	Barbarian
....	*..	1	8.0	Bard's Tale I
.....	*....	2	6.0	Batman
....	*..	1	8.0	Block-Out
....	*.	1	9.0	Blockbuster
.....	5...5	2	8.0	Blood Money
....	*..	1	8.0	Bloodwych
*	....	1	1.0	Breakers
*	......*...	1	7.0	Bubble Bobble
....	*.	1	9.0	Cadaver

.......135 6 9.3 Chaos Strikes Back
* *......... 1 1.0 Cyberball
.....*.... 1 6.0 Demon's Winter
......*... 1 7.0 Dogs Of War
.......135 14 9.4 Dungeon Master
.....*.... 4 6.0 Empire Strikes Back, The
.....1142. 7 7.9 Falcon
* ......*... 1 7.0 Fighter Bomber
......5.5. 6 8.0 Flight Simulator
.......*.. 1 8.0 Full Metal Planet
* ....*.. 1 8.0 Future Wars
.........* 1 10.0 Gold Of The Aztecs
..2..422.. 5 6.0 Goldrunner
........55 2 9.5 Gunship
......*... 1 7.0 Heroes Of The Lance
.....*.... 1 6.0 Jinxter
...1..214. 7 7.6 Joust
.....55... 2 6.5 Leisure Suit Larry I
.....5.5.. 2 7.0 Leisure Suit Larry II
.......*.. 1 8.0 Lombard Rally
* ....*. 1 9.0 Lotus Esprit Challenge
.....5.5.. 2 7.0 Mean 18
* ......*... 1 7.0 Mean Streets
........*. 1 9.0 Microleague Baseball
......3..6 3 9.0 Midimaze
.....55... 2 6.5 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
..22.2.2.. 4 5.2 Pawn, The
........*. 1 9.0 Phantasie III
.......521 7 8.6 Populous
* ....*.. 1 8.0 Powermonger
* ....*.. 1 8.0 Prince Of Persia
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
.....244.. 5 7.2 R-Type
....424... 5 6.0 Return Of The Jedi, The
.....*.... 1 6.0 Rings Of Zilfin
.11..131.. 6 5.5 Roadwar 2000
......*... 1 7.0 Rocket Ranger
....2242.. 5 6.6 Rogue
...5..5... 2 5.5 Rolling Thunder
..5.5..... 2 4.0 Shadow Of The Beast
.....2242. 5 7.6 Shanghai
.....2222. 4 7.5 Silent Service
......2.52 4 8.8 Simcity
..*....... 1 3.0 Sorcerer Lord
.....63... 3 6.3 Space Harrier II
.......*.. 2 8.0 Space Quest III

```
.......*.. 2 8.0 Speedball II
.....55... 2 6.5 Star Wars
...1.5111. 8 6.5 Starglider
.......*.. 1 8.0 Starglider II
.....333.. 3 7.0 Sundog
.......*.. 1 8.0 T.V. Sports Football
.*........ 1 2.0 Terrorpods
...*...... 1 4.0 Tetris
.....414.. 7 7.0 Time Bandit
.........* 1 10.0 Ultima IV
.....55... 2 6.5 Wargame Construction Set
.......*.. 2 8.0 Wayne Gretzky Hockey
...3...3.3 3 7.3 Xenon
.......55. 2 8.5 Xenon 2
.5..11.1.. 6 4.2 Xevious
```

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT" in the newsgroup rec.games.video for more details, including information on how to vote.

Questions, comments, problems, and errors should be directed to the list maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng 1906 milvia street berkeley california 94704

..!uunet!irss.njit.edu!erc ...!ucbvax!radon!erc
erc@irss.njit.edu erc@radon.berkeley.edu

1957. The Run

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 04:33:09 UTC
From: thompson@ton.cis.ohio-state.edu
Message-ID: <89437@tut.cis.ohio-state.edu>
Source record: 234241

Does anyone have "The Run" demo. It's supposed to be incredible.
If you do could you upload it to atari.archive. I (and many other
people as well) would really appreciate it.
Jeff
thompson@cis.ohio-state.edu
Too bad the TT is so damn expensive.
3 grand without a monitor is a bit much.

1958. LDW Power upgrades?

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 04:36:13 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Mar1.043613.389@uokmax.ecn.uoknor.edu>
Source record: 234248

Okay, first off, I see that LDW has now released version 2.0. Does anybody know LDW's upgrade policy? I guess I should send in my registration card sometime in the next few days and maybe they'll notify me?

In case your wondering, the macro features have been upgraded to include stuff like if-then, for-next, etc. I think the speed has also been improved a little. Oh yeah, you are supposed to be able to do a LOT more types of graphs. I only saw it for a few minutes but some (all?) of its new features were included in the on-line help (Is this a new feature too? I never use the help on v1.1, but that doesn't mean it isn't there.).

Hope this gets a response,
Kenneth Love

1959. Re: U/L to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 04:48:30 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <7169@mentor.cc.purdue.edu>
Source record: 234244

>>> MATSMOOD.LZH - digitized file from ollie & rol (awesome!!)
>>> 4N_AFAIR.LZH - digitized file from ollie & rol (again awesome!!)

> Do these demos require software other than that which is archived with
>the files?

Nope ... they ran just fine when I downloaded them ... however, it seems
as though they were arc'ed or zoo'ed, not lharc'ed. I don't remember which
archiver it was.

--
&y Burnett | burnett@mentor.cc.purdue.edu

1960. Re: background zmodem u/dload

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 05:41:08 UTC
From: yonder@netcom.COM
Message-ID: <26282@netcom.COM>
Source record: 234249

So, when will that new version of Stalker be available? I am interested in the Stalker/Steno package? I've been holding out for the new version that should support Z-modem, etc.

....yonder@netcom.com

1961. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 05:55:35 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Mar1.055535.29321@isc.rit.edu>
Source record: 234169

In article <1230.27ccffaa@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:
>I recently purchased an STE which has TOS v1.6 in it. I under stand there
>is a problem in using a hard drive with this version. What are its
>symptoms? I believe I read that version 1.62 was to fix this problem. If
>so how does Atari handle the fix? Is it a warranty item, requiring me to
>take the box to the dealer for shipment to Atari? Or what?
>
>Jim Harres jharres@doc.bmd.trw.com
>
according to Atari, ALL STe units in stock have TOS 1.62 which does
correct this problem. This problem existed on the early batches of the
STe. It has been fixed since.

If by some chance yo have one of the affected units, Atari will
replace it.

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

1962. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 06:42:59 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar01.064259.7340@ecst.csuchico.edu>
Source record: 234155

jharres@sleepy.bmd.trw.com writes:

- I recently purchased an STE which has TOS v1.6 in it. I under
- stand there is a problem in using a hard drive with this version.
- What are its symptoms? I believe I read that version 1.62 was to
- fix this problem. If so how does Atari handle the fix? Is it a
- warranty item, requiring me to take the box to the dealer for
- shipment to Atari? Or what?

The hard drive problem, which has been fixed for about six months,
was NOT related to TOS, but a hardware error. I have TOS 1.6 in my
STe with a hard drive (old ICD host) and it works fine.
--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1963. Re: small/st compat

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 06:46:19 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar01.064619.7434@ecst.csuchico.edu>
Source record: 234154

selick@bucsf.bu.edu (Steven Selick) writes:

- Now there's an idea...Have gadgets come out with an atari tt compatible
- with the 33 mhz, 12 megs, spectre gcr, and an IBM emulator built in. And
- while he's at it, an Amiga emulator too. That would satisfy almost
- the entire personal computer community! I'd buy it. especially if a
- complete system with a 100 meg hard drive and a killer color monitor was
- under $3000.

With apologies to John Lovitz, "Yeah, that's the ticket!" :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1964. Re: U/L to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 06:50:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar01.065029.7494@ecst.csuchico.edu>
Source record: 234156

baffoni@aludra.usc.edu (Juxtaposer) writes:

- I do not have the Oxygene demo and it isn't up on atari.archive. Can
- anyone upload it or email it to me? -Thanks

I'll send it in a day or two, when I get some free time. It's around
800K. If someone else has sent it to a.a, let me know so I don't
waste my time. Thanks.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1965. Re: Formdoit

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 06:55:37 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar01.065537.7558@ecst.csuchico.edu>
Source record: 234157

```
- >MAGIC or FLY_EX, but it's useful unlike the others.
- ^^^^^ ^^^^^^
- Just out of curiosity, what are these?
```

Someone already answered the FLY_EX one, so I'll get the other. By the same author, it creates Disney-like stars when you move your mouse. It's at atari.archive in MAGIC.LZH or GIMMICKS.LZH. The latter has two other fun programs.

```
--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

1966. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 10:53:56 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Mar01.105356.13711@cs.ruu.nl>
Source record: 234162

In <1991Mar01.064259.7340@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>The hard drive problem, which has been fixed for about six months,
>was NOT related to TOS, but a hardware error. I have TOS 1.6 in my

Why didn't anyone tell that before? I have an STE for about 10 months,
(10 > 6)
and I planned to buy a hard disk NEXT WEEK. Now you're telling me it
won't work! Does someone know the exact `symptoms' (brrr.)? Should I
not buy a cheep second-hand SH204, because it wouldn't work or something?

--
Annius Groenink|undergraduate student
De Mamuchetweg 5|maths/computer science at the
3732 AK De Bilt|University of Utrecht, Holland.
The Netherlands|[from Sep91 I'll be in Leeds, UK.

1967. Re: QL Emulator on ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 11:22:52 UTC
From: be@arium.stgt.sub.org
Message-ID: <5333311@arium.stgt.sub.org>
Source record: 234010

In article <klamer.667494771@mi.eltn.utwente.nl> klamer@mi.eltn.utwente.nl
(Klamer Schutte -- Universiteit Twente) writes:
(Sender was: news@utrcu1.UUCP)

> In <1991Feb23.063153.22410@isis.cs.du.edu> rcarter@isis.cs.du.edu (Ron Carter) writes:
>
> >Really? A QL (Sinclair!) emulator for the ST? Should be possible as the
> >CPU is the same (or did the QL use a 68008 or maybe a 68010?) but close
> ^^^^^ 68008 it was
> >enough...

Very close. To be more specific exactly the same besides just 8Bit
Data~ and 20Bit AdressBus.

> Should be possible, but probably is difficult. Most programs on the QL are picky
> about their screen resolution :-(

Has been done. For ST with extentional hardware (for displaying 512x256).
For Amiga without any hardware but less kompatibility.

> Should be nice, though -- a QL has a better OS (IMHO) than TOS.

Depending on how you define 'better OS'. Mutitasking and windows are
nice; but passing parameters trough register? Opening windows without
saving background? No proper device handling?

Nevertheless it was some sort of genius to program a nice multitaksing
os with some sort of window handling plus a really super basic inter-
preter into just 48 kB.

TschauTschau
Bernd
--
----
be@arium.stgt.sub.org | be@aragon.gtc.de | ud01@kauni2.bitnet
(X.400: ud01@ibm3090.rz.uni-karlsruhe.dbp.de)

1968. Re: 128K limitation of Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 11:42:30 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Mar1.114230.18983@ux1.cso.uiuc.edu>
Source record: 234163

In article <62988@bbn.BBN.COM>, aking@bbn.com (Allen King) writes:
|>
|> As I understand it, Spectre supports 64K and 128K MAC ROMS, but not
|> 256K. This leads to some questions:
|>
|> What current MAC hardware has 256K ROMS?
|>
|> Which does the Mac IIfx have?
|>
|> What kind of software breaks now without 256K ROMS?
|>
|> What do people guess about the future?

Beware, in version 3.0 of spectre's software, dave says that he has dropped support for the 64k roms. Speaking of 64k roms, I have an unused set. Any offers?

1969. HP DESKJET DRIVERS

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 11:49:42 UTC
From: csuac@warwick.ac.uk
Message-ID: <*V?&*=+@warwick.ac.uk>
Source record: 234170

To anyone with a Deskjet printer

I own a 1 meg St system and am looking to buy a respectable printer. The deskjet seems to be the best bet but I am concerned as to the availability of printer drivers for this machine. I will be using packages such as Calamus, 1st Word+, Degas, Deluxe Paint. Do you know if HP Deskjet drivers exist for these packages and do you have any information on a plug in Epson card for the deskjet that makes it Epson LQ compatible.
One other thing. I have only read a review on the new Deskjet 500. Do you know what the difference is between this model and the two before it, the original deskjet and the deskjet+. There seems to be an alarming price difference and I am worried there will be an alarming performance difference as well.

Would appreciate any help you can give.

- Paul -

Mail me at : juggler@uk.ac.warwick.cs

1970. Re: Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 12:18:34 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Mar1.121834.22722@ux1.cso.uiuc.edu>
Source record: 234164

In article <8704@castle.ed.ac.uk>, dam@castle.ed.ac.uk (D.MacGregor) writes:
|>
|> I own an Atari St with a measly 520K RAM and would like to upgrade it to
|> 1040K but at the present i cant afford the slot in RAM boards that are
|> available. So, what i was wondering is there a cheaper DIY method that i
|> can use? I had a look inside the ole ST the other day and noticed that
|> there are 4 available spaces for DRAM chips!!
|>
|> Right, what i need to know is, has anyone out there upgraded their ST
|> themselves and if successfully could they let me know how they did it. I
|> need to know what type of chips to buy and how to go about inserting
|> them....
|>

I took a 1040STf (revision c, with ram UNDER the power supply) and upgraded
it from 1024K to 2.5M in about 4hours for about $80. I used two 1M SIMMs,
1 resistor and a bunch of short pieces of wire. You can go from 512 to
1024 by just dropping in 16 more of the dram chips you already have, but
2.5M is much nicer. Should I post a pin mapping (SIMM to motherboard)?

Memorably,
Bill Magro

1971. Re: TT, and while I'm at it, MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 12:41:22 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Mar1.124122.25702@ux1.cso.uiuc.edu>
Source record: 234160

In article <1991Feb25.093515.24229@qut.edu.au>, lunnon@qut.edu.au writes:
|> In article <701@aupaircs.athabascau.ca>, rwa@cs.athabascau.ca (Ross Alexander) writes:
|> > jerry@polygen.uucp (Jerry Sheckel) writes:
|> > [speaking of SysVr4 on the TT]
|> >> ... It is also the first UNIX with a graphical interface, Open Look
|> >>running under X-Windows.
|> >
|> > Gee, I seem to remember running suntools on a crufty old 3/160 *years*
|> > ago. I guess that wasn't a GUI :-) ??
|>
|> It certainly wasn't a very UNIVERSAL one X->
|>
|> >
|> > Perhaps you mean it's the first Unix that Atari has shipped with a GUI.
|>
|>
|> Perhaps he means this is the first unix provided with a specified standard
|> GUI rather than a graft on :-) ??????
|>

The sun's GUI suntools (now called sunview) was a specified standard GUI.
The atari's OpenLook is based on sunview. In fact, OpenLook (what i am running
right now on this SPARCstation) has a nearly identical programming interface
to Sunview's. You could say that open look is sunview with an X-window's
protocol...

Graphically,
Bill Magro

1972. Re: 50 line mode in gulam's te

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 12:42:16 UTC
From: jls@dynasoft.mn.org
Message-ID: <A893916769@dynasoft.mn.org>
Source record: 234022
Body handling: Inline uuencoded payload not displayed: hi_prgs.arc

>[peter@loon.ubc.ca (Peter Jackson) writes ...]
>>Does anyone know how (or if it is possible) to put gulam's vt52
>>terminal emulator in 50 line mode? ....

[boyd@nu.cs.fsu.edu (Mickey Boyd) writes ...]
> There are two little utility TOS programs that switch the ST between 50 and
> 25 line mode. You might be able to put the execution of 50LINE.PRG in your
> gulam.g file (so it gets executed when you enter Gulam). You could put
> 25LINE.PRG in your ".logout" (I cannot remember what it is called for Gulam,

They are also known as HI50 and HI25. I'm including them here since
they're so tiny. uudecode and unarc to extract. They only work for
TOS and TTP programs in monochrome mode (but, IMHO worth their bits in
gold when using programs that recognise the extra screen resolution...).

table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: hi_prgs.arc]

PS: Regarding the original question. I think gulam either has HI50
built into it or supports the use of HI50 using an environment variable.
Try either::

set nrows 50
-or-
set nrows 50
hi50

to invoke 50 line mode under gulam. (Sorry I don't remember which,
but I rarely use gulam...) Use whichever works with 25 substituted for
50 to reverse the process. Again, this only works on a monochrome
screen (although the lines per screen gets real(!) impressive when
using hi50 on a moniterm monitor... :^)

Note that the use of HI50/HI25 does not require gulam. You can run
HI50 on any system using a mono monitor, from the desktop or any cli
(command line interface) program and, even though it won't effect the
desktop, it will expand the number of lines per screen (and shrink the
characters) for all TOS or TTP programs run after that until you run
HI25 to reverse the process.

John L. Stanley <john@dynasoft.mn.org>
Software Development Consultant / Dynasoft Systems

1973. amiga emulation

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 12:56:40 UTC
From: phill@pro-odyssey.cts.com
Message-ID: <7782@crash.cts.com>
Source record: 234167

i read a couple of times that here is an amiga emulation for the atari
st?is it true?if so where can we get it?

ProLine: phill@pro-odyssey
Internet: phill@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!phill
ARPA: crash!pro-odyssey!phill@nosc.mil

1974. mac emul.

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 12:56:42 UTC
From: phill@pro-odyssey.cts.com
Message-ID: <7783@crash.cts.com>
Source record: 234168

what is this magic sac about will it run on 512k?512k type programs
---
ProLine: phill@pro-odyssey
Internet: phill@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!phill
ARPA: crash!pro-odyssey!phill@nosc.mil

1975. Re: Quiet Fans

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 12:57:39 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Mar1.125739.27059@ux1.cso.uiuc.edu>
Source record: 234158

You can get muffin fans from a variety of sources: JRS Microdevices
and others. In front of me I have a pic of a 4-11/16" square fan
with 105 cubic feet per minute throughput. It runs off of 120V, but
this is better as it won't strain your power supply. The company is
MCM electronics (i've ordered tons of stuff from them), the price is
14.95, the catalog number is #28-013, and their number is 1-800-543-4330
in us and 1-800-824-9491 in canada.

Windedly,
Bill Magro

1976. Using Minix filesystems in MiNT!

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 13:06:11 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar1.130611.1777@doe.utoronto.ca>
Source record: 234198

Guess what? The Minix ST demo disk just announced by Andy Tannenbaum in this newsgroup sports a _working_ mkfs. I have made my D partition into a Minix partition. Even though I don't have Minix, I can use MiNT 1.7 (the mintm.prg version), which supports Minix, and I have a partition which can use filenames like y.tab.c or hack.tar.Z!!

WARNINGS:

1) KNOW what you're doing. I disconnected my main HD and tried it out on my old Megafile 30. Even then, I ended up having to reformat the whole thing (including the C partition) the first time around. Try using the command on a floppy first.

2) Read all of the cautions in the MiNT distribution on using Minix file systems.

Happy hunting!

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1977. tri-sync monitors

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 13:09:05 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Mar1.130905.27855@ux1.cso.uiuc.edu>
Source record: 234165

A lot of companies have come out with monitors called 'tri-sync.' I believe these are like multisync monitors, but are cheaper, because they can sync only to vga, ega, and cga modes. My question is: are the atari color modes (scan rate) the same as ega or cga? Or is it possible for the atari to sync externally off one of these monitors?

Waveringly,

Bill Magro

1978. TeX on the ST (How ??)

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 14:01:18 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Mar1.140118.25399@oz.plymouth.edu>
Source record: 234173

I'm interested in using TeX/LaTeX on my 1meg 1040STf.
I was just looking in /atari/tex on atari.archive.umic.edu.and there
is 10 megabytes of stuff in that directory......
Does anybody have any idea what files I would need from there to get
TeX up and running ?? I've got a list of other places for things like
style sheets but before I do that I need to get the right stuff to use
it with.

I was thinking of investigating this myself but I don't have the disk
space (floppy or harddrive) to d/l EVERYTHING there (I was going to
UNTIL I saw how much is there....)

In other words.... help.........

Andy

--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

1979. Re: dead 1040 (or something like that)

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 14:26:49 UTC
From: fsimmons@cs.strath.ac.uk
Message-ID: <5910@baird.cs.strath.ac.uk>
Source record: 234120

I don't have any firm advice except that I am a firm believer in the
"No black magic" principle. It kept my sanity when I was programming the
Amiga (spit). You hve started out on the right track.

My advice is to take the board out and stick it in your friend's machine,
ie

```
if friend's machine with your board works then
while it works and not attachments run out do
exchange one attachment from your friends machine with own attachment
try again
end while
if attachments ran out then
write (" Your having me on ")
else
write ("The last thing you exchanged is the faulty component")
endif
else
write ("something major wrong with your board")
write ("Do you still want a 1040?")
read (reply)
if reply in ['y','Y'] then
if cost second hand < cost new then
get a second hand 1040
replace your board for the one out replacement
cannibalise the rest for spares
keep old board!!
else
if cost new > prepared to pay then
try buying a new replacement board
else
buy new st
endif
if not(replacement available) then
write ("Sorry use your friends 1040") or
get board serviced professionally
endif
endif
else
choose new type of machine
endif
endif
```

hope you get it fixed,
Fraser

--

Fraser J Simmons | IBM has committies looking into inefficiency
University of Strathclyde | at work !!
Glasgow |
Scotland |
UK |

1980. Upgrading 1040STf w/SIMM's

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 14:49:38 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Mar1.144938.26463@oz.plymouth.edu>
Source record: 234174

```
In article <1991Mar1.121834.22722@ux1.cso.uiuc.edu> you write:
>I took a 1040STf (revision c, with ram UNDER the power supply) and upgraded
>it from 1024K to 2.5M in about 4hours for about $80. I used two 1M SIMMs,
>1 resistor and a bunch of short pieces of wire. You can go from 512 to
>1024 by just dropping in 16 more of the dram chips you already have, but
>2.5M is much nicer. Should I post a pin mapping (SIMM to motherboard)?
>
>Memorably,
>Bill Magro
Please :-) (I've got a rev. B 1040STf..... hopefully it is close
enough :-)

Andy

(ps. I tried to reply directly but the address bounced......)
--
|"The Snark WAS a Boojum, you see!"|Good : acs@unhd.unh.edu |
|"Reality !?! Isn't that something |Better : ANDYS@psc.plymouth.edu |
| you sprinkle on ice ??" |Best : oddjob@oz.plymouth.edu |
```

1981. Several Questions

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 14:51:48 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Mar1.145148.26585@oz.plymouth.edu>
Source record: 234175

I have several wierd questions:

1. My 1040STf has a Rev. B board #C07078 -001 with the 6 ROM set (TOS 1.0)
I recently opened it up (the warranty expired years ago) and have some
questions about it :
a. What are A16 and A17 near the ROM's and CE (I think) next to U56 ?
They are each two solder bridges of some sort the the letters
256k and 1M above or below them. The 256k bridge has solder in it
completing the circuit while the 1M bridges are clear. Any ideas ?
b. What are U65 and U68 ? Do they have anything to do with U65 (which
I assume (from its shape/size) is where the blitter is supposed
to go.
c. Does anybody sell the blitter (and a socket for it) ? And what else
would I have to do to get it to work ??

2. I got PC Ditto II a long time ago (as an update to PC Ditto) and it is
cracked straight across its' width.
a. Is there any way to fix it ? I could solder it but is there a better
way ?
b. There "seems" to be an NEC V30 chip on the PC Ditto board. If I can't
fix it what do I do with it (it's socketed) ?
c. (Best question yet.:-) ..) Does anybody remember the clip you're
supposed to fit over the 68000 ? Is there any other use for it ? (I'm
dreaming of using it to simulate a MegaBus so I can get David Small
& Co.'s 68030 board instead of waiting for the TT to become obsolete
before I get it.

Please reply via E-mail if at all possible :-) . If there's enough (how
much is enough?) response I'll summarize and post :-)
Thanx :-)
--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

1982. Re: David Small versus Atari

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 15:01:54 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Mar1.150154.16871@cs.olemiss.edu>
Source record: 234166

In article <1991Mar1.014744.22640@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
[Stuff about Dave Deleted in content, but not in spirit!]
>up until they're nearly obsolete, there are artificial limitations in the
>systems (e.g. the MMU craps on you if you try to go over 4MB, even if you're
^^^^^^^^^^^^^^^^
>willing to put in your own addressing H/W), and some perfectly good standards
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>vsnyder@jato.Jpl.Nasa.Gov
>ames!elroy!jato!vsnyder
>vsnyder@jato.uucp

That's a project for Dave! A replacement MMU! Damn! If I had the Ca$h I'd do it now: Through something like the Mosis Service till I get good silicon or maybe a Semi-custom solution through one of the major vendors.

You know, Dave could add hardware memory protection, bank switching, additional ROM space, etc, unless he feels he can use the onboard MMU of the '030. Does the TT's OS take advantage of this guy, or does the OS simply pretend its not got an MMU? I dunno.

Think about it!

Tone
!!!

1983. Multi-line bbs possible?

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 15:13:25 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Mar01.151325.5556@chinet.chi.il.us>
Source record: 234182

I'm toying with the possibility of setting up a product support bbs (no, the product isn't out yet). Being an eternal optimist (I still use Atari stuff, don't I?), I'm curious about how I'd go to multiple lines if that was necessary. It seems like a question that might be asked fairly often. So given ST rather than Mega E or TT hardware, is there a good way to set up a multi-line BBS? The best IBM PC multi-lines seem to use multiple networked machines. Is a suitable networking product available in the US? Is there a good way to get multiple serial ports on an ST?
Steve saj@chinet.chi.il.us

1984. SPECTRUM 512 information

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 15:21:16 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Mar1.152116.2195@informatik.uni-erlangen.de>
Source record: 234171

Hi netlanders,

there was some confusion about the format of a SPECTRUM 512 picture.
I've done some work and here are my results:

The description of the file format of *.SPU and *.SPC in the ST
picture formats document made by David Baggett is correct.

I have some correction for the area of validity of the colors.

In a SPECTRUM 512 picture each scan line has three color palettes,
that will make 48 colors. In the following I will number these three
palettes from 0 to 2 (first palette 0), e.g. color 45 will appear in
palette 2. All three palettes build the one *virtual* palette.
All scan lines are independent from each other.

The ST has one hardware palette of 16 colors. Let me call this the
real palette.

Get the index <cnr> of a color of the virtual palette, the valid area
will apear in the following table (left and right border are
inclusive).
left border right border
Palette 0
0<cnr<=15: cnr odd 0 10*cnr-6
cnr even 0 10*cnr-1

Palette 1
16<=cnr<=31: cnr odd 10*(cnr-16)-5 10*cnr-6
cnr even 10*(cnr-16) 10*cnr-1

Palette 2
32<=cnr<=47: cnr odd 10*(cnr-16)-6 319
cnr even 10*(cnr-16) 319

Color 0 in palette 0 has no valid area and is the border color.
SPECTRUM 512 sets the colors with number 0, 15, 16, 31, 32 and 47
to black [$000].

With the above table its not difficult to create a corresponding table
where you can get thy real palette from a x-value of a pixel.

Lars

```
+----------------------------------+--------------------------------+
| Lars Michael | | | | |
| lsmichae@faui43.uni-erlangen.de | | | | "Down with ATARI, |
+----------------------------------+ / | \ Long live the ST !" |
```

```
| "May the Schwartz be with you!" | / | \ |
+---------------------------------+-----------------------------------+
```

1985. Re: SPECTRUM 512 information

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 15:24:47 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Mar1.152447.2460@informatik.uni-erlangen.de>
Source record: 234172

Hi netlanders,

I have made some small conversion routines to a new intermediate picture
format called RGB and a routine from RGB to uncompressed SPECTRUM 512
format. The results a very nice !!!

The RGB format goes like this:

<RGB intermediate format> *.RGB (only low resolution)

1 word resolution flag (ignored)
16 word color palette (ignored)
16000 words red values of the picture (screen format)
The color index of the point gives the R-value
1 word resolution flag (ignored)
16 word color palette (ignored)
16000 words green values of the picture (screen format)
The color index of the point gives the G-value
1 word resolution flag (ignored)
16 word color palette (ignored)
16000 words blue values of the picture (screen format)
The color index of the point gives the B-value

96102 bytes

You may have noticed that each of the R-, G- and the B-planes looks like
a DEGAS *.PI1. That's right and you may set the palette to increasing
gray values to have a look at the R-plane.

Caveats:
The color palette is *always* ignored. To get the color value
from a pixel get the color indices of the correlated pixels in
the R-, G- and B-plane and build directly the RGB-value 0xrgb
(no indirection to the color palettes)!

I hope there's a discussion about this "new" picture format.

My conversion routines are
TMPTORGB, (DBW-render temp file to RGB intermediate file)
PI1TORGB, (three DEGAS files to one RGB intermediate file)
IFFTORGB, (AMIGA IFF file to RGB intermediate file)
RGBTOSPU. (RGB intermediate file to SPECTRUM uncompressed)

Some notes:
- PI1TORGB is used to concatenate digitized R-, G- and B-planes
(each plane stored as DEGAS picture).
- IFFTORGB uses the CAMG chunk and recognizes HAM and INTERLACE.

- RGBTOSPU runs up to 10 minutes, depending on the file. It
calculates a color histogram and looks for the best fit of the
maximum color in the scan line. If the virtual palette is full
all left pixels are set each to the color index of the nearest
color in the *real* palette.

Some future projects are:
GIFTORGB, (GIF file to RGB intermediate file)
SPUTOSPC, (compress SPECTRUM file)
SPCTOSPU. (uncompress SPECTRUM file)

If there's some interest in these routines I'll post them to
comp.sources.atari.st and comp.binaries.atari.st.

Lars
P.S.:
Someone out there who has a gif decoder? I have knowledge
of the LZW-compression used in gif files, but would prefer
to get sources for this to save sleep, tea and sweat ...

+-----------------------------------+-----------------------------------+
| Lars Michael | | | | |
| lsmichae@faui43.uni-erlangen.de | | | | "Down with ATARI, |
+-----------------------------------+ / | \ Long live the ST !" |
| "May the Schwartz be with you!" | / | \ |
+-----------------------------------+-----------------------------------+

1986. WANTED : SCSI controller

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 15:39:11 UTC
From: george@electro.com
Message-ID: <1991Mar1.153911.2860@electro.com>
Source record: 234179

My balloon burst when I was told this morning by
ICD technical support that they don't now , and
never will support the OMTI 3100 SCSI controller.

Why did this burst my bubble? 'Cause I finally found
a used SCSI drive that I could afford, bought the
ICD host adapter, made all the connections, and.... 8^(

The drive I have is a MicroScience HH725 (20 mb)
and I was told by ICD that I needed either a

ADAPTEC 4000 or
ADAPTEC 5500 (preferred)

Does any one out there have such a device?
Please mail me at george@electro.com
or phone 519-744-7111
--

"I almost think that in certain cases yes, and in others, no....."
George egroeG
Reimer remieR

1987. Re: U/L to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 16:21:18 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Mar1.162118.6663@isc.rit.edu>
Source record: 234117

In article <15357@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <7635@jhunix.HCF.JHU.EDU> d_alvear@jhunix.HCF.JHU.EDU (Domingo Alvear) writes:
>>In article <1991Feb14.181124.17837@ritcsh.csh.rit.edu> phbob@ritcsh.csh.rit.edu (Bob Paradis) writes:
>>>I recently U/L the following files to atari.archive....
>>> MATSMOOD.LZH - digitized file from ollie & rol (awesome!!)
>>> 1 meg req.
>>> 4N_AFAIR.LZH - digitized file from ollie & rol (again awesome!!)
>>> 1 meg req.
> Do these demos require software other than that which is archived with
>the files?
>

Nope....just unlzh and enjoy! Players are included (they were
custom written for each file, you'll see) NOTE: better have a DS disk
ready when yo unlzh them.

>>You (or someone else) might not have the OXYGENE demo as well?
>
> I do not have the Oxygene demo and it isn't up on atari.archive. Can
>anyone upload it or email it to me? -Thanks
>
I have two more demos from them....OXYGENE and WIND HIM UP.....

I will U/L them by tonight (mar 1).

If anyone has SECRET SEPARATION let me know!!!

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

1988. WANTED: Bloom County characters for Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 16:58:57 UTC
From: bgodot@fquest.fidonet.org
Message-ID: <yo45X1w162w@fquest.fidonet.org>
Source record: 234185

I heard that there is a Dungeon Master saved game file with Bloom County characters. Cananybodyhelpme out?

1989. Re: Newer version of Timeworks Desktop Publisher?

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 17:06:15 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4615@syma.sussex.ac.uk>
Source record: 234115

From article <2393@odin.cs.hw.ac.uk>, by neil@cs.hw.ac.uk (Neil Forsyth):
> In article <44580@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
> #I have a copy of Timeworks Desktop Publisher, ver 1.10. I was wondering
> #if there is a newer version out there. The copy I have is (c) 1987, so
> #I assume there may have been upgrades. I haven't heard anything from
> #Timeworks since I sent in my registration card.
>
> There is another version, 1.12, which supports Postscript output to disk but
> there are none after that. Usual Atari vendor support!

This is both right and wrong. Electric Distribution (or GST, or
Softline, or whatever name they're using for this purpose) have just
last month (Feb 91) issued an update. Confusingly, this is still
version 1.12, but they're officially calling it v1.h12.

There are no amazing new features. TT support is added, and allegedly
the installation procedure works better. Various unspecified bugs are
said to have been fixed. Pressing 'esc' now redraws the screen. I
haven't yet tested whether the 12pt Dutch font for the Atari laser
printer now prints questionmarks properly. Oh, and multiple copies are
supposed to print properly now.

Anyway, the upgrade is available from GST/Electric/Softline in the UK
for 8.95 pounds (or 4.95 if you're a Softline member). You need to send
in your old master disks.

First Word Plus (written by the same outfit) has also been upgraded, to
version 3.20TT, and is available at the same price. Again, it's mainly
TT compatibility and bug fixes, but you can now choose whether to have a
flashing or a steady cursor, hyphenation has been improved by the
addition of an exceptions dictionary, and scrolling speed is faster.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
INTERNET: grahamt@syma.sussex.ac.uk JANET: grahamt@uk.ac.sussex.syma
BITNET: grahamt%sussex.syma@UKACRL UUCP: grahamt%sussex.syma@ukc.uucp
Phone: +44 273 678165 Fax: +44 273 685865

1990. Re: U/L to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 17:10:23 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Mar1.171023.2259@terminator.cc.umich.edu>
Source record: 234188

```
In a previous article, Ed wrote:
>(Juxtaposer) writes:
>
>- I do not have the Oxygene demo and it isn't up on atari.archive. Can
>- anyone upload it or email it to me? -Thanks
>
>I'll send it in a day or two, when I get some free time. It's around
>800K. If someone else has sent it to a.a, let me know so I don't
>waste my time. Thanks.
>

I believe it's already here. Look in ~atari/music. Is this not where it
should be?

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
If anyone has any ideas what I should do after graduation, please tell me!
Atari.archive.umich.edu Caretaker||181M and climbin'|| "So like take off eh?"
```

1991. Re: NeoDesk 3.01 question/bug?

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 17:13:50 UTC
From: felner@iiic.ethz.ch
Message-ID: <26464@neptune.inf.ethz.ch>
Source record: 234030

Another question about NeoDesk 3. The manual says, I think, that arbitrarily
many icons can be added to the icon library used by Neodesk. However, I
experienced a limit of 100 icons maximun. Anyone else noticed this?
Is this a memory problem? Or is just the manual incorrect?

Tomas Felner, felner@iiic.ethz.ch

1992. Why does <Esc> work? :-)

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 17:43:08 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <706256@fiction>
Source record: 234103

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

> Daniel_Roedding@fiction.ms.sub.org writes:

> >I re-disassblemled (ouch!) the DeskTop's media change force routine. The
> >DeskTop expects A0 to be zero after a GEMDOS call. Is this always true?

> To my knowledge, certainly not.

So then I'd say that it is really random whether the <Esc> function works
or not. Or is it defined that Fopen() clears A0? If not, the desktop cer-
tainly would crash!! (3 Bombs, I tried it by changing A0)

Daniel

1993. Re: HP DESKJET DRIVERS

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 18:05:44 UTC
From: andy@jarthur.Claremont.EDU
Message-ID: <11028@jarthur.Claremont.EDU>
Source record: 234178

In article <*V?&*=+@warwick.ac.uk> csuac@warwick.ac.uk (The Juggler) writes:

>I own a 1 meg St system and am looking to buy a respectable printer. The
>deskjet seems to be the best bet but I am concerned as to the availability of
>printer drivers for this machine. I will be using packages such as Calamus,
>1st Word+, Degas, Deluxe Paint. Do you know if HP Deskjet drivers exist for
>these packages and do you have any information on a plug in Epson card for the
>deskjet that makes it Epson LQ compatible.

I have a Deskjet 500, and printer drivers haven't been a problem for me.
The primary applications that I use with my Deskjet are Word Perfect (which
supports the Deskjet fine) and Easy Draw (which works WONDERFULLY with the
Deskjet). For Easy Draw, I ended up buying a GDOS driver directly from
Migraph. If you want to print to a Deskjet from a GDOS application, I would
recommend looking into this driver. It's fast, seems pretty robust, and the
output looks great.

As for your other applications, I can't say for sure, but I wouldn't think
it would be a problem. Calamus supports lots of high-end output devices, so
I imagine the Deskjet would be included. If there isn't one for 1st Word+,
I'm sure that you could create one pretty easily. I haven't needed a driver
for Degas yet, but if I do I plan to create one with Tom Hudson's Printer
Driver Construction Set. I can't comment on Deluxe Paint.

As you say, you can get an Epson emulation cartridge. It retails for around
$50 (I think) and lets the Deskjet respond to Epson FX commands. If you
really can't get or build a Deskjet driver for a particular application, you
could go this route.

>One other thing. I have only read a review on the new Deskjet 500. Do you know
>what the difference is between this model and the two before it, the original
>deskjet and the deskjet+. There seems to be an alarming price difference and I
>am worried there will be an alarming performance difference as well.

The Deskjet 500 is quite a bit faster than previous models, has a
newly-engineered ink (water-resistant, unlike previous inks), and has more
built-in fonts than the Deskjet and Deskjet Plus. If you want to buy a
Deskjet, I would recommend that you go with the Deskjet 500. They can be
had for $450 - $500.

-- Andy

Andy Gray andy@jarthur.claremont.edu
Platt Campus Center andy@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!andy
Claremont, CA 91711 agray@HMCVAX.BITNET

1994. Re: Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 18:16:31 UTC
From: roulston@watserv1.waterloo.edu
Message-ID: <1991Mar1.181631.27450@watserv1.waterloo.edu>
Source record: 234176

In article <1991Mar1.121834.22722@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
>I took a 1040STf (revision c, with ram UNDER the power supply) and upgraded
>it from 1024K to 2.5M in about 4hours for about $80. I used two 1M SIMMs,
>1 resistor and a bunch of short pieces of wire. You can go from 512 to
>1024 by just dropping in 16 more of the dram chips you already have, but
>2.5M is much nicer. Should I post a pin mapping (SIMM to motherboard)?

I wish you would post a summary (or at least email it to me)
on how to upgrade a 1040 without a daughterboard. Right now the
board costs more than the RAM!!!
There is lots of info about on upgrading 520's but nothing much on
how to go from 1Meg to 2.5M.

thanx
james

1995. Re: background zmodem u/dload

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 18:32:13 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar01.183213.15690@ecst.csuchico.edu>
Source record: 234180

yonder@netcom.COM (Christopher Russell) writes:

- So, when will that new version of Stalker be available? I am
- interested in the Stalker/Steno package? I've been holding out
- for the new version that should support Z-modem, etc.

Eric told me it's still going to be a couple of months. I highly
recommend you get STalker/STeno now and don't wait. You can upgrade
later.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1996. Uploaded to Atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 18:40:03 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Mar1.184003.8598@isc.rit.edu>
Source record: 234116

I just recently u/l the following to the atari.archive

RAINYNIT.ARC - Noisetracker .MOD file. AWESOME stereo file!!!
A must get if you have an STe!! File plays for aporx
5 min before it cycles!!!! (no kidding)

as promised.......

OXYGEN.ARC - ollie & roll's digitized sound demo of Jarre's Oxygen
(disco version of course) 1 meg req. DS disk. Self running, just
un-arc & go.

WIND_UP.ARC - ollie & roll hit it again with Saga's "Wind Him Up"
1 meg req. DS disk. self running, just un-arc & go.

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

1997. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 18:50:35 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar01.185035.15864@ecst.csuchico.edu>
Source record: 234177

avgroeni@cs.ruu.nl (Annius Groenink) writes:

- In <1991Mar01.064259.7340@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krime
- n) writes:
-
- >The hard drive problem, which has been fixed for about six months,
- >was NOT related to TOS, but a hardware error. I have TOS 1.6 in my
-
- Why didn't anyone tell that before? I have an STE for about 10 months,
- (10 > 6)
- and I planned to buy a hard disk NEXT WEEK. Now you're telling me it
- won't work! Does someone know the exact `symptoms' (brrr.)? Should I
- not buy a cheep second-hand SH204, because it wouldn't work or something?

If you can, connect a hard drive, WITHOUT ANY VALUABLE DATA ON IT, to
your STe for about an hour or two or more if you can, and move files
around, load files, save files, etcetera. Do a lot of file stuff.
What you'll see first is that the directory entries will be skewed
two characters (or two bytes??); this is what happened on a Megafile
I saw at a dealer. On my ICD drive, I got 'Drive *: not responding'
and some other drive-related errors, but luckily no data was lost.

You may or may not have the hard drive (DMA) bug, but there's no
other way that I know of to check it. It may take longer than a
couple of hours to check. Mine occurred, if I remember correctly,
within 4 at the most.

Moreover, from what I hear, it was only a small percentage of STes
with this problem (Atari says 10% I think). Even though the STes
were in Canada and Europe first, the problem didn't seem to crop up
until they were released in the US.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1998. Re: LDW Power upgrades?

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 18:55:44 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440160@hplsla.HP.COM>
Source record: 234189

kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
|
| Okay, first off, I see that LDW has now released version 2.0. Does anybody
| know LDW's upgrade policy? I guess I should send in my registration card
| sometime in the next few days and maybe they'll notify me?

Nah, I've sent my registration in and upgraded once already, they apparently
don't mail out upgrade notices, or if they do, I don't get 'em!

I think I saw on GEnie that the upgrade is $49.95. I also saw some complaints
about bugs in the new graphics stuff (of the irritating type) which dampens
my enthusiasm for spending that kind of dough on an upgrade. I think I'll
wait a bit and see how things shake out.

%%%

1999. Re: background zmodem u/dload

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 19:26:54 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Mar1.192654.12005@crc.skl.dnd.ca>
Source record: 234190

In article <26282@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>So, when will that new version of Stalker be available? I am interested in the Stalker/Steno package? I've been holding out for the new version that
>should support Z-modem, etc.

Probably a couple of months - I'll post something to the net when it is ready.

Eric

2000. Re: Canon BJ10 vs. HP DeskJet 500

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 19:58:54 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750113@hpsad.HP.COM>
Source record: 234144

In comp.sys.atari.st, kawakami@ocf.berkeley.edu (John Kawakami) writes:

> Canon BJ-10 v. HP DeskJet 500

>The problem is: I'm running in ST mode (w/GDOS) and in Mac (via Spectre
>GCR) and I need to know about the availability of printer drivers for
>these printers. Basically, if the Canon has a drivers, I'll get it.

There is a product by HP that may be what you want. It's called
MacPrint and is some software and a cable to allow a Mac to talk to a
DeskJet. You won't want the cable, but the software may work. I
don't have any kind of Mac emulator so I can't verify it. It's part
number is 35177A.

Has anyone ever tried this? Someday, if I ever get a Mac emulator, I
would try this.

I know there's a GDOS driver by Miagraph(sp?) for the DJ.

>Which should I get? The Canon or the HP:

I think you should get the HP, but I'm probably biased :-).

>PS: any comments are appreciated.

-Bob "Hoping I don't offend anyone"

2001. Should I try to make a 1040 a Mega 4 ???

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 20:09:40 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91060.160940SYSPMZT@GECRDVM1.BITNET>
Source record: 234187

I'm a long time owner of a 1040 ST, from the early days, though suprisingly I know little about the guts/upgrades or even available software. I use the machine for MIDI sequencing, and that's about it.

After 4 years or so, my machine is getting pretty shabby, and has a nifty disk controller problem, besides being a TOS 1.1 machine with the file dialog bug and the like. I'm also severely memory constrained. I don't want to invest any money in a machine I'm convinced will roll over and expensively die one day soon.

So, I've been thinking about getting a Mega 4, but I can't really afford the full deal, even already owning a monitor (my 3rd, actually). A local music store starting selling 1040's with monitors for $599 recently, and it got me to thinking: I don't really care about the blitter chip for my application (do I?), and don't really need the new keyboard (I only press single key commands at a time), and though I'd like the detached keyboard, I can live without it.

So, finally, my questions: Can I easily upgrade the memory of a new 1040, can I do it myself (I don't solder well), or are there a number of firms/ individuals that can do this for me? If the latter is the best recommendation, any advice on who to do the upgrade? Lastly, am I missing out on anything big by not going with the Mega 4? I don't read ST magazines, and poke my head into this category infrequently, so I'm not as well-educated as I should be on the subject.

All advice very gratefully appreciated,

Phil Z.

2002. Superconducter review?

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 20:29:53 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91060.152953JJL101@psuvm.psu.edu>
Source record: 234184

Anyone ever used or had this program? What are its strengths and weakneses

Thanks in advance!

```
**************************************************************************
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
**************************************************************************
* Limit(Continuous Luck) = Skill *
**************************************************************************
```

2003. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-01 20:38:43 UTC
From: baffoni@aludra.usc.edu
Message-ID: <15391@chaph.usc.edu>
Source record: 234194

In article <1991Mar01.064259.7340@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>The hard drive problem, which has been fixed for about six months,
>was NOT related to TOS, but a hardware error. I have TOS 1.6 in my
>STe with a hard drive (old ICD host) and it works fine.

So what _was_ the problem - was it the DMA chip? Or something completely different...?

>--
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

-Mike

2004. Hackman 2 Help needed

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 01:24:54 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Mar1.202454.7946@umiami.ir.miami.edu>
Source record: 234110

Can anyone help me out? I downloaded HACKMAN2 from Michigan and I can't get it to work. I have a 2 meg system with color monitor and 30 meg hard drive which should be MORE than enough, but I haven't been able to get it to run on the harddrive or floopies. The program runs, stops and then returns to the desktop. I also have TOS 1.4. Any ideas? Thanks

Mark Santora
dlk0ms9s@umiami.ir.miami.edu

2005. Re: STing and STacy

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 01:35:13 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Mar2.013513.28731@cs.ucla.edu>
Source record: 234191

In article <1991Feb28.131201.7922@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu (Mark Santora) writes:
>
> How about a shirt that says, ATARI the machines for professionals?

I'd like to see ATARI in big letters on the back of Stacy the way they have it on the Hotz box... You know, the way synth manufacturers print it? Then people who didn't already _know_ about Stacy would see that she's an Atari box.

--Steve
>
>
>Mark santora
>dlk0ms9s@umiami.ir.miami.edu

--
Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2006. supercharger question

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 01:42:57 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Mar2.014257.7119@cs.mcgill.ca>
Source record: 234199

I just spoke to Rio computers, and the tech support guy told me that
one of my problems could be solved by changing the DMA address of
the supercharger to 6 instead of 3 (according to him it seems that
the SUPRADRIVE clock is using device number 3).

There is a utilitiy called quiet.prg which comes with the 1.4 software
upgrade. I think it does what i need it to do , but it is hardcoded
for DMA address 3. Does anyone have a modified version of quiet.prg
which works for a supercharger in device number 6?

Any help would be appreciated!!

--
|S. Alan Ezust : McGill University School of Computer Science |
depeche@cs.mcgill.ca : Montreal, Quebec, Canada

2007. Re: PCB designers

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 01:59:32 UTC
From: squishy@casbah.acns.nwu.edu
Message-ID: <1991Mar2.015932.12621@casbah.acns.nwu.edu>
Source record: 234102
Cross-posted to: comp.sys.atari.st,sci.electronics

OK, I haven't logged in for two days, and there are *MANY* requests for the PCB designer program I mentioned earlier. It is much easier for me for those interested to try anonymous ftp and obtain it from the archive I mentioned (sumex-aim). I also found some information regarding the original IBM PC version of the program. For those that wrote and mentioned (few said this) that they didn't have ftp capability, I could upload the program to the sci-electronics newsgroup, but it is a 410K uncompressed program, and would take A LOT of bandwidth (Is that OK?).

Once again, the mac version is available via anonymous FTP from the archives at sumex-aim.stanford.edu. It is listed under /info-mac/app/pcb-cad.hqx. >>>> Please try anonymous ftp FIRST <<<<

The original IBM PC version is available from the author (from the readme file) if you send a disk and Self-Address Stamped Disk Envelope Mailer. He works for Microsoft, and his address as of (1/89) is:

Randy Nevin
1731 211th PL NE
Redmond
WA 98053

Hope that helps...

```
=======================================================
Shishin "Squish" Yamada |\/\/\/|
squishy@casbah.acns.nwu.edu /---------\ | |
Northwestern University | Yo | (o)(o) |
Electrical Engineering | Dudes! \ ( < )
Class of 1991 \__________\ |___/ |
\ |
"Life sucks, but Death swallows!" / \
/______\
=======================================================
```

2008. 5.25 Drive Question

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 04:13:06 UTC
From: bcasper@eos.ncsu.edu
Message-ID: <1991Mar2.041306.3110@ncsu.edu>
Source record: 234200

Atarians,

I've been toying with the idea of connecting a 5.25" disk drive to my drive bus for the obvious IBM reasons. Can somebody supply me with the model number of a decent drive mech that is adept at this chore? Will just any 1.2M uniit work, or do I hafta use something else. I know there have been tons of posts about this topic, but I can't find anything about doing it in my archives.

Thanks already - Brian

2009. Re: Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 06:26:34 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Mar2.062634.4707@ux1.cso.uiuc.edu>
Source record: 234104

In article <1991Mar1.181631.27450@watserv1.waterloo.edu>, roulston@watserv1.waterloo.edu (James Parker) writes:
|> In article <1991Mar1.121834.22722@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
|>
|> I wish you would post a summary (or at least email it to me)
|> on how to upgrade a 1040 without a daughterboard. Right now the
|> board costs more than the RAM!!!
|> There is lots of info about on upgrading 520's but nothing much on
|> how to go from 1Meg to 2.5M.
|>
|> thanx
|> james

If you have info on upgrading a 520 from .5 to 2.5, then this is all you need. I had a 1040St and a pair of wire cutters, and it was a 520 in no time! *:^) From there it was a .5->2.5 project.

If the info you speak of is a .5->1M upgrade for the 520, then that is a different story. You'll need my info.

I was going to put some time into doing a nice writeup of the project and then release the document as shareware. It is so hard to hoard info though, so I may just post it here.

Bill Magro
wmagro@roma.physics.uiuc.edu

2010. Re: 128K limitation of Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 07:09:09 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <13328@ccncsu.ColoState.EDU>
Source record: 234105

As the question about what program broke due to no 256K ROM-- as far as I know only those use Color Quick Draw would need 256KB and newer ROM that is in SE30, IIc* etc. (Since the Mac Color is handel by additional board hardware even with color quick draw might not necessary bring the program to work). All the nice and useful program like MPW, WP, Word ... works just fine with 128K ROM. Afterall the Plus was the popular Mac model.

Tang
sytang@lamar.colostate.edu

2011. Re: Multi-line bbs possible?

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 07:33:48 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar02.073348.20023@ecst.csuchico.edu>
Source record: 234108

saj@chinet.chi.il.us (Stephen Jacobs) writes:

- I'm toying with the possibility of setting up a product support bbs
- (no, the product isn't out yet). Being an eternal optimist (I still
- use Atari stuff, don't I?), I'm curious about how I'd go to multiple
- lines if that was necessary. It seems like a question that might be
- asked fairly often. So given ST rather than Mega E or TT hardware, is
- there a good way to set up a multi-line BBS? The best IBM PC
- multi-lines seem to use multiple networked machines. Is a suitable
- networking product available in the US? Is there a good way to get
- multiple serial ports on an ST?

Atari uses DC-Port on a Mega4 for their 5-line BBS, running Michtron BBS v3.0. DC-Port, from what I hear, plugs into the cartridge port of any ST and gives you either 2 or 4 extra serial ports. The only BBS program that I know of that supports it is Michtron BBS v3.0. Niteline BBS is supposed to be able to run multiple lines, but I don't know what hardware it uses. STalker, the fantastic terminal program, also supports DC-Port. You can have 3 STalker terminals installed, with each calling a different place using DC-Port. DC-Port is a Double Click product. Your best bet is to contact them.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2012. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 07:38:33 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar02.073833.20107@ecst.csuchico.edu>
Source record: 234109

baffoni@aludra.usc.edu (Juxtaposer) writes:

- So what _was_ the problem - was it the DMA chip? Or something
- completely different...?

I heard the problem was with the DMA chip, and that the 'DMA chain'
wasn't strong enough to handle hard drives.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2013. Some bits for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 08:13:31 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Mar02.081331.22079@vpnet.chi.il.us>
Source record: 234107
Cross-posted to: comp.sys.atari.st,misc.forsale

I recently inherited an old Atari 520ST, complete with hard drive
et al, and I now find myself with more hard drives than I've got a
use for. The machine I inherited had a Quantum 80S in it, which in
one fell swoop made my existing HD (SH205 upgraded to a Tandon 755)
obsolete. Plus, I've a full-height Micropolis drive (both of these
drives are 40+ mb and autoparking) that I was intending to wire into
the SH205 before I got the speedy tiny drive.

So.... I'd like to get rid of the SH205 and/or the Micropolis.
I'm amenable to haggling, but I'd prefer to sell the puppies for:

SH205 -> $250
Micropolis -> $150
(combined) -> $375

with me paying shipping and all that. If you're keen on a hard drive
or two, lemme know either at the address here, or one of the following
addresses (internet):

orc@bach.sql.sybase.com
orc@jazz.sybase.com

(I believe I set the distribution on this article to north america -
the SH205 is wired for 120VAC/60HZ, so it probably won't work elsewhere)

.david parsons

2014. Looking for RAM disk

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 09:03:48 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar02.090348.20497@ecst.csuchico.edu>
Source record: 234111

Howdy. I'm looking for a PD NON-resetproof RAM disk that
auto-configures itself when it loads. I want to be able to set the
size of the RAM disk and the drive it will be assigned to beforehand,
and when it loads, it will configure itself to those specifications.
I don't want it resetproof because I don't want my system reseting
(and I know about Codehead's RAM disk).

If someone could either e-mail me one or recommend one, I would
appreciate it. Thanks for your help.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2015. Re: small/st compat

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 09:49:16 UTC
From: nguyent@balboa.eng.uci.edu
Message-ID: <27CF751C.29306@orion.oac.uci.edu>
Source record: 234112

In article <75881@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>Now there's an idea...Have gadgets come out with an atari tt compatible
>with the 33 mhz, 12 megs, spectre gcr, and an IBM emulator built in. And
>while he's at it, an Amiga emulator too. That would satisfy almost

You know, you can actually get that right now! Just get an Amiga 2000 with
33 Mhz accelerator, Amax II, Atari ST emulator (even run two in different
windows) not TT though, and an IBM emulator.

You can probably get one with 105 Meg drive and about 5 megs of ram for
around $4000.

>the entire personal computer community! I'd buy it. especially if a
>complete system with a 100 meg hard drive and a killer color monitor was
>under $3000.
>Dream on.
>
>Steve <selick@bucsf.bu.edu>

2016. TT and the AT emulator

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 10:02:02 UTC
From: nguyent@balboa.eng.uci.edu
Message-ID: <27CF781A.29569@orion.oac.uci.edu>
Source record: 234113

In article writes:
>p0.f744.n250.z1.fidonet.org!Shervin.Shahrebani.Of.250/744
>From: Shervin.Shahrebani.Of.250/744@p0.f744.n250.z1.fidonet.org (Shervin Shahrebani Of 250/744)
>Newsgroups: comp.sys.atari.st
>Subject: TT to get AT Emulator
>Message-ID: <357.27CCB462@egsgate.fidonet.org>
>Date: 27 Feb 91 18:31:24 GMT
>Sender: ufgate@egsgate.fidonet.org (newsout1.26)
>Organization: FidoNet node 1:250/744.0 - Leftover Hipp, Toronto ON
>Lines: 4
>
>
>Atari has been working on a software version of an AT emulator for their TT computer (it should emulate VGA also). When released, it will be bundled with all TT's in the future and previous owners of TT's will get the software emulator for FREE! The emu
>lator will considerably slow down operations because it is software and the 68030 is emulating an 80286/386 chip. Therefore, expect it to run at about the speed of a 12 Mhz AT which is pretty good.
>
>S.S.

Considering that 25 Mhz, 68040 in NEXT emulates an PC AT at 12 Mhz, '030
emulating it at 12 Mhz is pretty good.

2017. Neodesk3/Tos1.4/LatticeC5

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 13:25:40 UTC
From: lhf@ukc.ac.uk
Message-ID: <3501@gos.ukc.ac.uk>
Source record: 234123

For those who, like me, experienced problems with the combination of TOS1.4, Neodesk3 and Lattice C5.04.xx, then you will want to upgrade your Lattice C disks. I've just done so, and the problem has gone away. Thanks to Hisoft.

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

2018. DM Level 4 help needed

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 14:22:10 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <7122@ncrcae.Columbia.NCR.COM>
Source record: 234119

Ok, I know that these levels get harder, and yes, I did spend more than 30 seconds trying to solve this puzzle, BUT.....

How do you open the gate at the end of level 4 and live to tell about it? Killing the mummy prisoner opens the gate but releases hordes of worms I can't get past. Also, I know of another exit gate on this level near the screamer room. How do you release the secret door to it? Finally, there is a transporter on this level created by inserting a coin into a nearby slot, but nothing happens when I walk through it.

Rick

2019. Re: gag programs (was Re: formdoit)

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 15:31:28 UTC
From: be@arium.stgt.sub.org
Message-ID: <5167766@arium.stgt.sub.org>
Source record: 234009

In article <1991Feb28.164922.17204@forwiss.uni-passau.de> iws9060@eva.fmi.uni-passau.de (Thorsten Guenther) writes:
(Sender was: usenet@forwiss.uni-passau.de)

> >>MAGIC or FLY_EX, but it's useful unlike the others.
> > ^^^^^ ^^^^^^
> >Just out of curiosity, what are these?
>
> Though this program is not that useful, it's lot of fun to hunt the fly,
> because the damn beast reacts on mouse moves and gets more and more nervous.

So, where might one FTP this? 8^)

TschauTschau
Bernd
--
---
be@arium.stgt.sub.org | be@aragon.gtc.de | ud01@kauni2.bitnet
(X.400: ud01@ibm3090.rz.uni-karlsruhe.dbp.de)

2020. LEXICOR, Atari TT/030, Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 17:09:02 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <17526@milton.u.washington.edu>
Source record: 234121
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

March 2/91
Here are some follow up questions i had for Lee Seiler at
LEXICOR:

1). How many colors on screen and what is resolution with your
24-bit color board and Atari 1224 on an ST?

** With 2megs of RAM, 16 million, 256 on screen, 512x512
FULL SCREEN "virtual screen".. NOT overscan.

LEXICOR will be supporting 4 boards:
MATRIX
LEXICOR
ICD
ISAC

2). WIll the Gadgets SST 030 board work with LEXICOR.?

** As far as I know it does.

3). A few people from the Amiga groups figured you must be
using a "$50 monitor" on the Amiga 3000 when you made
comparisons between the TT display and the A3000 display.
What monitor did you use on the A3000?

** Nanow flexscan $1600 monitor. I have the amiga and TT
hooked up to the same monitor.
The TT display is much more dramatic and purer
than interlace on amiga... the overscan on the amiga
gives you a shredded looking edge.

4). Can you import DynaCADD drawings and render/animate them
with LEXICOR to do architectural walkthroughs?

** Of course!

5). The Amiga is a great graphics machine... particulalry when you
have vendors like NewTek putting out the Video Toaster.
Anything like that going to happen for the TT?

** There will be a direct marriage of Video Toaster with TT
put out by reputable company THIS YEAR.

Really? Some people buy the Amiga FOR the Toaster.

** Definitely! You will definitely see the Video Toaster on the
TT this year. NewTek wants the ATARI market.

6). I am still impressed with my 8mhz 1040ST upgraded to 4MB RAM.
There is some software for the ST that really makes this box
seem like a lot more machine. My guess is that the TT
must be an excellent system.

** It is wonderful!

Atari already has a strong hold in the music market.
If ATARI supports you guys in your graphics
development, I should think LEXICOR and others that follow
you will help make ATARI more competetive in the US. Is ATARI
supportive of your efforts?

** ATARI just now made the decision to get into professional
animation and DTP. People at ATARI are vey helpful, and
contrary to a lot of people's claim that they don't care,
ATARI people DO care and are trying very hard to provide great
products at affordable prices.

2021. Re: LEXICOR, Atari TT/030, Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 18:25:32 UTC
From: csc23042@sumax.seattleu.edu
Message-ID: <2377@sumax.seattleu.edu>
Source record: 234129
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

In article <17526@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>
>March 2/91
>Here are some follow up questions i had for Lee Seiler at
>LEXICOR:
>
> ISAC
>3). A few people from the Amiga groups figured you must be
> using a "$50 monitor" on the Amiga 3000 when you made
> comparisons between the TT display and the A3000 display.
> What monitor did you use on the A3000?
>
> ** Nanow flexscan $1600 monitor. I have the amiga and TT
> hooked up to the same monitor.
> The TT display is much more dramatic and purer
> than interlace on amiga... the overscan on the amiga
> gives you a shredded looking edge.
>
>5). The Amiga is a great graphics machine... particulalry when you
> have vendors like NewTek putting out the Video Toaster.
> Anything like that going to happen for the TT?
>
> ** There will be a direct marriage of Video Toaster with TT
> put out by reputable company THIS YEAR.
>
> Really? Some people buy the Amiga FOR the Toaster.
>
> ** Definitely! You will definitely see the Video Toaster on the
> TT this year. NewTek wants the ATARI market.

********** A number of other questions deleted **********

I wonder about Lexicor. When I read their ads (circa Dec. 1990) I was more then a little skeptical. This is because they had these elaborate pencil drawiings of fantasy/sci-fi mechanisms with thousands of faces, and they boasted, somthing like "would like like to animate something like this? We do it all the time!!" So I would think, "Hmmm.. if they animate this kind of stuff "all the time," why don't they show a screen shot instead of a pencil drawing?

On #3- I haven't seen a TT display, so for all I know it is superior. However, the Lexicor fellow made references to the "flicker." Apparently he is unaware that the A3000 has a built-in deinterlacer. I HAVE seen the A3000

display, and it is very good. Like I say, the TT might well be better, but this fellow from Lexicor seems to be making it sound wretched, which it is not.

On #4- I have a very hard time swallowing this one. Come on. NewTek has stated it will NOT move the Toaster over to the Mac or the PC. What makes this guy think that they would ignore these markets, which are anywhere from 10 to 30 times larger than the ST market, in favor of the ST? The Toaster uses Amiga custom display chips as part of its integral operation. This is why it is on a Amiga. Now if he is saying a 3rd party is going to bring it over, then that might be possible. It would be tough, and I don't think it will be here "within the year" (unless the party gets Commodore to sell them Amiga custom chips) but I can say no more about that topic.

Mainly, this guy, from what has been posted here and from his ads, does not seem to be the font of credibility. His attacks on the Amiga reduce it still further. Not that the Amiga is above crticism, hardly that, but what he did say is very questionable, was not technically justified, and very inflammatory. Hopefully one of the Atari mags will give a review of his stuff (did I hear STart mag mentioned) but until then I cannot take him seriously.

Dave
csc23042@sumax.seattleu.edu

2022. Needing to get a colour monitor

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 20:04:28 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Mar02.200428.26323@vpnet.chi.il.us>
Source record: 234132

I recently bought a copy of SimCity for the ST (having played it into the ground on the PC, I just had to have it on a machine at home) and discovered, to my intense dismay, that it requires a colour monitor. Which, of course, I don't have. However, I do have an Amiga, and it has a colour monitor - sooo, have there been any attempts to attach an Amiga A1080 (or whatever number it is - it's the one that was inflicted on A1000 purchasers) colour monitor to a ST?

(It's moderately annoying - I've got monochrome ST monitors coming out my *ears*, but of course most of the US games, including the tiny subset that I play, can't even spell monochrome, much less use it...)

.david parsons

2023. Re: Should I try to make a 1040 a Mega 4 ???

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 20:13:35 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Mar2.201335.21549@daffy.cs.wisc.edu>
Source record: 234131

SYSPMZT@gecrdvm1.crd.ge.com writes indubitably:

I'm a long time owner of a 1040 ST, from the early days, though suprisingly
I know little about the guts/upgrades or even available software. I use
the machine for MIDI sequencing, and that's about it.

After 4 years or so, my machine is getting pretty shabby, and has a nifty
disk controller problem, besides being a TOS 1.1 machine with the file
dialog bug and the like. I'm also severely memory constrained. I don't
want to invest any money in a machine I'm convinced will roll over and
expensively die one day soon.

So, I've been thinking about getting a Mega 4, but I can't really afford
the full deal, even already owning a monitor (my 3rd, actually). A local
music store starting selling 1040's with monitors for $599 recently, and
it got me to thinking: I don't really care about the blitter chip for my
application (do I?), and don't really need the new keyboard (I only press
single key commands at a time), and though I'd like the detached keyboard,
I can live without it.

So, finally, my questions: Can I easily upgrade the memory of a new 1040,
can I do it myself (I don't solder well), or are there a number of firms/
individuals that can do this for me? If the latter is the best recommendation,
any advice on who to do the upgrade? Lastly, am I missing out on anything
big by not going with the Mega 4? I don't read ST magazines, and poke my
head into this category infrequently, so I'm not as well-educated as I should
be on the subject.

MMmmm, I think the best thing for you to do, is to save your money and buy
a MEGA 4...

Even better, if your needs aren't impendably pressing on you, get a MEGA 4
STe.

You could be missing out if you go with a 1040, it depends on your goals
and the relative kinds of work you want to do. I forked out the massive
dollars for my machine because I wanted all of the capabilities of finally
owning an Atari machine that you can upgrade without voiding your warranty.
With a VME bus, the possibilities are endless! But I also wanted a faster
machine too, since I do a lot of programming and hate to wait for anything!

I also run Mac software for a lot of things like programming, DTP, WP. and
just to be in a nice computing environment that is pleasant.

You also won't get the new TOS 2.05. Its pretty nice, and was an unexpected BONUS as I always though t the desktop SUCKED MASSIVELY, and was kinda in the ROMS because Atari was afraid using the extra space for a multitasking OS would be overkill, so they just made the desktop and "threw it in there.".

But let me get straight to the point:

1) If you buy a 1040ST, you won't be able to get the SST board that Mr. Small is making for the MEGA machines, in the same configuration that is. I do believe in the 1040ST implementation he is cutting the floating point support because of space constraints. THAT WOULD SUCK.

2) To my knowledge, Large Screen displays are only available for the MEGA. So if you want a nice large screen display in your future sometime, forget it.

3) You can internally install a hard disk in the MEGA, which EGADS, probably one of the most unexpected PLUSES you can get! IMAGINE THIS, ONE power cable for the computer and ONE for the monitor and THATS ALL. NO MORE RATS NEST! I don't even need a power strip to plug my machine in someplace as I only need a two outlet wall socket which does just fine.
(I live in a dorm, so SPACE COUNTS, SO WHAT IF I AM 24! I still act like a teenager, dam proud too!)

4) OK the last point I would like to make is THE DETACHABLE KEYBOARD. I didn't think it was such a big deal, BUT IT IS. If I couldn't lazily relax on my bed while doing cs536 asignments I would go nuts like those poor slobs down in the terminal room who have to live in the computer lab 20 hours a week! (HA HA. Poor things....SUFFER! :))

Well those are my reasons! There are more, but I don't like typing long messages...

--Gregory

2024. Re: 1.44mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 20:26:02 UTC
From: hase@netmbx.UUCP
Message-ID: <2029@netmbx.UUCP>
Source record: 234128

billy@phoenix.pub.uu.oz.au (Jeff Coleman) writes:
> A few months ago, someone posted a do-it-yourself hardware mod to enable
>the St to use 1.44 meg drives. Could the author kindly repost this or
>anybody else with the knowledge please make it known ?
>(Im aware that pre made kits exists to do this already but Id prefer to do
> it myself)

It is pretty easy.

The trick is to double the clock of the WD1772 floppy controller chip to
get HD bit streams.
The regular clock is 8 MHz and 16 MHz can be get from the shifters 16
MHz output (see the Abacus Internals book for the pinouts; if the Abacus
book is the translation of the german Data Becker book, it should have
all the pinouts).
You could use a simple switch to changs the clock, but I found a
Multiplexer (1/2 74LS157) controlled by the "HD disk in drive" output of
the Teac FD 235 HF more elegant...
For the 5.25 inch Teac FD 55 GF I use a switch...

The problem ist, that the floppy controller will step twice as fast with
the doubled clock; that will be too fast for any drive mechnism.
So You'll have to set the step rate to 6 milliseconds to make the
controller step at 3 milliseconds in HD mode (6 ms in DD mode does not
hurt performance too much, so You can leave the Controller at 6 ms all
the time).
Setting the seek rate is easy: write the appropriate seek rate code (6
for 6 ms, I recall) to the seek rate system variable (is it at 0x4c0 ?
Check it...) and then jump to the "hdv_init" routine (the adress of that
routine is found in the system variables, too.) hdv_init will make new
BIOS parameter blocks for both drives with the new seek rate.
This works with any version of TOS, cause it uses documented system
variables and system calls only, but it will affect the seek rate for
both drives.

Now, all You need is a formatter program that will format 18 (or up to
20) sectors per track (or 15/16 sectors per track HD 5.25 inch).
A simple formatter using the XBIOS format routine is in the Mark
Williams C Compiler docs. I hacked it to use a track buffer twice as
large and it formatted HD disks with 18 sectors...

Thats all!

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP

Hi! (Zaphod Beeblebrox)

2025. Re: above 19200 baud

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 20:31:24 UTC
From: hase@netmbx.UUCP
Message-ID: <2030@netmbx.UUCP>
Source record: 234118

szhu@tasha.poly.edu (A1 shu bin zhu (cs)) writes:

>Is there a way to set the serial port above 19200 baud on the ST?
>The MFP chip can handle upto 56.2K baud, there must be a way.

There is no way to do it in software:

One of the timers in the MFP is used to generate the send and receive
clock for the serial interface. Using the standard clock frequency and a
pre-divider by four (this is necessary for async. operation) it can
generate clocks up to 19200 Baud.

The only way is to cut the send clock and receive clock input pins of
the MFP an feed it with a new clock (from extra hardware).
I planned to try it, but never found the time to do it...

Try it out. You can still reverse the little hack and up with nothing
more but some experience :)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

2026. Re: LEXICOR, Atari TT/030, Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 20:35:09 UTC
From: dewolfe@ug.cs.dal.ca
Message-ID: <1991Mar2.203509.15780@cs.dal.ca>
Source record: 234130
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

In article <17526@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>
>March 2/91
>Here are some follow up questions i had for Lee Seiler at
>LEXICOR:
>
>3). A few people from the Amiga groups figured you must be
> using a "$50 monitor" on the Amiga 3000 when you made
> comparisons between the TT display and the A3000 display.
> What monitor did you use on the A3000?
>
> ** Nanow flexscan $1600 monitor. I have the amiga and TT
> hooked up to the same monitor.
> The TT display is much more dramatic and purer
> than interlace on amiga... the overscan on the amiga
> gives you a shredded looking edge.
>

I'm sorry, but you obviously either didn't use a A3000, or didn't plug the multiscan monitor into the de-interlaced output of the A3000, as opposed to the 15kHz ntsc output. The shredding you saw in overscan is a bug in the earlier display chips and was fixed in the new enhanced chip set (which by the way is in the 3000)
.

>5). The Amiga is a great graphics machine... particulalry when you
> have vendors like NewTek putting out the Video Toaster.
> Anything like that going to happen for the TT?
>
> ** There will be a direct marriage of Video Toaster with TT
> put out by reputable company THIS YEAR.
>
> Really? Some people buy the Amiga FOR the Toaster.
>
> ** Definitely! You will definitely see the Video Toaster on the
> TT this year. NewTek wants the ATARI market.

For some reason, I can't see this happening. Especially the fact that to the best of my knowledge, no Atari machine has a video slot, or any expansion slots whatsoever for that matter.

Go ahead, flame me!!!
Followups redirected to comp.sys.amiga.advocacy where it "belongs" :-)

--
Colin DeWolfe
dewolfe@ug.cs.dal.ca

2027. v14INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 22:00:17 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <963@grapevine.EBay.Sun.COM>
Source record: 234133
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 14, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

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Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator,
Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist,
atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and
forward them to me. Submitting to him saves net bandwidth, so it's
encouraged.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this pretty
much means arc, zoo, and lharc. If you want to use a nifty new archiver,
make the source code available to the public (posting to comp.sources.atari.st
```

is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v14INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v14i081: deadwrtr -- Ouija-word processor

identifies this as the 81st binary article in Volume 14. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v14i041: zx81 -- Timex/Sinclair emulator part04/39

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
lharc - program is an lharc archive (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution

1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 14, Issue 80
Archive-name: rsn

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

2028. v14INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 22:00:25 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <964@grapevine.EBay.Sun.COM>
Source record: 234134
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 14, Info 2
Archive-name: Index

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
```

volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter

volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04
volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02

volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04
volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08

volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08
volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02

volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03
volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries

volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02
volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02

volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03

volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings

volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music
volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05

volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06
volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc

volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet

volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13
volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17

volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02
volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06

volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05
volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08
volume8/dvifonts/part09
volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12

volume8/dvifonts/part13
volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map
volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02

volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer
volume9/mathcalc On-screen calculator program
volume9/flinker Fast linker for GST files
volume9/cardfile/part01 Address/phone database
volume9/cardfile/part02

volume9/cardfile/part03
volume9/lgsel16/part01 Replace GEM's file selector dialog
volume9/lgsel16/part02
volume9/arcshl21/part01 GEM interface to ARC, LHARC
volume9/arcshl21/part02
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01 ARC archiver, version 6.02
volume9/arc602/part02
volume9/arc602/part03
volume9/arc602/part04
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01 Multitasking TOS extensions
volume9/micrortx/part02
volume9/micrortx/part03
volume9/micrortx/part04
volume9/gnuemacs/part01 GNU Emacs version 18.55
volume9/gnuemacs/part02
volume9/gnuemacs/part03
volume9/gnuemacs/part04
volume9/gnuemacs/part05
volume9/gnuemacs/part06
volume9/gnuemacs/part07
volume9/gnuemacs/part08
volume9/gnuemacs/part09
volume9/gnuemacs/part10
volume9/gnuemacs/part11
volume9/gnuemacs/part12
volume9/gnuemacs/part13
volume9/gnuemacs/part14
volume9/gnuemacs/part15
volume9/gnuemacs/part16
volume9/gnuemacs/part17
volume9/gnuemacs/part18
volume9/gnuemacs/part19
volume9/gnuemacs/part20
volume9/gnuemacs/part21
volume9/gnuemacs/part22
volume9/gnuemacs/part23
volume9/gnuemacs/part24
volume9/gnuemacs/part25
volume9/gnuemacs/part26
volume9/gnuemacs/part27
volume9/gnuemacs/part28
volume9/gnuemacs/part29
volume9/hospital/part01 Virus killer

volume9/hospital/part02
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield
volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01 Print several .IMG files to a page
volume9/imgcatj/part02
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01 Determine types of files
volume9/file/part02
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01 Symbol fonts for Metafont
volume9/wasy/part02
volume9/trees/part01 Fractal "tree" generator
volume9/trees/part02
volume9/trees/part03
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01 Patch to PATIENCE card game for English-speakers
volume9/patience.eng/part02
volume9/arcgs21c/part01 Version 2.1c of GEM-based ARC shell
volume9/arcgs21c/part02
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01 Friendly interactive programming language
volume9/abc/part02
volume9/abc/part03
volume9/abc/part04
volume9/abc/part05
volume9/abc/part06
volume9/abc/part07
volume9/fft/part01 Perform fast Fourier transforms
volume9/fft/part02

-- VOLUME 10 --

volume10/amoeba.war Multiplayer Life-like game
volume10/abzmon Machine-language monitor
volume10/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume10/oatbran Screen saver, like 8-bits' attract mode
volume10/vault201/part01 Fast hard disk backup system
volume10/vault201/part02
volume10/vault201/part03
volume10/vault201/part04
volume10/vault201/part05
volume10/vault201/part06
volume10/unlzh14 Extract LHARC files, v 1.4

volume10/neotrash Replacement trashcan for NeoDesk
volume10/vkiller/part01 Virus killer, version 3.11
volume10/vkiller/part02
volume10/vkiller/part03
volume10/dlii024/part01 General-purpose disk fixer
volume10/dlii024/part02
volume10/dlii024/part03
volume10/flu Simulate virus symptoms
volume10/pyrocfg Screen saver with configurable delay
volume10/stblank Scrolling-starfield screen saver
volume10/protect4 Protection from boot-sector viruses
volume10/qst2demo/part01 Demo of QuickST display speeder
volume10/qst2demo/part02
volume10/qst2demo/part03
volume10/szadb Debugger for Sozobon C
volume10/fools/part01 Fools' Lisp (scheme interpreter)
volume10/fools/part02
volume10/fools/part03
volume10/dskmap1.04 Check disk integrity, map out files
volume10/wedit100/part01 Fullscreen editor and command line shell
volume10/wedit100/part02
volume10/wedit100/part03
volume10/wedit100/part04
volume10/wedit100/part05
volume10/wedit100/part06
volume10/wedit100/part07
volume10/vceldemo/part01 Demo of animation system
volume10/vceldemo/part02
volume10/vceldemo/part03
volume10/vceldemo/part04
volume10/vceldemo/part05
volume10/vceldemo/part06
volume10/minit933/part01 Terminal program, version 9.33
volume10/minit933/part02
volume10/protect4 Resident anti-virus tool, v. 4
volume10/lharc113 LHArc archiver, version 1.13
volume10/miniview Better pager for Desktop "show file" function
volume10/sam Disk analyzer
volume10/sre Make gulam run programs at startup
volume10/tempcall Use TEMPUS as the ST-Pascal editor
volume10/jove/part01 Emacs variant, v. 4.9
volume10/jove/part02
volume10/jove/part03
volume10/gemini1.1/part01 Version 1.1 of Gemini desktop (in German)
volume10/gemini1.1/part02
volume10/gemini1.1/part03
volume10/gemini1.1/part04
volume10/gemini1.1/part05
volume10/gemini1.1/part06
volume10/gemini1.1/part07

volume10/gemini1.1/part08
volume10/gemini1.1/part09
volume10/gemini1.1/part10
volume10/gemini1.1/part11
volume10/gemini1.1/part12
volume10/antibomb Replace bombs with a text dialog box
volume10/mastdemo/part01 Demo of command-line shell
volume10/mastdemo/part02
volume10/mastdemo/part03
volume10/mastdemo/part04
volume10/mastdemo/part05
volume10/mastdemo/part06
volume10/mastdemo/part07
volume10/catch Catch control-Z and control-C under Master
volume10/play/part01 Play digitized sounds
volume10/play/part02
volume10/play/part03
volume10/minibbs29.3/part01 Bulletin-board software
volume10/minibbs29.3/part02
volume10/xxed11 Version 1.1 of xxed hex editor
volume10/rsutil/part01 Convert GEM rsc files from PC <-> ST
volume10/rsutil/part02
volume10/rsutil/part03
volume10/rsutil/part04
volume10/rsutil/part05
volume10/rsutil/part06
volume10/nsyscom Trace system calls
volume10/nmentim Put time and date in menu bar
volume10/dcshow11 DC-ShowIt 1.1 -- replace Desktop file viewer
volume10/dcdesk/part01 Demo of DC Desktop -- enhance the GEM desktop
volume10/dcdesk/part02
volume10/dcdesk/part03
volume10/dcdesk/part04
volume10/dcdesk/part05

-- VOLUME 11 --

volume11/mystic Format floppies in the background
volume11/chcache Disk cache
volume11/quickcis/part01 CompuServe navigator
volume11/quickcis/part02
volume11/quickcis/part03
volume11/dcreafix Fix for a bug in Dcreate()
volume11/fgrep GNU fgrep -- search for strings
volume11/desktop1/part01 Change desktop backgrounds
volume11/desktop1/part02
volume11/mkrsc/part01 Resource construction program
volume11/mkrsc/part02
volume11/grep/part01 GNU grep and egrep
volume11/grep/part02
volume11/grep/part03

volume11/xpoolfix Fix a TOS 1.4 bug (NOT an official patch from Atari)
volume11/bomb Explain system errors
volume11/dviatari/part01 DVI previewer
volume11/dviatari/part02
volume11/dviatari/part03
volume11/sunclock A clock program...
volume11/geminiuk/part01 Gemini desktop replacement v 1.1 (English)
volume11/geminiuk/part02
volume11/geminiuk/part03
volume11/geminiuk/part04
volume11/geminiuk/part05
volume11/geminiuk/part06
volume11/mvdist/part01 GEMINI's shells (mupfel and venus)
volume11/mvdist/part02
volume11/mvdist/part03
volume11/mvdist/part04
volume11/altboot Select AUTO-folder programs/accs at bootup
volume11/nsyscom2 See GEMDOS/BIOS/XBIOS calls
volume11/aimps Convert AIM pictures to PostScript
volume11/patchtst Patch Turbo-ST 1.8 to work with DC Desktop
volume11/beep Replace bell with any sampled sound
volume11/click/part01 Replace keyclick with digitized sounds
volume11/click/part02
volume11/mines Game: get across a minefield
volume11/play/part01 Play digitized sounds
volume11/play/part02
volume11/play/part03
volume11/play/part04
volume11/ntplay Listen to Amiga Noisetracker/Soundtracker modules
volume11/belltest Belltest 2.0 -- test NewBell bell sounds
volume11/st_conc Concentration game
volume11/norad/part01 NORAD (satellite tracker) version 2
volume11/norad/part02
volume11/norad/part03
volume11/cmd Command line interpreter
volume11/pstfonts/part01 Three new fonts for PageStream
volume11/pstfonts/part02
volume11/pstfonts/part03
volume11/pstfonts/part04
volume11/pstfonts/part05
volume11/altboot3 Change auto-folder configuration, version 3
volume11/rhokontd Enhanced control panel (in German)
volume11/fastlife Game of life (not really fast)
volume11/sunclock2 Sunclock version 2 (WITH the .RSC file!)
volume11/djon DeskJet reset program
volume11/lharc1.02/part01 LHArc derived from UNIX version
volume11/lharc1.02/part02
volume11/coloremu Low-resolution emulator for mono systems
volume11/mediumem Medium-resolution emulator for mono systems
volume11/monoemu Monochrome emulator for color systems

volume11/meep Utility package for BBS-Express ST
volume11/mines Game of mines for monochrome systems
volume11/plot/part01 Function/data plotting package
volume11/plot/part02
volume11/plot/part03
volume11/dskswtch Load new DESKTOP.INF files without rebooting
volume11/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume11/monoemu2 Another monochrome emulator
volume11/lgs1.7/part01 Little Green Selector file selector replacement, v. 1.7
volume11/lgs1.7/part02
volume11/dcopy3.6/part01 General disk utility
volume11/dcopy3.6/part02
volume11/stevie3.91/part01 vi editor clone, v. 3.91
volume11/stevie3.91/part02
volume11/stevie3.91/part03
volume11/maze Walk through a maze in 3-D
volume11/siren Sound an alarm to keep you awake
volume11/pinhead PinHead 1.7 -- speed up program loading
volume11/sunclock3 Another version of sunclock
volume11/nroff110/part01 Nroff clone, version 1.10
volume11/nroff110/part02
volume11/nroff110/part03
volume11/nroff110/part04
volume11/pi1tomon Display .PI1 pictures on a mono monitor
volume11/gulwrap Make Gulam work under Gemini
volume11/dublvis Format DS disks that work in SS drives
volume11/nrchbar Generate change bars for nroff files
volume11/sndshow3 Show DEGAS pictures on any kind of monitor
volume11/viewpic2 View a DEGAS picture on any monitor
volume11/mspeed Tiny mouse accelerator
volume11/rt_move Move files with right mouse button (TOS 1.4)
volume11/xmore Configurable "more" for various file types
volume11/mutate Disk sector editor
volume11/xxxx Insert numbers into files

-- VOLUME 12 --

volume12/arcgsh3/part01 Graphical shell for arc, lharc, zoo, shar
volume12/arcgsh3/part02
volume12/arcgsh3/part03
volume12/arcgsh3/part04
volume12/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume12/arcgsh31/part01 Graphical shell for zoo, arc, lharc, etc.
volume12/arcgsh31/part02
volume12/arcgsh31/part03
volume12/arcgsh31/part04
volume12/mshadow Convert disks into files for modem transmission
volume12/showdvi1.0/part01 Show DVI files onscreen
volume12/showdvi1.0/part02
volume12/showdvi1.0/part03
volume12/showdvi1.0/part04

volume12/showdvi1.0/part05
volume12/tortoise Helper for TURTLE under TOS 1.4
volume12/stturing Two-dimensional Turing machine
volume12/format Versatile floppy formatter
volume12/chcache34 Cold Hard disk cache, version 3.4
volume12/mercury/part01 UUCP package w/ mail and news support
volume12/mercury/part02
volume12/mercury/part03
volume12/mercury/part04
volume12/mercury/part05
volume12/mercury/part06
volume12/mercury/part07
volume12/mercury/part08
volume12/mercury/part09
volume12/mercury/part10
volume12/mercury/part11
volume12/mercury/part12
volume12/mercury/part13
volume12/mercury/part14
volume12/hdwboot Wait for hard disk to come online
volume12/mint06/part01 UNIXlike multitasking system
volume12/mint06/part02
volume12/mint06/part03
volume12/mint06/part04
volume12/mint06/part05
volume12/mint06/part06
volume12/mint06/part07
volume12/mint06/part08
volume12/mint06/part09
volume12/mint06/part10
volume12/elvis/part01 vi clone
volume12/elvis/part02
volume12/elvis/part03
volume12/elvis/part04
volume12/meep60 Enhanced menu system for BBS Express
volume12/mapmem Show info about XBRA vector chains
volume12/steplay Play SoundTracker modules in stereo on STE
volume12/player Play SoundTracker modules on a regular ST
volume12/packice Shrink executable programs
volume12/dirsort Change directory ordering
volume12/rhoconte Enhanced control panel (in English)
volume12/sysmon/part01 System monitor program
volume12/sysmon/part02
volume12/sysmon/part03
volume12/sysmon/part04
volume12/bgacc Desk acc. to run background jobs under MiNT
volume12/32kcolor Instructions for modifying ST to show 32768 colors
volume12/fcat Fast "cat" for Gulam
volume12/arcgsh32/part01 Graphical arc/zoo/lharc/etc. shell, 3.2
volume12/arcgsh32/part02

volume12/arcgsh32/part03
volume12/arcgsh32/part04
volume12/fcat11 Fast "cat" for Gulam
volume12/cdecl/part01 Generate C declarations
volume12/cdecl/part02
volume12/djstuff DeskJet configuration utilities
volume12/n_fat Cache FAT sectors in RAM
volume12/eplay20 STe sound sample player
volume12/etext Filter ASCII files into PageStream format
volume12/lifeuniv GEM-based game of Life
volume12/pfx LHArc-compatible executable shrinker
volume12/stblank1.31 Screen-blanking desk accessory
volume12/sbj Blackjack game for multiple players
volume12/timedrv5 Time/drive display + screen saver
volume12/settdfix Fix bug in date-setting program in PC Ditto II
volume12/xlisp2-1/part01 LISP interpreter, v 2.1
volume12/xlisp2-1/part02
volume12/xlisp2-1/part03
volume12/hd_falc5 Boot Falcon from a hard disk
volume12/hdiskcht Show a chart of free disk space
volume12/ptywin/part01 PTY driver for Micro RTX
volume12/ptywin/part02
volume12/lgs_18b/part01 Little Green Selector (replaces GEM file selector)
volume12/lgs_18b/part02
volume12/pinhed18 Speed up program loading, v 1.8
volume12/perfpich Pitch training for MIDI users
volume12/edisk21 Resetproof, resizable RAMdisk
volume12/easytext/part01 Demo of Easy Text desktop publishing system
volume12/easytext/part02
volume12/easytext/part03
volume12/gnum4/part01 GNU "m4" macro processor, v 0.50
volume12/gnum4/part02

-- VOLUME 13 --

volume13/minibbs25/part01 Bulletin board system, v 2.5
volume13/minibbs25/part02
volume13/mkrsc/part01 Resource construction program
volume13/mkrsc/part02
volume13/arcgsh35/part01 Graphical shell for arc/zoo/lharc, v 3.5
volume13/arcgsh35/part02
volume13/arcgsh35/part03
volume13/arcgsh35/part04
volume13/arcgsh35/part05
volume13/cdecl-p1 Generate C declarations, patchlevel 1
volume13/specstuf/part01 Utilities for use with Spectre
volume13/specstuf/part02
volume13/zoobooy Graphic shell for zoo and uue/uud
volume13/mgif GIF viewer for monochrome STs
volume13/gawk211/part01 GNU awk, version 2.11
volume13/gawk211/part02

volume13/gawk211/part03
volume13/gawk211/part04
volume13/printcms Print 132-column VM/CMS listings on Epson FX printer
volume13/auto Three AUTO-folder utilities
volume13/xlharc12/part01 Another version of lharc (based on UNIX lharc 0.03)
volume13/xlharc12/part02
volume13/mapmem2 Show system stats, XBRA vectors
volume13/motasm/part01 Motorola assemblers for 68xx processors
volume13/motasm/part02
volume13/motasm/part03
volume13/maxidisk Resetproof, autocompressing RAMdisk
volume13/lhcatch Make Yoshi's lharc work with ARCshell
volume13/killdrv Add/remove drives from TOS's drive list
volume13/szadb12/part01 Sozobon adb debugger, v 1.2
volume13/szadb12/part02
volume13/mclock Corner clock for mono systems
volume13/minibbs2312/part01 Version 23/12 of MiniBBS
volume13/minibbs2312/part02
volume13/minibbs2312/part03
volume13/mousercv Mouse Recover -- fix missing/mangled mouse pointer
volume13/clikfix Fix TOS 1.4 scrollbar problem
volume13/prolog68.07/part01 Prolog interpreter, v 0.7
volume13/prolog68.07/part02
volume13/prolog68.07/part03
volume13/prolog68.07/part04
volume13/prolog68.07/part05
volume13/mgif11 GIF viewer for mono systems, v 1.1
volume13/dx7lib/part01 Sound library and utilities for Yamaha DX7
volume13/dx7lib/part02
volume13/nlight Show I/O to any disk by flashing floppy light
volume13/nship Parks AHDI-compatible hard disks
volume13/less97/part01 file pager for MiNT
volume13/less97/part02
volume13/less97/part03
volume13/pathalias/part01 Build UUCP paths file from maps
volume13/pathalias/part02
volume13/altbt40e Change AUTO folder/DESKTOP.INF setup at boot time
volume13/10401990 1990 1040 tax form template for LDW Power
volume13/dcmshift Right mouse button activates shift, ctrl, or alt
volume13/rsctoasm Convert .RSC files to assembly source
volume13/dcmaxtrk Tell which tracks a floppy can reach
volume13/lhcatch2 Make ArcShell work with LHarc 1.13xx
volume13/lzh11316 LHarc version 1.13.16
volume13/dvi2tty Plain text dvi previewer
volume13/mercury/part01 Mercury UUCP: mail/news package
volume13/mercury/part02
volume13/mercury/part03
volume13/mercury/part04
volume13/mercury/part05
volume13/mercury/part06

volume13/mercury/part07
volume13/mercury/part08
volume13/mercury/part09
volume13/mercury/part10
volume13/mercury/part11
volume13/nroff110p4/part01 Nroff clone, version 1.10 patchlevel 4
volume13/nroff110p4/part02
volume13/nroff110p4/part03
volume13/nroff110p4/part04
volume13/man Read online manual pages
volume13/manpg14 Pager for reading online manual pages
volume13/manpg141 New manpager executable (requires manpg14)
volume13/dfsuite Three disk utilities
volume13/reset Cold or warm boot via software
volume13/wbplot/part01 2-D plotting package
volume13/wbplot/part02
volume13/umoria522/part01 UMoria single player dungeon adventure, v5.22
volume13/umoria522/part02
volume13/umoria522/part03
volume13/umoria522/part04
volume13/umoria522/part05
volume13/umoria522/part06
volume13/umoria522/part07
volume13/umoria522/part08
volume13/umoria522/part09
volume13/umoria522/part10
volume13/diff115/part01 GNU diff, version 1.15
volume13/diff115/part02
volume13/rcs5ap2/part01 Revision Control System version 5
volume13/rcs5ap2/part02
volume13/rcs5ap2/part03
volume13/rcs5ap2/part04
volume13/rcs5ap2/part05
volume13/rcs5ap2/part06
volume13/rcs5ap2/part07
volume13/rcs5ap2/part08
volume13/rcs5ap2/part09
volume13/rcs5ap2/part10

2029. v14INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 22:00:45 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <966@grapevine.EBay.Sun.COM>
Source record: 234135
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 14, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: December 31, 1990

A preliminary note, for those of you who know most of the
below already: the official archives on panarthea are NOT
reachable via anonymous ftp from the Internet. Read on for
information about accessing them by mail, or see the table
at the end of this document for a list of alternate archive
sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than
normal text. Usually, a binary that is posted to the net
will contain executable (program) files. Binaries are dis-
tinct from _s_o_u_r_c_e_s, which are the human-readable text files
that are interpreted by a computer and used to produce
binaries. Sources can be modified with relatively little
effort, and are usually pretty easy to read. Binaries are
not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and
electronic mail) are not always capable of handling a pure
binary file. They are designed to handle textual messages,
and the odd symbols and characters in a binary cause them to
become confused, and often to mangle the binaries. To avoid
this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencod-
ing translates a binary file into text characters, so that
the news and mail transport programs won't mess up. The
disadvantages are that uuencoded files are about 30% bigger
than the raw binary files they represent, and that you have
to go through one extra step to get the binaries to work on
your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each other.)

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator

will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its

archives.

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does not offer anonymous ftp, as it's on a network that's segre-

gated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

_____
|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is

available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

On UNIX systems, you can also say (for instance) "cat part* | uud -" without renaming anything.

Using Binaries -5-

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. Lharc is also available.

Most archives contain documentation; refer to the
instructions in a specific program for usage information and
the like. If you have problems with a particular program,
send mail to the submitter (listed near the top of each
part.) The moderator doesn't have time to become very fami-
liar with all the programs that are posted, so the submitter
will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be
wrong. Mail servers usually respond to the word "help"
alone in a mail message. Some of the sites listed below may
not contain full archives of comp.binaries.atari.st, and
some may have other files.

Address Type Comments

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wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
slug.pws.bull.com ftp comp.sources.atari.st only

Using Binaries -6-

archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
st_requests@
n6vbg.hamavnet.com mail Dialup access at (714) 989-4276
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

2030. v05INF1: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 22:02:36 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <967@grapevine.EBay.Sun.COM>
Source record: 234136
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 5, Info 1
Archive-name: intro

This is the first of two introductory articles about comp.sources.atari.st.
This one describes how to submit source to the newsgroup, where the
archive sites are, and how to contact them. The companion article lists
all previously-published sources.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

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Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to
atari-sources@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to sun!ebay!panarthea!atari-sources. In Europe, send your
submissions to Jan-Hinrich Fessel, the European submoderator of the group,
at unido!atari-sources (or, if you're a masochist, atari-sources@unido.
informatik.uni-dortmund.de.)

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, source
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a
pain to separate them, and such submissions are invariably placed on
the back burner. Sources should be submitted in the same format as
binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas'
"uue" program if possible, as it can correct some common transmission
errors. Split long submissions up into reasonable (less than 50K)
chunks. "uue" will do this for you, if you use "uue -700 file" to
encode.

Please inform me of any special system requirements, and what development
environment was used, so that I can properly test your submission and
label it when I post it.
```

Subject: The structure of comp.sources.atari.st articles

Each posting in comp.sources.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.sources.atari.st: sources and "information postings." They can be distinguished by the subject line:

Subject: v05INF2: Index for Volume 1 and other info

This first word in the title identifies this as the third info posting of volume one. Similarly, the subject line shown below:

Subject: v05i081: godsrc -- Universe simulator

identifies this as the 81st source article in Volume 5. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v05i088: decbustr -- VMS clone in ST-LOGO, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler
OSS - OSS Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 5, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Please try to use this name when requesting that sources be mailed to you. Also, note that the "part number" given in the title, and the archive name given in the auxiliary header need not be identical.

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do try to limit filenames to eight characters whenever possible, though.

Subject: Reporting and tracking bugs and patches to postings

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

Subject: Listing of archive sites in no particular order

1. Site panarthea is running an archive server, which automatically answers mail requests. Send mail to archive-server@panarthea.ebay.sun.com with the word "help" in the message body for more information. Both the sources and binaries groups are archived on panarthea.
2. Unido is the European archive site. It's running an archive server similar to panarthea's; send "help" to unido!archive-server for more information. Unido archives both the sources and binaries groups.

If you know of additional sites which reliably archive comp.sources.atari.st (or comp.binaries.atari.st, for that matter), please tell me so I can add them to the list.

2031. v05INF2: Index of previously-published sources

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 22:02:42 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <968@grapevine.EBay.Sun.COM>
Source record: 234137
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 5, Info 2
Archive-name: Index

-- VOLUME 1 --

volume1/intro Introduction to comp.sources.atari.st
volume1/basic-uud Uudecode in BASIC
volume1/bootcopy Automatic file copier for RAMdisk
volume1/joyread Joystick-reading routines
volume1/cc/part01 C compiler driver (Alcyon)
volume1/cc/part02
volume1/cc/part03
volume1/cc/part04
volume1/mkmfor Something for Absoft Fortran
volume1/make/part01 Program maintainer
volume1/make/part02
volume1/make/part03
volume1/make/part04
volume1/make/part05
volume1/make/part06
volume1/make/part07
volume1/blank Fast disk eraser
volume1/mmdummy Megamax dummy routines
volume1/fdum Megamax floating-point dummy routines
volume1/idle Screen saver
volume1/autotime Time setter for auto folder
volume1/time Time setter
volume1/autodisk Copy files to RAMdisk
volume1/dvist32/part01 DVI previewer
volume1/dvist32/part02
volume1/dvist32/part03
volume1/dvist32/part04
volume1/dvist32/part05
volume1/dvist32/part06
volume1/dvist32/part07
volume1/dvist32/part08
volume1/dvist32/part09
volume1/cache Disk cache
volume1/vdit VDI interface with GDOS font support
volume1/flip/part01 Double-sided disk copier
volume1/flip/part02
volume1/rzsz/part01 UNIX end for zmdm, below
volume1/rzsz/part02
```

volume1/rzsz/part03
volume1/rzsz/part04
volume1/rzsz/part05
volume1/zmdm/part01 Zmodem file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/zmdm/part05
volume1/zmdm/part06
volume1/zmdm/part07
volume1/zmdm/part08
volume1/ops5/part01 OPS5 production system in LISP
volume1/ops5/part02
volume1/ops5/part03
volume1/assist2/part01 Multifunction desk accessory
volume1/assist2/part02
volume1/errorchk Verbose display of error codes
volume1/joinprnt Echo console output to printer
volume1/color Color-selection dialog box
volume1/rsctoc Convert resource to C source
volume1/fastdump Text-only screen dump
volume1/readme12 Online help system
volume1/newstart Fancy printing
volume1/varlint
volume1/flip27/part01 Double-sided disk copier
volume1/flip27/part02
volume1/poplib Shared libraries, with examples
volume1/uupc/part01 UUCP clone (pre-pre-release)
volume1/uupc/part02
volume1/uupc/part03
volume1/uupc/part04
volume1/gnufp GNU floating point routines
volume1/scroll Fast screen scroller
volume1/break Stop programs with a keypress
volume1/newbreak New version of above
volume1/timecode Determine 68000 code speed
volume1/achlib/part01 Memory management and other routines for MadMac
volume1/achlib/part02
volume1/sttar Unix-style "tar" utility
volume1/d110edit D110 patch editor (MIDI)
volume1/raymovi2/part01 Raytrace movie generator
volume1/raymovi2/part02
volume1/gstlink Faster linker for GST object files
volume1/mx2v230/part01 Multitasking kernel with utilities
volume1/mx2v230/part02
volume1/mx2v230/part03
volume1/mx2v230/part04
volume1/mx2v230/part05
volume1/mx2v230/part06
volume1/mx2v230/part07

volume1/mx2v230/part08
volume1/limiter Limit uppermost hard disk device letter
volume1/d110edit Patch editor for D110 synthesizer
volume1/mt32edit Patch editor for MT32 synthesizer
volume1/starchrt/part01 Diffs to Unix starchart program for ST
volume1/starchrt/part02
volume1/passm/part01 Logic circuit assembler
volume1/passm/part02
volume1/leolife Game of Life

-- VOLUME 2 --

volume2/sc_src/part01 Source to Sozobon C compiler
volume2/sc_src/part02
volume2/sc_src/part03
volume2/sc_src/part04
volume2/sc_src/part05
volume2/sc_src/part06
volume2/sc_src/part07
volume2/sc_src/part08
volume2/sc_src/part09
volume2/dlibs12/part01 Source for DLibs C libraries
volume2/dlibs12/part02
volume2/dlibs12/part03
volume2/shar Pack and unpack shell archives
volume2/keyfix Fix Gulam for non-American keyboards
volume2/sed/part01 GNU sed (stream editor)
volume2/sed/part02
volume2/sort/part01 UNIX-style sort utility
volume2/sort/part02
volume2/uw/part01 Unix Windows windowing terminal software
volume2/uw/part02
volume2/uw/part03
volume2/uw/part04
volume2/uw/part05
volume2/uuduue Dumas uuencode/decode programs
volume2/mwstring dpANS string.h for MWC
volume2/mailtruk GFA BASIC uucp software
volume2/format83 Make Intel ASCII Hex files
volume2/mailtruk.11 Version 1.1 of GFA-BASIC uucp software
volume2/1stjet 1st-Word configuration file for DeskJet
volume2/1stjethv 1st-Word config file to use helvetica font on DeskJet
volume2/cpboot Copy executable boot sectors between floppy formats
volume2/du List disk usage in directory trees
volume2/fplib10 Floating point routines for Sozobon C
volume2/prtset Set printer parameters
volume2/hexify Hexidecimal encode/decode for mailing binaries
volume2/nutshell Use a shell from within a GEM prog
volume2/texchang Change files for BibTeX, Tangle, and Weave
volume2/deskset Re-read DESKTOP.INF and set up system accordingly
volume2/which Find programs using PATH env. variable

volume2/atime89 Set GEMDOS time from keyboard clock
volume2/fplib20/part01 New floating-point library for Sozobon C
volume2/fplib20/part02
volume2/decky Connect DEC keyboard to ST
volume2/djreset Reset DeskJet Plus
volume2/mededit Hardwire an editor into German Modula-2
volume2/overscan Software driver for increased screen size
volume2/gnutar/part01 GNU's version of UNIX "tar"
volume2/gnutar/part02
volume2/gnutar/part03
volume2/gnutar/part04
volume2/gnutar/part05
volume2/gnutar/part06
volume2/gnutar/part07
volume2/gnutar/part08
volume2/coloremu Color emulator for mono screens
volume2/gccgem/part01 GEM libraries for GCC
volume2/gccgem/part02
volume2/gccgem/part03
volume2/gccgem/part04
volume2/gccgem/part05
volume2/gccgem/part06
volume2/postmort Analyze post-bomb information
volume2/crunch Executable file compressor
volume2/environ Set environment variables from AUTO folder
volume2/viruskil Virus killer
volume2/norad Earth satellite tracking program
volume2/diff File difference utility
volume2/emacs.diff/part01 Diffs to GNU-EMACS 18.52 for Atari
volume2/emacs.diff/part02
volume2/protect Virus killer/protector
volume2/ff31 File finder version 3.1
volume2/gcclib2/part01 Patches to GCC library
volume2/gcclib2/part02
volume2/gcclib2/part03
volume2/gcclib2/part04
volume2/gcclib2/part05
volume2/gcclib2/part06
volume2/gcclib2/part07
volume2/gcclib2-patch1 Patch for GCC library
volume2/mandel Fast Mandelbrot set generator
volume2/gfadiff File difference generator
volume2/nolock Disable Caps-Lock key
volume2/builds09 Build Motorola S-records from .ttp files
volume2/colorca Cellular automata in color
volume2/eternal3 Reset-proof ramdisk
volume2/degadesk Load DEGAS .P?3 files onto desktop
volume2/truchet Display random Truchet tilings on mono screens
volume2/yaff Yet Another File Finder
volume2/strings Find text strings in files

volume2/curses/part01 Screen updating package
volume2/curses/part02
volume2/sozobon1.2/part01 Update to Sozobon C compiler
volume2/sozobon1.2/part02
volume2/sozobon1.2/part03
volume2/sozobon1.2/part04
volume2/sozobon1.2/part05
volume2/sozobon1.2/part06
volume2/sozobon1.2/part07
volume2/sozobon1.2/part08
volume2/sozobon1.2/part09

-- VOLUME 3 --

volume3/fract Monochrome Mandelbrot generator
volume3/uurename Rename binary postings to work with uud
volume3/uustuff More uud-ing tools
volume3/uustuff2 Addendum to previous posting
volume3/xxed/part01 Hex/ASCII file editor
volume3/xxed/part02
volume3/xxed/part03
volume3/xxed/patch01 Messed-up files from XXED
volume3/nroff/part01 Partial clone of UNIX "nroff" formatter
volume3/nroff/part02
volume3/nroff/part03
volume3/kbext410 Keyboard remapper
volume3/cal UNIXoid calendar program
volume3/dhrystone Dhrystone benchmark program
volume3/quix Game: fill up the screen
volume3/3demo/part01 3-D graphics demo
volume3/3demo/part02
volume3/xxedpat Messed-up files from XXED
volume3/tosvers Tell TOS version number
volume3/lharc/part01 LHARC archiver
volume3/lharc/part02
volume3/sound Sound generation docs, plus sample sounds
volume3/necp6 Screendump programs for NEC P6 printer
volume3/file/part01 Determine file types
volume3/file/part02
volume3/barcodes Metafont file for printing barcodes
volume3/mx2net20 Share disk drives across MIDI/RS232
volume3/splitit Split up and reassemble big files
volume3/bm Fast fixed-string searcher
volume3/abzmon Machine-language monitor
volume3/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume3/netsrc The REAL sources to mx2net20, MIDI/RS232 network
volume3/szadb/part01 Debugger for Sozobon C
volume3/szadb/part02
volume3/dstools/part01 Data structure toolkit
volume3/dstools/part02
volume3/sam Disk analyzer

volume3/sre Run programs when gulam is started up
volume3/lharc113/part01 LHArc archiver, version 1.13
volume3/lharc113/part02
volume3/lharc113/part03
volume3/jove/part01 Emacs variant, v. 4.9
volume3/jove/part02
volume3/jove/part03
volume3/jove/part04
volume3/jove/part05
volume3/jove/part06
volume3/jove/part07
volume3/jove/part08
volume3/jove/part09
volume3/jove/part10
volume3/jove/part11
volume3/jove/part12
volume3/xxed11/part01 XXED editor, version 1.1
volume3/xxed11/part02
volume3/xbra XBRA trap-catching system
volume3/wd Uudecoding program (takes multiple file args)
volume3/gfa-uucode Uuencode/decode program in GFA BASIC
volume3/sozoinit Startup module for Sozobon C, for accs and prgs
volume3/fgrep GNU fgrep
volume3/belltest Test out NewBell bell sounds
volume3/chaos Draw random Sierpinski Triangles
volume3/bifurc Draw bifurcation diagrams
volume3/vbi Vertical blank interrupt handler (w/example)
volume3/sunclock Watch the sun go around a map of the Earth
volume3/norad/part01 Satellite tracker, version 2
volume3/norad/part02
volume3/st_conc Concentration game
volume3/mkrsc/part01 Resource construction program
volume3/mkrsc/part02
volume3/mkrsc/part03
volume3/mines Game of Mines for mono systems
volume3/showspec Show Spectrum .SPU pictures
volume3/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume3/maze Walk through a maze in 3-D
volume3/nroff1.10/part01 Nroff clone, version 1.10
volume3/nroff1.10/part02
volume3/nroff1.10/part03
volume3/pi1tomon Display .PI1 pictures on a mono monitor
volume3/gulwrap Make Gulam work under Gemini
volume3/dublvis Format DS disks that work in SS drives
volume3/grep15/part01 GNU grep and fgrep, version 1.5
volume3/grep15/part02
volume3/grep15/part03
volume3/xmore Configurable "more" for various file types
volume3/mutate Disk sector editor
volume3/xxxx Insert numbers into files

volume3/sozo1.2pat Patches for Sozobon C 1.2
volume3/unx2st Convert ST <-> UNIX end-of-lines
volume3/mtprog1 Multitasking in Programming tutorial, posting 1
volume3/nroff110pat Patch for Nroff 1.10
volume3/lharc1.02/part01 Lharc source for ST and UNIX
volume3/lharc1.02/part02
volume3/lharc1.02/part03
volume3/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume3/nroff110pat2 Patch 2 for nroff v. 1.10
volume3/nrchbar Generate change bars in n/troff documents
volume3/stturing Two-dimensional Turing machine
volume3/hdwboot Wait for hard disk to come online

-- VOLUME 4 --

volume4/mint06s/part01 UNIXlike multitasking system
volume4/mint06s/part02
volume4/mint06s/part03
volume4/mint06s/part04
volume4/mint06s/part05
volume4/mint06s/part06
volume4/mint06s/part07
volume4/mint06s/part08
volume4/mint06s/part09
volume4/mint06s/part10
volume4/mint06s/part11
volume4/mgrdiffs Diffs to MGR window manager, to run under MiNT
volume4/bgacc Desk acc. to run background jobs under MiNT
volume4/fcat Fast "cat" for Gulam
volume4/cdecl/part01 Generate C declarations
volume4/cdecl/part02
volume4/fcat11 Faster "cat" for Gulam, v 1.1
volume4/popen popen(3) call for plain TOS
volume4/eplay20 STe sound sample player
volume4/etext Filter ASCII files into PageStream format
volume4/gulmake Files for compiling gcc under Gulam
volume4/gnum4/part01 GNU "m4" macro processor, v 0.50
volume4/gnum4/part02
volume4/gnum4/part03
volume4/gnum4/part04
volume4/gnum4/part05
volume4/mkrsc/part01 Resource construction program
volume4/mkrsc/part02
volume4/mkrsc/part03
volume4/cdecl-p1 Generate C declarations, patch 1
volume4/mgif GIF viewer for monochrome STs
volume4/gawk211/part01 GNU awk, version 2.11
volume4/gawk211/part02
volume4/gawk211/part03
volume4/gawk211/part04
volume4/gawk211/part05

volume4/gawk211/part06
volume4/gawk211/part07
volume4/motasm Motorola assemblers for 68xx processors
volume4/xlharc12/part01 Another version of lharc (based on UNIX lharc 0.03)
volume4/xlharc12/part02
volume4/sozosun Diffs to Sozobon C for cross-compiling on Suns
volume4/zlib Library functions for reading .Z files
volume4/killdrv Add/remove drives from TOS's drive list
volume4/szadb12/part01 Sozobon adb debugger, v 1.2
volume4/szadb12/part02
volume4/szadb12/part03
volume4/pml_sqrt Fast square root function for gcc
volume4/gemfstfx Fixes for vdifast from Gemfast 1.3
volume4/xstrip eXtended Strip, for removing symbol tables
volume4/lynxlib/part01 Library of miscellaneous routines
volume4/lynxlib/part02
volume4/lynxlib/part03
volume4/lynxlib/part04
volume4/mclock Corner clock for mono systems
volume4/mgif11 GIF viewer for mono systems, v 1.1
volume4/nlight Show I/O to any disk by flashing floppy light
volume4/less97/part01 file pager for MiNT
volume4/less97/part02
volume4/less97/part03
volume4/less97/part04
volume4/pathalias/part01 Build UUCP paths file from maps
volume4/pathalias/part02
volume4/pathalias/part03
volume4/dvi2tty Plain text dvi previewer
volume4/mercury/part01 Mercury UUCP: mail/news package
volume4/mercury/part02
volume4/mercury/part03
volume4/mercury/part04
volume4/mercury/part05
volume4/mercury/part06
volume4/nroff110p4/part01 Nroff clone, version 1.10 patchlevel 4
volume4/nroff110p4/part02
volume4/nroff110p4/part03
volume4/nroff110p4/part04
volume4/man Read online manual pages
volume4/manpg14/part01 Pager for reading online manual pages
volume4/manpg14/part02
volume4/manpg14/part03
volume4/dvithead dvi2tty.h (missing file from dvi2tty)
volume4/diff115/part01 GNU diff, version 1.15
volume4/diff115/part02
volume4/diff115/part03
volume4/diff115/part04
volume4/rcs5ap1/part01 Revision Control System, version 5
volume4/rcs5ap1/part02

```
volume4/rcs5ap1/part03
volume4/rcs5ap1/part04
volume4/rcs5ap1/part05
volume4/rcs5ap1/part06
volume4/rcs5ap1/part07
volume4/rcs5ap1/part08
```

2032. Re: Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 23:23:58 UTC
From: baffoni@aludra.usc.edu
Message-ID: <15413@chaph.usc.edu>
Source record: 234139

In article <1991Mar1.121834.22722@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
>1024 by just dropping in 16 more of the dram chips you already have, but
>2.5M is much nicer. Should I post a pin mapping (SIMM to motherboard)?
^^

Please do!

>
>Memorably,
>Bill Magro

-Mike

2033. Re: mouse button problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 23:32:38 UTC
From: 014102@sheoak.bcae.oz
Message-ID: <701@sheoak.bcae.oz>
Source record: 234140
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <4eqXX2w163w@bluemoon.uucp> lloyd@prlhp1.prl.philips.co.uk
(Phil Loyd) writes:

> I'm sure this is not a new problem, but it's new to me and perhaps someone ca
> help.
>
> The mouse supplied with my Atari ST has started to play up. The problem's wi
> the left-hand button, which more often than not doesn't respond. Pushing
> harder can make it work, but double clicking is just about impossible.
>
> The microswitch itself works fine, as the mouse can be operated without its
> cover, and no problems occur. Also, the button mechanics in the top of the
> mouse look OK as far as I can tell.

I had the same problem about two years ago (caused by too much Dungeon
Master play I think) but my mouse was revived and is working perfectly
to this day.

Simply spray a VERY small amount of WD-40 on the top of the offending
micro-switch. Problem solved! {I have done this twice (once on my mouse
and once on a friend's which had developed the same problem). WD-40 is
an Australian product, but if you can find some stuff with a long, thin
applicator tube and advertising to the effect of "Starts Wet Motors,
Loosens Rusted Parts, Lubricates - Protects, Stops Squeaks" that might
be the equivalent in your country.

Hope that helps.

(This is not an advertisement.)

2034. Re: Why does <Esc> work? :-)

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 23:39:03 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Mar2.183903.8724@uwovax.uwo.ca>
Source record: 234141

In article <706256@fiction>, Daniel_Roedding@fiction.ms.sub.org writes:
> csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>> Daniel_Roedding@fiction.ms.sub.org writes:
>> >I re-disassblemled (ouch!) the DeskTop's media change force routine. The
>> >DeskTop expects A0 to be zero after a GEMDOS call. Is this always true?
>> To my knowledge, certainly not.
>
> So then I'd say that it is really random whether the <Esc> function works
> or not. Or is it defined that Fopen() clears A0? If not, the desktop cer-
> tainly would crash!! (3 Bombs, I tried it by changing A0)
>

In practice, all the trap #1 calls seem to leave A0 alone (i.e. its value
on exit is the same as the value on entrance). However, since they are
documented as potentially destroying A0-A2 and D1-D2, relying on this
behaviour is *very* *very* bad and will break someday (as I've been told
when I've done this :-). Since new versions of TOS will presumably include
new versions of the desktop, I guess that is one application that can afford
to ignore this caveat; it is rather strange that it does, though.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2035. Revenge of the ST Fire Sale!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 23:39:56 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <1010@pallas.athenanet.com>
Source record: 234122
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

Now that I have recovered from my December ST fire sale, I am ready to ply the waters again, so to speak. Thanks to all of you who made the prior sale a rousing success. I put some much needed cash in my pocket, and I hope each of you got something of value on the cheap.

I have a some items left from the previous sale, and I managed to dig up a few more interesting things since then. Most of these items are out of shrink wrap, so I cannot vouch for how they work. Here is the list:

Quantity	Description	Asking price (each)
1	Degas Elite	$5
1	SoftLogic Flight Simulator	$3
3	MaxPak Desktop Accessory package	$3
1	Michtron Time Bandits	$3
1	Data Pacific Translator	$25
1	Astra Two-Monitor Switch	$25
1	GST C Compiler	$3
1	Antic A-Calc	$3
1	Chat! (comm program)	$2
1	Michtron Juggler	$5
1	Z-time	$3
1	Printmaster	$10
1	Atari DBMaster One	$3
4	Antic Macro Mouse	$5
1	Beckmeyer Micro Make	$5
1	Beckmeyer Ansi Term	$3
1	Antic Flash (v1.12)	$2
2	Antic Shadow	$5
1	Midi Maze (neat game)	$5
1	Antic Red Alert	$2
2	Data Pacific Magic Sac	$10
2	Set 64KB Mac ROMS	$15
1	Megamax Laser C	$25
1	Timeworks Publisher ST	$25
3	Timeworks Wordwriter ST	$5

Books:

1	"Atari ST Explored," John Braga	$1

Start Mags with diskettes ($1 each):

2	Summer 87
1	Fall 87
1	Dec 88

2 March 89
1 April 89
1 May 89
2 June 89
1 July 89
2 Aug 89
1 Sept 89
2 Oct 89
2 Dec 89
1 Jan 90
2 May 90
2 June 90
2 July 90

Finally, I have various cases, RF shields, 520 motherboards, a 1040 motherboard, spare parts, power supplies, test kits, and schematics. If you are interested in the vagueries of ST innards and are happy with tearing into ST's with a scope and a soldering gun, this is the package for you. Call or e-mail me, lets talk. Call in the evening, unless you *like* talking to answering machines :-)

Generally I expect for you to pay for whatever you buy in advance. The way this worked on the prior sale was people e-mailed their requests to me, then I replied via e-mail with a purchase number, and set the appropiate merchandise aside. Folks wrote the purchase number on their checks, which they sent to me. When I received the checks, I sent the goods. I held on to the checks for about a week, then cashed them. This system seemd to work pretty good. I did send a few things C.O.D., but this costs more. Generally I need about $3 to cover UPS/USmail charges. So, tally up the price of all the goodies you want, then add $3 for shipping.

E-mail or call!
--
+ Lee Bertagnolli + Voice: (217) 529-0359 +
+ West Lake Computers + Data: (217) 529-0261 +
+ 34 Hazel Lane + UUCP: {bradley,uunet}!pallas!lbert359 +
+ Springfield, Illinois 62707 + Internet: lbert359@athenanet.com +

2036. IMG Scan + HP DeskJet = Incompatibilities??

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 23:47:41 UTC
From: moses@hao.ucar.edu
Message-ID: <10449@ncar.ucar.edu>
Source record: 234124

Has anyone attempted to use the IMG Scanner with the HP DeskJet printer? I am considering buying a friends. He graduated to a hand scanner. Will I meet up with incompatibilities by merging the IMG Scan with this particular printer??

Julie Moses

2037. Revenge of the ST Fire Sale!!! (addendum)

Newsgroup: comp.sys.atari.st
Date: 1991-03-02 23:51:04 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <1011@pallas.athenanet.com>
Source record: 234125
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st

I forgot to mention that I also have 3 Atari SF315 diskette drives
(these are the single sided guys), for $15 each. Happy shopping!

--
+ Lee Bertagnolli + Voice: (217) 529-0359 +
+ West Lake Computers + Data: (217) 529-0261 +
+ 34 Hazel Lane + UUCP: {bradley,uunet}!pallas!lbert359 +
+ Springfield, Illinois 62707 + Internet: lbert359@athenanet.com +

2038. Re: What the ST should be (Kurt Olson)

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 00:16:25 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Mar3.001625.22154@daffy.cs.wisc.edu>
Source record: 234143

I think your first request on a 68010 is OK, but I find a 68000-16Mhz perfectly fine. And I think that is a good new base for a low cost machine for wide appeal.

A co processor for the low cost machines is not an issue I don't think as most people who buy them, aren't going for math intensive operations.

I think 2 megs is a good start on any base model.

As for the operating system, Wow you really blew it there. Who wants MiNT or TOS when UNIX/X-Windows is available.

I already have an AppleTalk caompatible port on my machine so I think ATARI is working toward the right direction, also Mr. Small has hardware you can addt to get really high performance network hardware. There are TCP/IP drivers acrd hardware you can buy now too that you can add on.

For video output, I agree. atari should be putting out 640x480x16 color machines as the new base for video standard. 640x400 kinda sucks, but one can certainly live with it.

--Gregory

2039. Re: What the ST should be

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 00:34:14 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Mar03.003414.4410@chinet.chi.il.us>
Source record: 234147

I have a different wishlist. I'd stick with the 68000 for a 'super-ST', in part because there really would be applications broken by the hardware differences. I'd like to see available memory increased to 16 MB, with the starting configuration about 1 MB. A megapixel monochrome mode and something around 640 x 400 x 64 colors from a large palette would be nice for video, and it would be cost-effective to tune the details so they could run on popular multisync monitors. It would be VERY nice to see TOS re-done to include the best of the extensions (or at least the best of the PD extensions). I'd like the developers' compiler to be GNU C, with Atari-developed libraries so it wouldn't be necessary to link with GNU libraries. If at all possible, I'd like 1.4 meg floppies and a built-in rudimentary PC emulator (or some kind of Atari-label PC emulator). I have the highest regard for suppliers of host adapters, but Atari should put a Mac-style SCSI port on the machine (as on the TT). Room in the box for a hard disk, and a way to support virtual memory would be nice, but a built-in hard disk and VM out-of -the-box don't sound like basic features (I know VM with a 68000 requires hardware support--still sounds better than going to a 68010). I'd consider 16 MHz the minimum acceptable speed for a brand new machine, and would like to see more. Networking needn't be built in, but again, should be available with Atari label accessories, and compatible with SOME standard that's out there already.
Basically, I thing the Mega STe is a great beginning, but only a beginning.

Steve saj@chinet.chi.il.us

2040. Re: NeoDesk 3.01 question/bug?

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 01:12:00 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b1ook6@mwowm.mantis.co.uk>
Source record: 234064

In <1184@exua.exeter.ac.uk>, Scott McIntyre writes:
> NeoDesk in A: and some other disk in B:, if I play around with something
> in B:, then quit to the desktop, and close all the windows for B: then
> eject the disk and put in another one, then double click on B:, it seems
> to read from the disk (light goes on) but displays the OLD B:'s directory,
> or sometimes it just shows up a bunch of files with garbage characters
> for filenames.

What did you use to format the disks? If you use some super deluxe whizzo
formatter, it's possible that the formatter doesn't put a proper volume
serial number on the disk, and that the machine therefore didn't notice
the disk had been changed.

mathew

2041. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 01:21:57 UTC
From: rcb@netcom.COM
Message-ID: <26594@netcom.COM>
Source record: 234138

In article <15391@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1991Mar01.064259.7340@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>
>>The hard drive problem, which has been fixed for about six months,
>>was NOT related to TOS, but a hardware error. I have TOS 1.6 in my
>>STe with a hard drive (old ICD host) and it works fine.
>
> So what _was_ the problem - was it the DMA chip? Or something
>completely different...?

Yes, I think that is the hardware problem he's referring to. At least, when I got my first STe, I had to return it for another because my hard drive just would not work with the original. I was told that the problem was a flakey DMA chip (made by IMP, I believe). By the way, did Atari fix the problem by going to another manufacturer or did they get a remedy with IMP? Just curious ...

>
>
>>--
>> Ed Krimen ....
>> ||| Video Production Major, California State University, Chico
>> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
>> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
>
>
>-Mike

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb

2042. above 19200

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 03:34:01 UTC
From: bart@bluemoon.uucp
Message-ID: <eRR8X1w163w@bluemoon.uucp>
Source record: 234146

This is a reply to whoever wanted to set the modem port speed above 19.2K

There is a program from a German developer called HSPD_232.ACC (file size
under 1K) that does this for you. It turns on the handshaking and sets
bps rate to 38400, 76800, or 153600 (the last setting is only possible
with an accelerator board installed - it says in the docs)
The programmer's name is G.Mester

2043. Atarti ST1040+hardisk (+ MIDI sequencer) for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 05:12:11 UTC
From: a9@btr.com
Message-ID: <1997@public.BTR.COM>
Source record: 234126
Cross-posted to: misc.forsale.computers,rec.music.synth,comp.sys.atari.st

```
Atari 1040ST, 1M RAM, 720K internal Floppy
20 Mb Harddisk, Mono Monitor, mouse etc, built-in MIDI ports
( FREE Dr. T KCS 3.0 (Very Powerful MIDI sequencer)

50 blank/nonblank 3.5" diskettes
Free: software on disks, magazines etc
communication software, PD software, utilities, etc
Asking $625 o.b.o

-ashar a9@btr.com
408-244-8877
San Jose, CA
```

2044. Re: WANTED: Bloom County characters for Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 06:37:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39754@cup.portal.com>
Source record: 234149

Buck Godot asks:
>I heard that there is a Dungeon Master saved game file with Bloom County
>characters. Cananybodyhelpme out?

Not for Dungeon Master, but one of the added features of Chaos Strikes Back
(the sequel to Dungeon Master) is the ability to edit the Champions'
portraits.. and there does indeed exist a set of Bloom County characters
for use with CSB.. (Opus, Milo, Steve and of course, Bill the Cat).

Let me know if you want them...

BobR

2045. IBM MEESES...

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 10:18:08 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7686@jhunix.HCF.JHU.EDU>
Source record: 234081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know this has been put on the net before, but what kind of mouse can be connected to the ST? (Don't tell me ST mice!-) I have a friend with what I think is a bus mouse (it seems to have a roundish connector?). Do I want a serial or bus mouse? And where do I get the info to hook it up?

Thanks in advance,

Dom Alvear

P.S. E-mail preferred as this is an old subject.

2046. Re: Oberon or Modula-3 for the Atari ST ?DIR

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 11:05:08 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Mar3.111108.45738@vaxb.acs.unt.edu>
Source record: 234002

In article <11017@jarthur.Claremont.EDU>, andy@jarthur.Claremont.EDU (Andy Gray) writes:
> In article <91059.104102JFS10@psuvm.psu.edu> JFS10@psuvm.psu.edu (Jonathan Swaby)
writes:
>>Are modula-3 or Oberon available for the Amiga? If so where can one
>>ftp them from?
> What about the Atari ST? Is anyone aware of a Modula-3 or an Oberon
> compiler for the ST?
> --
> Andy Gray andy@jarthur.claremont.edu

Andy,
I'm not sure why, but the Macintosh port of Oberon demands a 68020. I d/led it for my Mac+ (with 4MB) and was surprised that it wouldn't work there. I went and ran it on a Mac II (68020) at school, and it looks very interesting. The only problem seems to be the 68020. Perhaps someone with Mr. Small's 68030 board could take a look at MacOberon, and see if it runs on that platform. (As an aside, I was also frustrated when I found out that MacOberon demands a control key as well, so even if I got a 68030 accelerator for my Mac, I still couldn't run it, as I don't have a control key...8( )

My ST COULD run it, I suppose, with Mr small's board....*sigh*...maybe he OUGHT to consider the idea of bringing his own machine out, with the best of both worlds. At least, he could do no worse than these other companies...

| Ken Corey aka... kenc@vaxb.acs.unt.edu |
| "We MUST succeed, otherwise we run the risk of failure...." |
| -Dan Quayle |

2047. Re: Term program for Mint that works for MGR

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 12:00:26 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Mar3.120026.6843@math.lsa.umich.edu>
Source record: 234148

In article <1991Feb24.224138.3522@cs.wayne.edu> pbh@pandora.cs.wayne.edu (Patrick B. Haggood) writes:
>I posted a query a day ago requsting a commercial or pd program that works
>with Mint. I neglected to mention that it should also work with MGR. Two
>folks recommended term4.lzh, st-term, and uniterm. I can get them to work
>under GEM and TOS, but MGR hates 'em (even if I run vt52.prg before envoking
>them). Uniterm I didn't expect to work, because it's GEMish, but the other
>two are vt52/vt100 programs. Both just lock up (st-term also produced two
>bombs). I know MGR/Mint can work with the serial port, because I use
>KA9Q to move files while editing/compiling OCCAM programs (yes, OCCAM) and
>using Maple.
>
>If it helps, I'm using a 1040 with 2.5 megs of RAM and a monchrome monitor.

Ah, you should have mentioned MGR sooner. I wrote a small dumb-terminal program for MiNT; it works fine with the vt52.prg supplied with MGR. I called it "tip" and modeled it after the BSD tip program. I posted it a while back with my rmgr sources, it oughta be on atari.archive.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

2048. Re: above 19200 baud

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 12:44:13 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Mar3.124413.7302@math.lsa.umich.edu>
Source record: 234127

In article <2030@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>szhu@tasha.poly.edu (A1 shu bin zhu (cs)) writes:

>>Is there a way to set the serial port above 19200 baud on the ST?
>>The MFP chip can handle upto 56.2K baud, there must be a way.

The Motorola Spec says 64kbps max asynch, 1Mbps synch.

>There is no way to do it in software:

I hate to disagree with you, but you're wrong about this...

>One of the timers in the MFP is used to generate the send and receive
>clock for the serial interface. Using the standard clock frequency and a
>pre-divider by four (this is necessary for async. operation) it can
>generate clocks up to 19200 Baud.

Actually the predivide is by 1 or by 16, with div 16 for async and div 1 for synchronous modes. However, even tho div 1 is meant for synchronous comm., the MFP will operate asynchronously with this setting. Unfortunately, the crystal frequency is so bizarre that 38400 is the highest "standard" bit rate you can coax out of it. (2.4576MHz.) You can set the counter for 76800, but I've not tried it, I'm sure it would fail miserably. I got a lot of noise running at 38400 between my ST and a NeXT box. Of course, I haven't tried between two STs yet.

Someone else commented to me (sorry don't remember, this was a while back) that there's no way you can get a consistently good signal using this trick, because the MFP is struggling so hard to detect the pulses at these speeds. So, if you're really serious about it, you're probably better off doing the hardware mod.

--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

2049. Re: above 19200

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 13:14:21 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Mar3.131421.7580@math.lsa.umich.edu>
Source record: 234150

In article <eRR8X1w163w@bluemoon.uucp> bart@bluemoon.uucp (Bart Jaszcz) writes:
>This is a reply to whoever wanted to set the modem port speed above 19.2K
>
>There is a program from a German developer called HSPD_232.ACC (file size
>under 1K) that does this for you. It turns on the handshaking and sets
>bps rate to 38400, 76800, or 153600 (the last setting is only possible
>with an accelerator board installed - it says in the docs)
>The programmer's name is G.Mester

I wonder how he's deciding that limit - CPU response time? The timer
values can be set for 307200. Other interesting values: 122880, 61440, 30720.
Not very useful, except maybe between two STs.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

2050. Re: What the ST should be (Kurt Olson)

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 15:30:49 UTC
From: barry@speaker.metaphor.com
Message-ID: <519@cronos.metaphor.com>
Source record: 234001

In article <1991Mar3.001625.22154@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:
>
>I think 2 megs is a good start on any base model.
>
>As for the operating system, Wow you really blew it there. Who wants
>MiNT or TOS when UNIX/X-Windows is available.

UNIX/X with 68010 and only 2 megs would be an incredible dog. 68030 with 4-8 megs would run UNIX/X tolerably. Maybe Mach would be a better choice, I think it is on its way to being PD. Throw NextStep on top of that, and it would be really cool.

--
+---+
| Barry_Friedman(); /* "Why stop now, just when I'm hating it?" |
| - Marvin the Paranoid Android */ |
+-----------------------------+---+
Barry Friedman	friedman@m4.metaphor.com
Software Engineer	barry@speaker.metaphor.com
Metaphor Computer Systems	...!{decwrl|apple}!metaphor!speaker!barry
Mountain View, CA	...!{decwrl|apple}!metaphor!friedman

2051. Re: Needing to get a colour monitor

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 19:44:50 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4071.27d10be2@miavx1.acs.muohio.edu>
Source record: 234004

In article <1991Mar02.200428.26323@vpnet.chi.il.us>, orc@vpnet.chi.il.us (david parsons) writes:
> I recently bought a copy of SimCity for the ST (having played it into
> the ground on the PC, I just had to have it on a machine at home) and
> discovered, to my intense dismay, that it requires a colour monitor.
> Which, of course, I don't have. However, I do have an Amiga, and it
> has a colour monitor - sooo, have there been any attempts to attach
> an Amiga A1080 (or whatever number it is - it's the one that was
> inflicted on A1000 purchasers) colour monitor to a ST?

Well, I was in an Atari/Amiga/IBM store a few months ago, and they had this A500 hooked up to a ST color monitor, so it must be possible, but I have no idea how to do it!!

Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
|||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
/ || \ The Price!! Subdirectory? R.COLLINS1 on GEnie

2052. Some Questions

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 21:35:02 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9103032135.AA04728@cwns6.INS.CWRU.Edu>
Source record: 234005

Questions concerning the Gadgets SST.

Does anyone know what version of Atari TOS comes with it?
Is it possible to buy the 32MHz 68030, 68882, set-up without
any RAM in it (i.e. I'd like to buy the SIMMs myself and
save alot of money).?

--
- aa499@cleveland.Freenet.Edu (Phillip M. Chow) -

2053. Re: HP DESKJET DRIVERS

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 21:45:49 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1991Mar3.214549.5523@bwdls61.bnr.ca>
Source record: 234006

In article <*V?&*=+@warwick.ac.uk>, csuac@warwick.ac.uk (The Juggler) writes:
> To anyone with a Deskjet printer
>
> I own a 1 meg St system and am looking to buy a respectable printer. The
> deskjet seems to be the best bet but I am concerned as to the availability of
> printer drivers for this machine. I will be using packages such as Calamus,
> 1st Word+, Degas, Deluxe Paint. Do you know if HP Deskjet drivers exist for
> these packages and do you have any information on a plug in Epson card for the
> deskjet that makes it Epson LQ compatible.

I have the original DJ, but I don't run the programs you list; but DJ drivers
do exist (WordPerfect for one...). I also have the Epson cart., but I should
have saved my money: if you want to DEgrade the DJ to Epson "quality", then
have I got a deal for you... :^)

> One other thing. I have only read a review on the new Deskjet 500. Do you know
> what the difference is between this model and the two before it, the original
> deskjet and the deskjet+. There seems to be an alarming price difference and I
> am worried there will be an alarming performance difference as well.

You're right about the alarming price/performance: I *wish* I'd waited... :^(

> - Paul -
Cheers,
Pierre

Cheers,
Pierre Fortin fortinp@bnr.ca (613)763-2598

2054. ftp sites for Atari Portfolio software?

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 21:55:52 UTC
From: tgtbtk@rw9.urc.tue.nl
Message-ID: <tgtbtk.668037352@rw9.urc.tue.nl>
Source record: 234011

Which ftp sites have Atari Portfolio software. I have found one
terminator.cc.umich.edu

Toine Kuiper (tgtbtk@chem.tue.nl)

2055. Re: Multi-line bbs possible?

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 22:11:36 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1991Mar3.221136.5828@bwdls61.bnr.ca>
Source record: 234015

In article <1991Mar02.073348.20023@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
> - I'm toying with the possibility of setting up a product support bbs
> - (no, the product isn't out yet). Being an eternal optimist (I still
> - use Atari stuff, don't I?), I'm curious about how I'd go to multiple
> - lines if that was necessary. It seems like a question that might be
> - asked fairly often. So given ST rather than Mega E or TT hardware, is
> - there a good way to set up a multi-line BBS? The best IBM PC
> - multi-lines seem to use multiple networked machines. Is a suitable
> - networking product available in the US? Is there a good way to get
> - multiple serial ports on an ST?
>
> Atari uses DC-Port on a Mega4 for their 5-line BBS, running Michtron
> BBS v3.0. DC-Port, from what I hear, plugs into the cartridge port
> of any ST and gives you either 2 or 4 extra serial ports. The only
> BBS program that I know of that supports it is Michtron BBS v3.0.

The Ottawa, Canada, National Capital Atari Users' Group (NCAUG) also runs a multi-line (3) BBS using DC-port (donated to the club by Eric Rosenquist; Thanks Eric) to 3 2400 modems. This BBS also runs Michtron V3.0 on a 520/1040.

> Niteline BBS is supposed to be able to run multiple lines, but I
> don't know what hardware it uses. STalker, the fantastic terminal

I think you meant NiteLite which was previously used on the NCAUG BBS. Thank goodness that beast is gone! It used to do all sorts of nasties and crash a lot. I'm not 100% certain, but I think it used its own hardware.

> program, also supports DC-Port. You can have 3 STalker terminals
> installed, with each calling a different place using DC-Port.
> DC-Port is a Double Click product. Your best bet is to contact them.
>
> --
> Ed Krimen ....
Cheers,
Pierre

Cheers,
Pierre Fortin fortinp@bnr.ca (613)763-2598

2056. Re: DM Level 4 help needed

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 22:52:18 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39780@cup.portal.com>
Source record: 234008

Rick Silverstein asked about the end of Level 4 in Dungeon Master...

There's a trick you can use to help eliminate the hordes of Purple Worms at the very end of this Level...

DON'T break down the wooden door past the "Prisoner", so the worms can't get to you... then kill the mummy with whatever, and wait across the pit from where he was... the Worms will wander out into that space, allowing you to hit them with Magic, arrows, rocks, whatever you happen to have...

If you're lucky, you can eliminate most of them without their ever even being able to attack you... then you can go in, break the door and mop up the leftovers.. The long corridors lend themselves to an "Attack and Retreat" method of fighting the worms until you get back to a wider room where the "Dungeon Master 2-step" becomes effective...

The other stairway, near the Screamer Room can ONLY be opened from the Level below... it becomes part of a "shortcut" back to the Screamer Room, which is an important source of food...

BobR

2057. Re: LEXICOR, Atari TT/030, Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 23:03:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39781@cup.portal.com>
Source record: 234007
Cross-posted to: comp.sys.atari.st,comp.graphics

Dave Jorgan asks, concerning Lexicor ads:
> ... So I would think, "Hmmm.. if they
>animate this kind of stuff "all the time," why don't they show a screen shot
>instead of a pencil drawing?

The back cover of the January 1991 issue of Atari Interface magazine
features a full color ad from Lexicor with several screen shots from
their "Prism-Paint" program...

The one of a metallic fish is particularly impressive..

Of course, it's not as good as a "hands on" review, but it's better than
the pencil drawings..!

BobR

2058. Re: Windsor/Detroit Show this spring?

Newsgroup: comp.sys.atari.st
Date: 1991-03-03 23:18:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39783@cup.portal.com>
Source record: 234142

Just to expand on what Darek posted about the Windsor/Detroit Atarifest, here's the "official" Press Release that was just, er.. released...

Atari Users' Groups in the U.S. should have already received an information package detailing how they can arrange for a FREE booth at the show to represent their group. Canadian groups should be receiving the same info as soon as the Canadian WAUG sends them out.. :)

FOR IMMEDIATE RELEASE -- February 1991

Ann Arbor, MI/Windsor, Ontario, Canada -- The Windsor Atari Users Group of Windsor, Ontario, Canada and the Washtenaw Atari Users Group of Ann Arbor, MI are hosting the Windsor/Detroit International AtariFest on May 4-5, 1991 at the St. Clair College of Arts and Technology in Windsor. With support from both Atari US and Atari Canada, the show promises to be a "must attend" event for Atarians everywhere.

St. Clair College is conveniently located in Windsor, only minutes from the Ambassador Bridge and Windsor International Airport. Hotel accomodations, car rentals and a number of restaurants are also near the college. Regularly scheduled flights are available from Toronto to Windsor, and charter flights are available from Detroit Metro Airport.

Exhibitors already committed to exhibit at the show include:

Atari US Atari Canada Branch Always Software
Canoe Computer Channel One Computer Clear Thinking
DA Brumleve Double Click Software Fast Technology
Goldleaf Publishing ICD Inc. Innovative Concepts
ISD Marketing Joppa Computer Mainstream America
MegaType Micro Creations Musicode Software
Nice & Software PDC Distributors Phil Comeau Software
Talon Technology Unicorn Publications What's This?
Wiz Works

Many other developers, including GEnie, Soft-Logik Publishing, Gadgets by Small, Michtron and CodeHead Software have indicated interest in exhibiting at the show.

Show times are 10-6 on Saturday and 10-5 on Sunday. Tickets are only $4 Canadian per day at the door, and children under 12 will be admitted free of charge when accompanied by an adult. Door prize drawings and seminars will be held throughout both days.

Advance tickets can be purchased for $3 Canadian (or equivalent US exchange rate) by sending check or money order to Windsor/Detroit International AtariFest, 3487 Braeburn Circle, Ann Arbor, MI 48108.

For attendees flying in for the show, Northwest Airlines is offering 40% off round trip coach airfares and 5% savings on other applicable round trip fares. Canadian attendees can save from 25 to 40% on coach fares. Call 1-800-328-1111 for reservations. The "profile number" for the discount airfares is 03257. Northwest Airlines is the official airline of the Windsor/Detroit International AtariFest.

Special show discounts on car and truck rentals is available from Budget Rental, the official car rental company for the show. Low convention rates are available on everything from Ford Escorts to Lincoln Town Cars. To make your reservation, call 1-800-333-8840, identify yourself as an attendee of the show and give them the "rate code" of CNVNR1.

For more information on the show, contact Craig Harvey, President of WAUG - Ann Arbor at (313) 994-5619 or Brian Cassidy, President of WAUG - Windsor at (519) 966-0305. Developers interested in obtaining booth space at the show should contact Pattie Rayl at (313) 973-8825 ASAP.

2059. Dungeon Master Music CD

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 00:06:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <39789@cup.portal.com>
Source record: 234012

For all Dungeon Master fans, FTL has released an audio CD of Dungeon Master background music to set the mood for those long sessions in the Dungeon..

It's a sort of "new wave" style, somewhat reminescent of Tangerine Dream..

Sample titles from the tracks: "Into the Dark", "The Adventure Begins", "Choo Your Fate", and "Chaos!"

"Dungeon Master, the Album" is $15 from Software Heaven, 6160 Lusk Blvd., Suite C-206, San Diego, CA 92121

(I got mine at an Atari dealer during the summer, but they're available direc from FTL now...)

BobR

2060. LDW problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 02:11:51 UTC
From: rotary@blake.u.washington.edu
Message-ID: <17575@milton.u.washington.edu>
Source record: 234145

Hi. Can someone please help me?

I have read the LDW Power manual and recently bought a Lotus 123
manual. I still, however, cannot seem to get what I need out of the
program!
Please let it not be ignorance/stupidity
PLEASE HELP ME!

My 'basic' data base looks as such:

Apartment # Name January February ....

1 Mary Lou $OO.OO $00.00
2 Joe Blow $00.00
3 Dixy Ray $00.00 $00.00
.
.
.

My Input Range (Reciept Format) is:

Apartment # : 2 Name : Joe Blow

Rent Amount : $300.00 Rent Being paid : $250

Month : FEBRUARY

I have it access the Apartment # and fill out everything else (name,
rent amount, ...) in the input range except the "Rent Being paid"
which is where the problem is.

I would like the "Rent Being paid" amount, in this case $250.00,
to be updated in a specific cell in the Data Base.

Apartment # Name January February .....
1 Mary Lou $00.00 $00.00
2 Joe Blow $00.00 (RIGHT HERE!!)
3 Dixy ray $00.00 $00.00

Obviously in a much larger Data Base I cannot and will not
go and find the address of such a cell.

I can have LDW use the @HLOOKUP function to find a value in the right
cell but I cannot seem to access the address using this function or
any other function. This would enable me to use the address and copy
the contents of Rent Being paid into the appropriate cell.

This seems like a very simple thing for a spreadsheet to do but
I probably will go bald becsause of all the hair I have been pulling
out of my head!!

Any help would be Greatly appreciated.

Jake D.
email rotary@blake.acs.washington.edu

2061. Re: Some Questions

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 02:38:12 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar04.023812.2589@ecst.csuchico.edu>
Source record: 234013

aa400@cleveland.Freenet.Edu (Phillip M. Chow) writes:

- Questions concerning the Gadgets SST.
-
- Does anyone know what version of Atari TOS comes with it?

Atari has licensed TOS 1.6 to Gadgets (and Fast Tech) for their
boards. The comapnies then take out all the STe-specific code.

- Is it possible to buy the 32MHz 68030, 68882, set-up without any RAM
- in it (i.e. I'd like to buy the SIMMs myself and save alot of money).?

Dave Small strongly recommends that you do this. I think the board
without any chips or RAM is something like $600-700.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2062. Re: Dungeon Master Music CD

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 02:49:26 UTC
From: jjung@aludra.usc.edu
Message-ID: <15447@chaph.usc.edu>
Source record: 234014

In article <39789@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>For all Dungeon Master fans, FTL has released an audio CD of Dungeon Master
>background music to set the mood for those long sessions in the Dungeon..
> :
>Sample titles from the tracks: "Into the Dark", "The Adventure Begins", "Choo
>Your Fate", and "Chaos!"

Sounds interesting. Anyone know of plans for a cassette version?

I'm also glad to hear that FTL is still alive and kicking (somewhat,
anyway). So what's their next ST game project and when can I buy it? If it's
as good as their previous efforts...

--R.J.
B-)

P.S. Then there was the rumor that FTL would adapt DUNGEON MASTER to the
Atari Lynx. Just think, each player gets their own first-person perspective
on the hunt for Chaos...

^^
Send replies to jjung@nunki.usc.edu
#
I wrote this. If you've got a comment, give
it to me and let's cut out the middleman.

2063. Re: Multi-line bbs possible?

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 04:03:26 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1991Mar4.040326.8065@murdoch.acc.Virginia.EDU>
Source record: 234016

In article <1991Mar3.221136.5828@bwdls61.bnr.ca> fortinp@bwdls56.bnr.ca (Pierre Fortin) writes:

>I think you meant NiteLite which was previously used on the NCAUG BBS. Thank
>goodness that beast is gone! It used to do all sorts of nasties and crash a
>lot. I'm not 100% certain, but I think it used its own hardware.

Ah, memories. The nightlite hardware was a generic box that had a bunch of RS232 lines and a cpu and a little program. You could then convince it to multiplex many slow lines into one fast one, and plug that into your ST. I thought about doing a OS9 driver for it, but getting it to do anything like interrupt-driven I/O must be nasty. And the software in the box had to be really robust or it would have big problems. The only BBS I used that had it was stable, but it was the owner's machine.

DC's solution sounds much more robust and easy to deal with.

2064. reset

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 05:59:31 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Mar4.055931.10204@watmath.waterloo.edu>
Source record: 234017

In February, a program called RESET appeared on the net.
It allows the user the choice of a warm or cold reboot from the
keyboard. I could see some use for this, and so I tried it.

Sadly, it does not work on my system, and I wonder if anyone else
has tried it out and found it to not work on their system too.
Just for the record, "tosvers" by Rainer Klute shows

TOS version: 1.2 (22.04.1987, "BLiTTER TOS")
GEMDOS version: 0.19
AES version: 1.32

What has your experience been with "RESET.TOS"?

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

2065. Solitaire Games

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 06:04:45 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7689@jhunix.HCF.JHU.EDU>
Source record: 234082

I was wondering if anybody out there knows of any good solitaire games? I d/l'd SOLITARE.ARC from atari.archive, but I'm looking for others. If anybody knows where I might find them, or better yet, has them and will upload them to atari.archive, that would be swell.

Dom

2066. Re: Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 06:22:53 UTC
From: rcarter@isis.cs.du.edu
Message-ID: <1991Mar4.062253.24876@isis.cs.du.edu>
Source record: 234018

```
>
Sender:
Reply-To: rcarter@isis.UUCP (Ron Carter)
Followup-To:
Distribution: usa
Organization: Center for the Study of Creative Intelligence
Keywords: Atari, memory

Bill, please post the connections for using SIMMS (are they 1Mx8 or 1Mx9?)
to upgrade a 1040 to 2.5M...
Thanks, Ron. (Memorably... Hee...)
BTW, tried to mail direct but got bounced...

--
Ron Carter | rcarter@nyx.cs.du.edu rcarter GEnie 70707.3047 CIS
Director | Center for the Study of Creative Intelligence
Denver, CO | Knowledge is power. Knowledge to the people. Just say know.
```

2067. Re: PCB designers

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 07:48:12 UTC
From: ken@csis.dit.csiro.au
Message-ID: <1991Mar4.074812.1035@csis.dit.csiro.au>
Source record: 234033
Cross-posted to: comp.sys.atari.st,sci.electronics

> Once again, the mac version is available via anonymous FTP from the
>archives at sumex-aim.stanford.edu. It is listed under
>/info-mac/app/pcb-cad.hqx. >>>> Please try anonymous ftp FIRST <<<<
>
> The original IBM PC version is available from the author (from the
>readme file) if you send a disk and Self-Address Stamped Disk Envelope
>Mailer. He works for Microsoft, and his address as of (1/89) is:

It's also archived at wuarchive.wustl.edu in mirrors/msdos/cad (I think).

2068. Re: TeX on the ST (How ??)

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 09:42:12 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Mar4094212@ghiggins.hpl.hp.com>
Source record: 234032

++ I'm interested in using TeX/LaTeX on my 1meg 1040STf.

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi).
If you want to print locally, you'll need printer font files (dvifont).

Allow 5Mb.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 | ghiggins@cix.compulink.co.uk
Fax: +44 272 790554 | al851@cwns16.ins.cwru.edu

Disclaimer: My opinions above are exactly that, mine and opinions.

2069. ST peripherals - UK versus US

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 11:16:23 UTC
From: SAMcinty@exua.exeter.ac.uk
Message-ID: <1185@exua.exeter.ac.uk>
Source record: 234041

I recently purchased a STE from a company here in the UK, but
have also noticed that the going price for my system in the States
is about half as much....

The main damage is done, but I am going to be in the market for
hard drives, printers, etc, and the more I look at the prices here,
the more flummoxed I get!

The typical 24 pin printer is about #259 (give or take a bit) which
translates to nearly $475!!!!!!! Seems outrageous...especially
the hard drives, going price for 40megs is #350, which is nearly
$700 US!

I know that the Atari ST market is supposed to be big in Europe,
especially Germany, so is it possible to purchase things from
the Continent without paying customs out the wazoo?

I am planning a trip to the us in about a year, should I save up all
my wants and get them then and just smuggle them back into the UK?

Is there ANY hope for someone like me, a student with a limited
income and high computer aspirations?

I would appreciate replies from ANYONE who can help, here in the UK
or other wise...

Oh, software, there's a good one, the typical program like Word Perfect
goes for about #250 mail order, which is about $475...I don't think
that it can be that expensive in the States!!!

Help!

Scott

.
oops

2070. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 11:40:50 UTC
From: csual@warwick.ac.uk
Message-ID: <ADB&KV@warwick.ac.uk>
Source record: 234037

The problem is in with a DMA chip in early STe's. However, the word in the UK is that Atari will only correct **THEIR** mistake if you have a problem with, you guessed it, an ATARI H/Drive. They will not help you out with a third party drive, at least not for free. I know it sucks, but that's Atari for you.

Jas.

2071. Re: Upgrading 1040STf w/SIMM's

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 11:57:24 UTC
From: johnj@hijg.prl.philips.nl
Message-ID: <2562@prles2.prl.philips.nl>
Source record: 234027

In article <1991Mar1.144938.26463@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>In article <1991Mar1.121834.22722@ux1.cso.uiuc.edu> you write:
>>I took a 1040STf (revision c, with ram UNDER the power supply) and upgraded
>>it from 1024K to 2.5M in about 4hours for about $80. I used two 1M SIMMs,
>>1 resistor and a bunch of short pieces of wire. You can go from 512 to
>>1024 by just dropping in 16 more of the dram chips you already have, but
>>2.5M is much nicer. Should I post a pin mapping (SIMM to motherboard)?
>>
>>Memorably,
>>Bill Magro
>Please :-) (I've got a rev. B 1040STf..... hopefully it is close
>enough :-)
>
>Andy
>

Where is the resistor for?

I like to update my 520+ (1MByte, officially piggy packed by
Atari Benelux) but I found one problem.

I bought the Xtra ram 2.5 MByte update, which includes descriptions
for all kind of difference versions of 520/1040/MegaST, except for
mine. I think this is because the 520+ was not sold in GB where
Xtra ram comes from.

The problem I have is that the documentation described about
disconnection two resistors and connecting them to some capicitor
in the edge of the PCB. But I do not find these resistors.
I found that the CAS and RAS lines (3 wires) are directly coupled
from the RAM pins to the MMU.

Although the Xtra documentation is very good in "what to do", however,
it doesnot say "why". For this reason I'm not sure what to do, and
I certainly donot want to blow any of the expensive chips (like MMU).

Any help?

Thanks.

--
John Janssen Note, my address may change constantly
priv: +31 77 513177 So please reply via newsnet.
Venlo, Holland
work: johnj@idms.prl.philips.nl (if you still want to try).

2072. Re: reset

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 12:22:20 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.668089340@mrcnext>
Source record: 234024

ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

>In February, a program called RESET appeared on the net.
>It allows the user the choice of a warm or cold reboot from the
>keyboard. I could see some use for this, and so I tried it.

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

2073. Ste H/Drive Problem (was TOS 1.6 bug)

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 12:24:28 UTC
From: csual@warwick.ac.uk
Message-ID: <=FB&N{#@warwick.ac.uk>
Source record: 234036

The problem is with a DMA chip in early STe's. Ste's with the new,
working chip are marked somewhere with a red dot I believe. It's
either on the back or on the chip itself - Can't remember offhand.
Maybe Allan Pratt could help you out with that one.
However, the word in the UK is that Atari will only correct **THEIR**
mistake if you have a problem with, you guessed it, an ATARI H/Drive.
They will not help you out with a third party drive, at least not for free.
I know it sucks, but that's Atari's second-to-none customer support for
you 8-).

Jas.

2074. STe H/Drive problem (was TOS 1.6 question)

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 12:32:44 UTC
From: csual@warwick.ac.uk
Message-ID: <BFB&AC#@warwick.ac.uk>
Source record: 234035

The problem is with a DMA chip in early STe's. Ste's with the new,
working chip are marked somewhere with a red dot I believe. It's
either on the back or on the chip itself - Can't remember offhand.
Maybe Allan Pratt could help you out with that one.
However, the word in the UK is that Atari will only correct **THEIR**
mistake if you have a problem with, you guessed it, an ATARI H/Drive.
They will not help you out with a third party drive, at least not for free.
I know it sucks, but that's Atari's second-to-none customer support for
you 8-).

Jas.

2075. Re: What the ST should be

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 12:39:01 UTC
From: adamd@rhi.hi.is
Message-ID: <2864@krafla.rhi.hi.is>
Source record: 234025

>1. It should contain a 16 MHz 68010 (at the least) so that virtual memory
>can be implemented.

Does a 16MHz one exist? I don't see it mentioned in the 68000 family reference from Motorola. You could DMA the virtual memory with a little extra wiring. The MMU has to generate BusErr for CPU and DMA pagefaults alike, and the DMA pagefault puts DMA on hold until it's been fixed up. Any time-critical DMA transfers will have to be page-aligned.

>2. It should contain software drivers to emulate (and a socket for)
>a 68881/68882.

This could be made available as an upgrade. Does anyone have any ideas about plugging non-standard hardware boards into Blitter/Glue/MMU sockets? Where are the connectors available from? Of course it's a good idea to include FPU emulator code as standard.

>5. As an operating system perhaps a combination of TOS 1.4 and MiNT
>would be ideal. Any part of TOS that isn't implemented in MiNT should
>be added onto MiNT (or the other way around, whichever you prefer.) and
>then stuck into ROM. Also the standard C libraries should be ROMed so
>that when you start multitasking each program won't require it's own copies.

Try starting with TOS 1.62, that has built-in support for all the 680x0 CPUs. C libraries can be shared in RAM too. All you need to define is a common access interface. Any OS should be _general_purpose_, and fully extendable. C libraries don't really belong in ROM because not everyone uses C. A better idea would be general purpose high-level libraries in ROM.

The standard video drivers (low-level as well as GEM) should be dynamically configurable for any type of screen. Screen RAM could be overlaid in the ROM space so there is less bus contention with the video. The ST memory map allows for up to 2MB of such RAM (less 32k of hardware registers). The design of the screen hardware should allow for removal and exchange of hardware shifters on a modular basis. People would then be able to choose the right screen modes for their own use and not have to pay for megapixel colour if they only want minimal monochrome. The whole ROM space (2MB less 32k) should be available on the cartridge port so that TOS (or whatever) can be replaced on a cartridge module.

>From: saj@chinet.chi.il.us (Stephen Jacobs)
>Message-ID: <1991Mar03.003414.4410@chinet.chi.il.us>
>Date: 3 Mar 91 00:34:14 GMT
>
>I have a different wishlist. I'd stick with the 68000 for a 'super-ST', in
>part because there really would be applications broken by the hardware
>differences.

A 68010 can emulate the 68000 except for cases where cycle timing is crucial. I'll not lecture on how bad reliance of code on cycle timing is, because you've heard it all before anyway. If you really need 100% 8MHz 68000 ST compatiblity you could have one in there too (piggybacked optional extra :-) so that you can switch between it and 16MHz 68010.

I'd like support for 1.4 and 2.8 meg floppies to be in the OS and for the upgrade to be as simple as swapping chips. PC emulator should be software bundled with the machine, with the option of upgrading to V30 or SX386 slave boards *[* with their own memory space *]*

What are people's ideas about PD hardware?

Enough of my opinions for now,
--
Adam David. adamd@rhi.hi.is

2076. Re: Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 13:16:04 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.91Mar4141604@fb14vax.sbsvax.uucp>
Source record: 234020

In article <1991Mar4.062253.24876@isis.cs.du.edu> rcarter@isis.cs.du.edu (Ron Carter) writes:

> Bill, please post the connections for using SIMMS (are they 1Mx8 or 1Mx9?)
> to upgrade a 1040 to 2.5M...
> Thanks, Ron. (Memorably... Hee...)
> BTW, tried to mail direct but got bounced...

Me too, me too!
Sorry for crying so loud, but my mail bounced, too.
Nevertheless, Bill's upgrade seems to be a really cheap alternative
to the common DRAM-based memory upgrades I know of, therefore there
should be some public interest.
Thanks in advance,
Wolfgang

+---+
| Wolfgang Huwig CS Dept./AI Lab University of Saarland |
+ +-----------------------------------+
| Internet: wolf@cs.uni-sb.de | This space intentionally left blank |
+-----------------------------+-----------------------------------+

--

+---+
| Wolfgang Huwig CS Dept./AI Lab University of Saarland |
+ +-----------------------------------+
| Internet: wolf@cs.uni-sb.de | This space intentionally left blank |
+-----------------------------+-----------------------------------+

2077. DM1: The Lord Chaos

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 13:36:07 UTC
From: simonian@x102c.ess.harris.com
Message-ID: <5654@trantor.harris-atd.com>
Source record: 234019

Can someone give me a hint on how to fluxcage Chaos? He just steps out of the cages I put him in, and I've even seen him teleport out of a corner.

Richard Simonian
Harris Space Systems Corp. 407-633-3800
simonian@x102c.ess.harris.com
rsimonian@nasamail.nasa.gov

2078. (none) Was: Multitasking

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 14:12:11 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.668095931@mi.eltn.utwente.nl>
Source record: 234026

In <1991Feb26.201753.13012@jato.jpl.nasa.gov> vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

>In article <16998@sdcc6.ucsd.edu> jclark@sdcc6.ucsd.edu (John Clark) writes:
>>In article <1991Feb16.004202.26343@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes: ...
>Clark replies >
>>The Texas Instruments' 9900 microprocessor family had a Workspace Pointer.
>>The 'register set' r0-r15 was pointed to by this pointer in RAM. The
>>context switch was get new PC and LOAD WP. Unfortunately TI in their
>>wonderful fumble of the microprocessor line, didn't use their
>>corporate resources to dominate the market. The rest is history.

>How many other folks have noticed that good system /= good marketing?

The IBM PC quickly comes to mind: good marketing != good system :-)

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

2079. Re: reset

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 14:56:04 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar4.094111.25124@mailer.cc.fsu.edu>
Source record: 234028

In article <1991Mar4.055931.10204@watmath.waterloo.edu>, ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>In February, a program called RESET appeared on the net.
>It allows the user the choice of a warm or cold reboot from the
>keyboard. I could see some use for this, and so I tried it.
>
>Sadly, it does not work on my system, and I wonder if anyone else
>has tried it out and found it to not work on their system too.

I tried to use this program also, but it is not very stable. I would recommend purchasing Universal Item Selector III, as it provides this feature, and seems to work about 99% of the time. Heck, this program is a must have anyway. It can be had for about $15, worth every penny. I also have TOS 1.2 by the way, and the keyboard reset from UIS3 works fine.

--

Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

2080. Spectrum pix

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 15:21:07 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Mar4.152107.28387@math.lsa.umich.edu>
Source record: 234029

A lot of spectrum 512 images were recently uploaded to atari.archive. Unfortunately, a lot of those seem to be corrupt. While you don't get much in the way of compression, I'd suggest that future uploads be arc'd some way or another, just to get the CRC check on the data. (You can use the (s)tore option in ARC to store a file without compressing it, if you don't want to wait for the compression algorithms...) Or we can adopt the crc program that is used to check Minix source code postings and such, since that's really all I'm asking for. Then when you upload any non-arc'd files, you can send the CRC values along with their names in your notification messages.

--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

2081. QL Emulator on ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 15:53:25 UTC
From: dh130@cs.city.ac.uk
Message-ID: <1991Mar4.155325.9549@cs.city.ac.uk>
Source record: 234084

Someone mailed me that there is a QL Emulator
on the ST, however it is not PD. I have that this
person's address, could they please contact me again.

Or does anyone know where I can get this program from?
Or the author's name and address. Pretty please

I am beginning to get withdrawl symptoms to not using my
QL. I want to get back to some bad programming habits!!!

Please no comments on the later, just assist me in finding
this elusive program.

Andrew Thompson

Comments of the month:

Is OS/2, half an operating system??????

<<<"Yes but it felt much better", student to security guard
<<< who has just been hit by a UFM (unidentified flying mouse),
<<< "and it now works."

2082. Re: TOS version 1.6 question

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 15:55:02 UTC
From: csual@warwick.ac.uk
Message-ID: <FKB&{K%@warwick.ac.uk>
Source record: 234038

R.e. my last post which came out 3 times:

No flames please - my news server locked up (twice!) and I thought it
hadn't got through. Sorry!

Jas.

2083. Re: DM1: The Lord Chaos

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 16:33:50 UTC
From: 252u3684@fergvax.unl.edu
Message-ID: <252u3684.668104430@fergvax>
Source record: 234021

simonian@x102c.ess.harris.com (simonian richard 66449) writes:

>Can someone give me a hint on how to fluxcage Chaos? He just steps
>out of the cages I put him in, and I've even seen him teleport out
>of a corner.

You have to completely surround him with the flux cages. Putting one
directly on top of him has no effect. Once he's completely surrounded, you
just use the FUSE option on the firestaff to finish the game.

2084. Re: What the ST should be

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 16:36:32 UTC
From: jcav@ellis.uchicago.edu
Message-ID: <1991Mar4.163632.353@midway.uchicago.edu>
Source record: 234034

In article <2864@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>>1. It should contain a 16 MHz 68010 (at the least) so that virtual memory
>>can be implemented.
>
>Does a 16MHz one exist? I don't see it mentioned in the 68000 family reference
>from Motorola.

One thing to remember re: 68010 is that Motorola appears to want to phase it out soon. They've always had problems with the part in terms of production yield and performance. (no, there is no 16mhz 68010). The rumors I've heard are that Motorola is trying very hard to convince the few designers still looking at the 68010 to switch to the 68020 instead, to the point of pricing the '20 below the '10. IMHO this is the right way to go. Especially if the price is comparable, the 68010 has NO advantages over the 68020.

--
John Cavallino | EMail: jcav@midway.uchicago.edu
University of Chicago Hospitals | USMail: 5841 S. Maryland Ave, Box 145
Office of Facilities Management | Chicago, IL 60637
"Opinions, my boy. Just opinions" | Telephone: 312-702-6900

2085. Re: background zmodem u/dload

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 17:01:24 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Mar4.170124.1834@santra.uucp>
Source record: 234031

In article <1991Mar01.183213.15690@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>Eric told me it's still going to be a couple of months. I highly
>recommend you get STalker/STeno now and don't wait. You can upgrade
>later.

Where, how and how much... to get STalker/STeno??????????????

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2086. Re: PCB designers

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 18:16:49 UTC
From: arpajian@rodan.acs.syr.edu
Message-ID: <1991Mar4.181649.10169@rodan.acs.syr.edu>
Source record: 234039
Cross-posted to: comp.sys.atari.st,sci.electronics

In article <2014@Terra.cc.brunel.ac.uk> ee87kjh@cc.brunel.ac.uk (H J Harris) writes:
>Does anyone know of any decent (preferably public domain !) packages
>for either a 1040ST or Sun workstation that I can use to produce PCBs
>from circuit diagrams ? i.e. do most of the placement & routing, and
>then produce a printout which can be used to make the board. My
>printer options are either a Star LC-10 or Apple LaserWriterII (post-
>script).
>
>Kevin Harris.

You may find that that you will have two problems:

1: Any "decent" PCB software that will do autorouting may be out of your
price range (i.e. >$800 US) and that any that do autorouting are good
for only LOW speed LOW impedance digital work... I wouldn't trust any
autorouting prog for analog and/or wide bandwidth boards...

2: If you wish to make your boards "in house" or have a firm manufacture
your boards, you will find that your artwork will not be adequate:

either send your file off to a place that can make GERBER
photo-plots OR capture your postscript output and take it
to some place that has linotype (preferably a linotronic
300 or better)...

If you try to use the artwork from a laserwriter you will find two
fun flaws:

1: there is enough error (x-y) on the laserwriter's output
(over a large area) to say that it isn't truly WYSIWYG.

2: The ouput from a laserwriter is not very opaque at all!
It turns out to be fairly unreliable for any traces
smaller than 0.030".

And dot matrix? ya' gotta be kidding!

email me with any questions...

p.s. my disclamer doesn't apply here...These are the opinions/findings
of both my boss and myself.
--
Dean Arpajian (aka---> arpajian@rodan.acs.syr.edu)

std. disclaimer: if I expressed an opinion, remember this:
it's simply my opinion. period.

2087. Problems with MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 20:01:27 UTC
From: rome@ucscb.UCSC.EDU
Message-ID: <13036@darkstar.ucsc.edu>
Source record: 234040

When running MiNT under Gulam, I am having a problem with breaking out of programs. Nothing happens when I press CTRL-Z or ALT-CTRL-Z. I have checked to see that MiNT is installed by pressing ALT-CTRL-F5 to see if it worked and it did. Any help?

Thank you.

Roman Baker
University of California, Santa Cruz

2088. MiniBBS

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 20:34:56 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.668118896.larserio@kvart.ifi.uio.no>
Source record: 234042

Who uses MiniBBS BBS-system ?
"""""""""""""""""""""""""""""

I have a little problem that YOU can help me with !!!

I am the one that makes the MiniBBS Public Domain BBS-system,
and during the last year many ST-freaks have asked for the
program, and many uses it to run their own BBS'es.

The problem, however, is: I don't have a list of them !!!!
""""""""""""""""""""""""""""""""""

So could everybody that either uses the MiniBBS program to
run a BBS, or knows about a BBS running MiniBBS software
please send me a letter with:

BBS-name, SysOp name, full adress, phone (both data and voice)

If I get all this information I can compile a user list and
send out new versions of MiniBBS and other information !!!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2089. Re: TT and the AT emulator

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 20:47:03 UTC
From: apratt@atari.UUCP
Message-ID: <2848@atari.UUCP>
Source record: 234069

nguyent@balboa.eng.uci.edu (Thien Nguyen) writes:

>In article <something> <someone> writes:
>>Atari has been working on a software version of an AT emulator for their TT
>>computer (it should emulate VGA also). When released, it will be bundled
>>with all TT's in the future and previous owners of TT's will get the
>>software emulator for FREE! The emulator will considerably slow down
>>operations because it is software and the 68030 is emulating an 80286/386
>>chip. Therefore, expect it to run at about the speed of a 12 Mhz AT which
>>is pretty good.
>>S.S.

Don't believe everything you read, especially about Atari bundling stuff
with computers for free and providing upgrades for free. In my *personal*
opinion, it is unlikely, but I don't make marketing decisions around here.
This is a No Comment on the subject on the emulation software itself --
that's not my department either.

>Considering that 25 Mhz, 68040 in NEXT emulates an PC AT at 12 Mhz, '030
>emulating it at 12 Mhz is pretty good.

A TT version wouldn't have Mach to contend with. Clock-time for running a
program (as opposed to CPU time) could be faster on a 32MHz '030 with TOS
(read: essentially zero OS overhead) than on a 25MHz '040 with Mach (read:
UNIX).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2090. Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 21:03:36 UTC
From: lindblad@cc.helsinki.fi
Message-ID: <1991Mar4.210336.5415@cc.helsinki.fi>
Source record: 234049
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

> 5). The Amiga is a great graphics machine... particulalry when you
> have vendors like NewTek putting out the Video Toaster.
> Anything like that going to happen for the TT?
>
> ** There will be a direct marriage of Video Toaster with TT
> put out by reputable company THIS YEAR.
>
> Really? Some people buy the Amiga FOR the Toaster.
>
> ** Definitely! You will definitely see the Video Toaster on the
> TT this year. NewTek wants the ATARI market.

I find that hard to believe in. Why would Newtek want ST market? There are even fewer STs on professional use than Amigas. I don't think that Toaster will ever be reconstructed to any other machine but Amiga 3000 since they won't even reconstruct it for IBM PC or compatibles. The reason is simple: Amiga is most suitable for videowork of all major personal computers (well, NeXT may be as good as Amiga). Toaster for ST/TT is reality only in your imagination. And will be.

--
Jarkko Lindblad
lindblad@cc.helsinki.fi

2091. Re: What the ST should be

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 21:25:55 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar4.212555.4690@jato.jpl.nasa.gov>
Source record: 234048

In article <1991Feb28.213727.46962@cc.usu.edu> kurto@cc.usu.edu writes:
>Okay, it's been a while since anyone has posted their wants as to what they
>think that the Atari ST should be, so I'll post what I think they should be!

>5. ... Also the standard C libraries should be ROMed so that when you start
>multitasking each program won't require it's own copies...
^^^^^^^^^^^^

I think you mean multiprogramming. Multitasking alone doesn't imply separate images. Even with multiprogramming, the 68881 can handle shared segments, if the library and OS collaborate appropriately. Multics could do it in '68, so why can't Unix do it now? (Actually Mach can).

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2092. Re: Should I try to make a 1040 a Mega 4 ???

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 21:35:53 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4630@eastapps.East.Sun.COM>
Source record: 234047

SYSPMZT@gecrdvm1.crd.ge.com writes:
=So, I've been thinking about getting a Mega 4, but I can't really afford
=the full deal, even already owning a monitor (my 3rd, actually). A local
=music store starting selling 1040's with monitors for $599 recently, and
=it got me to thinking: I don't really care about the blitter chip for my

If you're on a budget, but want 4meg the ez way, try a 520/1040 Ste and upgrade the RAM to 4 meg with 4 1 meg simms. They simply snap in. No soldering, no software. Just snap. The machine has a few extra goodies but otherwise is a 1040st of old.

The Mega-4/Ste's are rather nice and have a HD as a bonus. If you don't really need a powerhouse, the 1040 Ste is probably fine... and cheap! Like $400 for the cpu, isn't it?

Joe
-=-

2093. Re: What the ST should be

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 21:49:36 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar4.214936.4868@jato.jpl.nasa.gov>
Source record: 234059

In article <2864@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>>2. It should contain software drivers to emulate (and a socket for)
>>a 68881/68882.
>
>This could be made available as an upgrade. Does anyone have any ideas about
>plugging non-standard hardware boards into Blitter/Glue/MMU sockets? Where are
>the connectors available from? Of course it's a good idea to include FPU
>emulator code as standard.
>
PLCC PLUGS (not sockets) are available from Mackenzie technology, in Sunnyvale,
CA (I think). They have all the common sizes.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2094. Re: background zmodem u/dload

Newsgroup: comp.sys.atari.st
Date: 1991-03-04 22:40:53 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar04.224053.8753@ecst.csuchico.edu>
Source record: 234061

In article <1991Mar4.170124.1834@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>In article <1991Mar01.183213.15690@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>
>>Eric told me it's still going to be a couple of months. I highly
>>recommend you get STalker/STeno now and don't wait. You can upgrade
>>later.
>
>Where, how and how much... to get STalker/STeno??????????????
>

Where? I got mine at my local dealer for $17. This was more than a year ago.
The package retails for $30. Yes, for BOTH programs. :^)

You can get it directly from Strata Software, but I don't have the address
with me as I'm not at home. (I should carry such info in my wallet, right?) :^)
Eric Rosenquist, or someone else, should have the address. Mail order
houses should have STalker/STeno too.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2095. Abacus Atari ST Books WANTED

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 00:48:51 UTC
From: jbernat@bgsuvax.UUCP
Message-ID: <7089@bgsuvax.UUCP>
Source record: 234023
Cross-posted to: comp.sys.atari.st,misc.wanted,misc.forsale,misc.forsale.computers

Hello. I may be interested in purchasing your books from the Abacus Atari ST library. Please mail a list of what you have and what you are asking. Thanks.

Jim Bernatowicz (jbernat@andy.bgsu.edu) (an602@cleveland.freenet.edu)

2096. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 01:17:54 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <17671@milton.u.washington.edu>
Source record: 234056
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

In article <1991Mar4.210336.5415@cc.helsinki.fi> lindblad@cc.helsinki.fi writes:
>> 5). The Amiga is a great graphics machine... particulalry when you
>> have vendors like NewTek putting out the Video Toaster.
>> Anything like that going to happen for the TT?
>>
>> ** There will be a direct marriage of Video Toaster with TT
>> put out by reputable company THIS YEAR.
>>
>> Really? Some people buy the Amiga FOR the Toaster.
>>
>> ** Definitely! You will definitely see the Video Toaster on the
>> TT this year. NewTek wants the ATARI market.
>

>
>I find that hard to believe in. Why would Newtek want ST market? There are even
>fewer STs on professional use than Amigas. I don't think that Toaster will ever
>be reconstructed to any other machine but Amiga 3000 since they won't even
>reconstruct it for IBM PC or compatibles. The reason is simple: Amiga is most
>suitable for videowork of all major personal computers (well, NeXT may be as
>good as Amiga). Toaster for ST/TT is reality only in your imagination. And
>will be.
>
>--
> Jarkko Lindblad
> lindblad@cc.helsinki.fi
>

Well, for one, the ATARI TT/030 is opening up new markets for ATARI.
As you might know, Europe, and Germany in particular, is loaded with
ATARIs, not AMIGAS.. perhaps the third party co that is doing the
marriage between the Toaster and the TT is shooting for that market.
In any event, NewTek is cooperating with the port.

Why are Amiga owners threatened by the possiblity that
the Toaster might be running on another platform?
Does this make the Toaster running on the Amiga any less
useful? I don't get it?

If someone is wants go buy an AMiga, they will buy it.
If someone wants to buy a TT and a Video Toaster, they'll
buy it. And everyone can be happy. I really don't see
why Amiga owners don't want to see hardware developed for
other machines. It is a very strange concept. I use NOTATOR

on the ST.. i wish it were running on Macs and AMigas..
just so that friends, who own these other systems, and I could
share music a bit more freely.

Are mac people freaked out that Aldus ported Pagemaker to MS-dos?
Should ST people be freaked out that PageStream was ported to the
Amiga? I honestly don't care?.. if anything, am pleased that
AMiga owners have the option of using PageStream if they choose.

Still don't get it..

kevin
ramsiri@blake.acs.washington.edu

2097. Re: What the ST should be

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 01:43:30 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Mar5.014330.10601@math.lsa.umich.edu>
Source record: 234055

In article <1991Mar4.163632.353@midway.uchicago.edu> jcav@ellis.uchicago.edu (john cavallino) writes:
>One thing to remember re: 68010 is that Motorola appears to want to phase it
>out soon. They've always had problems with the part in terms of production
>yield and performance. (no, there is no 16mhz 68010). The rumors I've heard
>are that Motorola is trying very hard to convince the few designers still
>looking at the 68010 to switch to the 68020 instead, to the point of pricing
>the '20 below the '10. IMHO this is the right way to go. Especially if the
>price is comparable, the 68010 has NO advantages over the 68020.

Well, for us lowly ST owners, it has one advantage - pin-compatibility with the 68000. Although I guess even that's not true for all the 68000 package configurations now. (Which kinda sucks for us STe owners, where TOS 1.6x can cope with the 68010 but you can't get one in the proper packaging/pin configuration. What a drag... [Hm. Why doesn't someone market an adapter socket or something? Sheesh!])

Back to the wish-list... How 'bout some dual-ported RAM, none of this Video-always-wins bus hogging. I don't really understand what's going on in the video hardware, obviously. Why does the video need to run at 16MHz to produce an image on a 15.75khz display? What's really going on here? I've seen mods that use an additional shifter chip to extend the pallete. How 'bout doubling the clock rate on the shifter so we can get more resolution? How 'bout giving us 8 or more bitplanes instead of just 1, 2, or 4?

Ok, moving right along... DRAM is pretty cheap now, even at reasonably fast speeds. Why did the Mega STe require caching for 16MHz operation, why doesn't the entire system allow normal accessing at 16MHz? Double all the relevant clock rates, while you're at it - DMA bus, for example. I wonder how long it'll be before we see an even faster version of the TT. (Ok, so ya can't run at zero wait states with a 50MHz 68030 using human-priced DRAMs. But it'd be nice to head that direction, eh?)
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

2098. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 02:01:19 UTC
From: csc23042@sumax.seattleu.edu
Message-ID: <2394@sumax.seattleu.edu>
Source record: 234060
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

In article <17671@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>
>In article <1991Mar4.210336.5415@cc.helsinki.fi> lindblad@cc.helsinki.fi writes:
**********Toaster-to-ST comments deleted**********

>>fewer STs on professional use than Amigas. I don't think that Toaster will ever
>>be reconstructed to any other machine but Amiga 3000 since they won't even
>>reconstruct it for IBM PC or compatibles. The reason is simple: Amiga is most
>>suitable for videowork of all major personal computers (well, NeXT may be as
>>good as Amiga). Toaster for ST/TT is reality only in your imagination. And
>>will be.
>> Jarkko Lindblad
>> lindblad@cc.helsinki.fi
>Well, for one, the ATARI TT/030 is opening up new markets for ATARI.
>As you might know, Europe, and Germany in particular, is loaded with
>ATARIs, not AMIGAS.. perhaps the third party co that is doing the
>marriage between the Toaster and the TT is shooting for that market.
>In any event, NewTek is cooperating with the port.
>
>Why are Amiga owners threatened by the possiblity that
>the Toaster might be running on another platform?
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>useful? I don't get it?
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>If someone is wants go buy an AMiga, they will buy it.
>If someone wants to buy a TT and a Video Toaster, they'll
>buy it. And everyone can be happy. I really don't see
>why Amiga owners don't want to see hardware developed for
>other machines. It is a very strange concept. I use NOTATOR
>on the ST.. i wish it were running on Macs and AMigas..
>just so that friends, who own these other systems, and I could
>share music a bit more freely.
>
>Are mac people freaked out that Aldus ported Pagemaker to MS-dos?
>Should ST people be freaked out that PageStream was ported to the
>Amiga? I honestly don't care?.. if anything, am pleased that
>AMiga owners have the option of using PageStream if they choose.
>
>Still don't get it..
>
>kevin
>ramsiri@blake.acs.washington.edu

Speaking for myself, the point I was making was that this story is more than a little incredible. Considering how militant NewTek is concerning the Amiga, and the way they stiff-armed IBM and Apple (story was that Sculley was very angry after he learned NewTek had no intention whatsoever to move the Toaster over to Mac), it is hard to believe that suddenly they have decided to support a much smaller market than those mentioned above. Irregardless of the ST/Amiga debates, the reason the Toaster is on the Amiga is because it uses/needs the custom chipset of the Amiga. It is not just a plug-in peripheral that can be adapted to any host just by modifying the form factor or some connection changes. Seeing as how the vast majority of ST's have been sold with no form of expansion bus (unless you count the cartridge port) this makes it harder to understand how this device will be transferred over. The re-engineering needed to do so would seem to imply it will be longer than "within the year." But, I defer to any EE's who will claim otherwise. :^) Also, it needs at least 5 megs RAM, and current ST's (not the TT, of course) are limited to 4 megs (unless you go on the Mega expansion bus- don't know if anybody has done this or not.) If we are speaking of the TT, then I would have to say the existing installed base of TT's is most likely not large. I don't think I am being unfair when I say this.

Anyway, it would be neat if the ST also got the Toaster. For reasons I have listed, it seems unlikely to me. In light of the attitude and mud-slinging the Lexicor man did, it seems even less likely this is the case. (In fact, this is the main reason why I think this is a false rumor.) But stranger things have happened, and if it indeed comes out for the ST, then that will be very good news indeed, because this is a very powerful peripheral. If sombody wants it bad enough, they'll do it.

Dave
csc23042@sumax.seattleu.edu

2099. Re: ST peripherals - UK versus US

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 02:13:12 UTC
From: wmagro@firenze.uiuc.edu
Message-ID: <1991Mar5.021312.4059@ux1.cso.uiuc.edu>
Source record: 234065

In article <1185@exua.exeter.ac.uk>, SAMcinty@exua.exeter.ac.uk (Scott McIntyre) writes:
|> I recently purchased a STE from a company here in the UK, but
|> have also noticed that the going price for my system in the States
|> is about half as much....
|>
|> The main damage is done, but I am going to be in the market for
|> hard drives, printers, etc, and the more I look at the prices here,
|> the more flummoxed I get!
|>
|> The typical 24 pin printer is about #259 (give or take a bit) which
|> translates to nearly $475!!!!!!! Seems outrageous...especially
|> the hard drives, going price for 40megs is #350, which is nearly
|> $700 US!

Wow! Those prices are outrageous! A 100 meg drive can be had for
$399 these days if you look around (that's a bare drive). I sort
of remember looking through a UK ST mag and getting excited at
the low prices and all the support. Are we thinking of the same
UK???

--Bill Magro

2100. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 02:28:23 UTC
From: wmagro@firenze.uiuc.edu
Message-ID: <1991Mar5.022823.6171@ux1.cso.uiuc.edu>
Source record: 234063
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

In article <1991Mar4.210336.5415@cc.helsinki.fi>, lindblad@cc.helsinki.fi writes:

|> > ** Definitely! You will definitely see the Video Toaster on the
|> > TT this year. NewTek wants the ATARI market.
|>
[mutiple flames deleted]
|> Toaster for ST/TT is reality only in your imagination. And
|> will be.
|>

Before we char this guy, why don't we find out his credentials. Not a lot of people speak with this kind of confidence unless they have inside info. It sounds as if he is _in contact_ with the ToastMasters (NewTek). Defend yourself!! You are starting to burn... (I want to believe you!)

--Bill Magro

2101. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 02:35:12 UTC
From: rdthomps@vela.acs.oakland.edu
Message-ID: <1991Mar5.023512.3478@vela.acs.oakland.edu>
Source record: 234062
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

>
>I find that hard to believe in. Why would Newtek want ST market? There are even
>fewer STs on professional use than Amigas. I don't think that Toaster will ever
>be reconstructed to any other machine but Amiga 3000 since they won't even
>reconstruct it for IBM PC or compatibles. The reason is simple: Amiga is most
>suitable for videowork of all major personal computers (well, NeXT may be as
>good as Amiga). Toaster for ST/TT is reality only in your imagination. And
>will be.
>

What about Intels DVI for the PC. I attended a Developers
Workshop for DVI this Fall. The hardware seems so much
more advanced than what the Amiga provides (at least from
the video tape they sent me). DVI allows you to author
video on a CD - WITH COMPRESSION! It provides all the
special effects, output options, etc...

The Amiga is impressive, but I think I'll wait until I
can afford DVI - it is just so much better.

Regards |(8>

Robert
--

I am also looking for this information, could
you please forward any responses ?

2102. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 03:12:12 UTC
From: don@brahms.udel.edu
Message-ID: <19320@brahms.udel.edu>
Source record: 234057
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

In article <17671@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:

[Toaster to ST/TT stuff deleted]
>
>>
>>I find that hard to believe in. Why would Newtek want ST market? There are even
>>fewer STs on professional use than Amigas. I don't think that Toaster will ever
>>be reconstructed to any other machine but Amiga 3000 since they won't even
>>reconstruct it for IBM PC or compatibles. The reason is simple: Amiga is most
>>suitable for videowork of all major personal computers (well, NeXT may be as
>>good as Amiga). Toaster for ST/TT is reality only in your imagination. And
>>will be.
>>
>
>Well, for one, the ATARI TT/030 is opening up new markets for ATARI.
>As you might know, Europe, and Germany in particular, is loaded with
>ATARIs, not AMIGAS.. perhaps the third party co that is doing the
>marriage between the Toaster and the TT is shooting for that market.
>In any event, NewTek is cooperating with the port.
>

Unfortunately the Toaster does not support PAL (the European standard) video signals, so it would be rather useless for companies there to spend a lot of money on a machine which will be basically useless in their countries except for its frame buffer capabilities, which can be had 'standalone' at a much lower price.
As far as the # of Ataris vs. Amigas in Europe, I've heard several figures lately that would seem to argue in favor of the Amiga. Namely, a british computer magazine listing the top 10 computer companies (in units shipped) which went something like this:
1. Commodore
2. IBM
3. Compaq
4. Atari
.....etc

Also, Commodore's profits in the past two quarters have been extraordinarily high (for Commodore), and according to the quarterly report they send to stockholders, this is due in large part to something like a 50% increase in Amiga sales. As of last year around the time the 2 millionth Amiga shipped, 75% of those were in Europe.

>Why are Amiga owners threatened by the possiblity that
>the Toaster might be running on another platform?
>Does this make the Toaster running on the Amiga any less
>useful? I don't get it?
>

Probably because the Toaster represents a very key product on the road
to professional respectability for the Amiga, and Amiga users need to hold
on to anything that will be helpful in that area. To have it ported to
another machine, whether it be ST, PC, Mac, or other, takes that edge away.

>If someone is wants go buy an AMiga, they will buy it.
>If someone wants to buy a TT and a Video Toaster, they'll
>buy it.
>

Err, if they can find one, that is (the TT _or_ the TT Toaster) :-) :-)

>
>Are mac people freaked out that Aldus ported Pagemaker to MS-dos?
>Should ST people be freaked out that PageStream was ported to the
>Amiga? I honestly don't care?.. if anything, am pleased that
>AMiga owners have the option of using PageStream if they choose.
>
Out of curiosity, is SoftLogik still providing PS upgrades? I've been using
the Amiga v2.1 and am pretty impressed with it.

--
Gibberish May the Publications Editor, AmigaNetwork
is spoken fork() be Contact don@brahms.udel.edu for more information.
here. with you. DISCLAIMER: It's all YOUR fault.

2103. Seeking umich gentleman with Supercharger for-sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 05:39:48 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1991Mar5.053948.20693@vela.acs.oakland.edu>
Source record: 234058

Sorry for the bandwidth. I lost some of my stored mail the other day.
If this rings a bell to you, or if you have a super charger, please
mail me...

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu

2104. One for the braindead...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 05:47:08 UTC
From: wmagro@roma.physics.uiuc.edu
Message-ID: <1991Mar5.054708.8007@ux1.cso.uiuc.edu>
Source record: 234068

I consider myself among the uninformed elite. Ok, what in the hell is a video toaster?

Toastingly,
Bill Magro

2105. 520ST System for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 06:08:11 UTC
From: michaelw@cie.uoregon.edu
Message-ID: <1991Mar05.060811.1360@ariel.unm.edu>
Source record: 234066
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
** REDUCED PRICE!! **
520 ST System for sale:

Item Individ. Price
------------------------------------- -------------
520ST CPU, Floppy Drive (SF354), Cables, Joystick 350.00
Color Monitor 300.00
Panasonic KX-P1080i Printer + box of tractor-feed paper 90.00
WordPerfect (Orig. Disks, minus Thesaurus, Manuals) 40.00
Miscellaneous Software (70 disks, commercial and PD) 70.00
Modem (Auto Answer, Non-Auto Dial) 35.00
Flash 1.52 (Communications Program) 15.00
------
900.00

Willing to sell in pieces for individual prices listed.
$775.00 takes the entire package.
Any reasonable offer for the whole system will be considered.
```

2106. amigwhat?

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 06:33:35 UTC
From: wmagro@roma.physics.uiuc.edu
Message-ID: <1991Mar5.063335.13406@ux1.cso.uiuc.edu>
Source record: 234067

As long as I'm asking, what the heck is an Amiga? I've never seen one of these beasts. 500, 2000, 3000, 2.600.000...what's it all about?

Can someone give me a rundown on where the amiga line stands and what, if anything, it is good for?

Invitingly,
Bill Magro

2107. Re: HP DESKJET DRIVERS

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 06:50:00 UTC
From: prma@tukki.jyu.fi
Message-ID: <1991Mar5.065000.17018@tukki.jyu.fi>
Source record: 234070

Again, if somebody knows where to get one from, just drop me a note...

prma

2108. Re: Newer version of Timeworks Desktop Publisher?

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 08:59:44 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2446@odin.cs.hw.ac.uk>
Source record: 234087

In article <4615@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk
(Graham S Thomas) writes:
>(WRT Timeworks)
>Anyway, the upgrade is available from GST/Electric/Softline in the UK
>for 8.95 pounds (or 4.95 if you're a Softline member). You need to send
>in your old master disks.

Thanks for the info Graham! I was totally unaware of this update because I
was at a severe disadvantage: Our copy is registered, we're Softline members
and I wrote to them. Again 'Usual Atari vendor support'.

>Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
> INTERNET: grahamt@syma.sussex.ac.uk JANET: grahamt@uk.ac.sussex.syma
> BITNET: grahamt%sussex.syma@UKACRL UUCP: grahamt%sussex.syma@ukc.uucp
> Phone: +44 273 678165 Fax: +44 273 685865

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 disks!" !
+---+

2109. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 10:22:18 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <11990@hydra.Helsinki.FI>
Source record: 234071

In article <356.27CCB45E@egsgate.fidonet.org>
Shervin.Shahrebani.Of.250/744@p0.f744.n250.z1.fidonet.org (Shervin Shahrebani Of 250/744)
writes:
>
>I know for a fact that the TT has a graphics mode that allows it do display 256 levels of
gray in the 320x480 resolution. It may be that Calamus SL uses that mode no the TT to do
its 256 grayscale.
>
>S.S.

256 colors actually, but I think there will come something better in resolution
... after all, the vga-is not the ultimate color display for TT... and then there's the
TT's bigscreen (B/W) but soon there will be that size (res)
multisyncs for TT... but wait and see...

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

2110. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 10:52:04 UTC
From: news@cs.Helsinki.FI
Message-ID: <11991@hydra.Helsinki.FI>
Source record: 234076
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

```
>> ** There will be a direct marriage of Video Toaster with TT
>> put out by reputable company THIS YEAR.
>
>
>I find that hard to believe in. Why would Newtek want ST market? There are even
>fewer STs on professional use than Amigas. I don't think that Toaster will ever
>be reconstructed to any other machine but Amiga 3000 since they won't even
>reconstruct it for IBM PC or compatibles. The reason is simple: Amiga is most
>suitable for videowork of all major personal computers (well, NeXT may be as
>good as Amiga). Toaster for ST/TT is reality only in your imagination. And
>will be.
>
>--
> Jarkko Lindblad
> lindblad@cc.helsinki.fi
>
From: luoto@cs.Helsinki.FI (Markku Luoto)
Path: kreeta!luoto

You sound like a amiga user, very much indeed, if you find something hard to bellieve,
is the problem with your/somebody else's imagination or what ?!?

Fewer st/TT:s in prof use than amigas?
how many european BIG TV companies can you name using amiga solely for their
very professional genlock work ? (like logo's , add's etc.)

Tele-5 in germany (approx. spred 52 milj.people) has used good old st for it,
as well as for other applications (texting etc.) and they're now mowing to TT
and said it's a hole new world !!!
- and ONE OF THE REASONS FOR TT INVESTMENT BEING THE VIDEO-TOASTER
-If you can get a copy of 2/89 of the 68000'er magazine, start reading from
page 42 and find out that many things that A3000 does with Vid.Toast... are,
and have been done with st and specially customised programs for years !

But the fact is:"If you can shape it in your mind, you will find it in your TT"

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
```

2111. calamus -> postscript

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 10:57:59 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <11992@hydra.Helsinki.FI>
Source record: 234075

Awhile ago somebody asked about this kind of thing, concerning just the text,
but I didn't get it quite clear/or there was no definite answer ???

Is there A N Y way to print Calamus page/documents (.cdk) to postscript file?
----------^^^^^--^^^^^^^----------------
if there is how ??? how about PS-laserprinter drivers ???

thank's and have mercy!

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

2112. Digital Simulator ??

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 12:39:14 UTC
From: ganea@cheetah.inmos.co.uk
Message-ID: <14629@ganymede.inmos.co.uk>
Source record: 234054

Does anybody out there know of a good Digital Simulator for the
ST/TT machines, or a hardware description language of any type ??
NOT Circuit Maker II.

-- Andy Gane (ganea@inmos.co.uk)

2113. Who's computer is best

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 13:21:43 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1991Mar5.132143.16549@sol.cs.wmich.edu>
Source record: 234043
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc,comp.sys.mac

Followup to: alt.flame

Why is it that once a month some poor unsuspecting person asks the net to
compare a feature on machines X and Y and this generates tons of replies?
Some of the replies are concise, factual, and unbiased. Most are suitable
for Flame Wars use only. And after a few days of these start the posts that
say to stop posting the flames.
Isn't there some way to circumvent this procedure - like having a
group called alt.computers.comparisons or more in line with what gets sent
alt.computers.mine.is.best ?
This is most true for the three 680X0 based types that this is posted
to. I don't see why there needs to be such fierce competition and flaming
between these machines. They all do about the same thing in about the same
amount of time. The low-end ones have equivalent processors and clock speeds.
The high-end ones too. They all have keyboards and mice standard. They have
varying sound and graphics, which is where most of the flames get started.
A lot of articles start out with the popular "IMHO". Not when
comparing computers!!

Until the next round of idiocy...

--
Harry Dodgson Jr. | Internet dodgson@sol.cs.wmich.edu -(35.132.4.2)-
Western Michigan University | UUCP ...uunet!sharkey!wmichgw!wmu-cs!dodgson
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4420 Dunbar Hall

2114. ATSpeed and Windows 3.0

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 13:49:28 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Mar5.134928.7428@rodan.acs.syr.edu>
Source record: 234078

Anyone out there running Windows 3.0 on ATSpeed using a disk
cache? I've tried Smartdrv and Hyperdrive, but there seems to
be some incompatability problems with both of them. I've got
a 43 meg CDC MFM drive that Smartdrv seems to hangup.
Hyperdrive seemed a little better, but I still had problems
with it. Any suggestions?
Thanks.
--Gerry
ggreenbe@rodan.acs.syr.edu

2115. Re: NeoDesk 3.01 question/bug?

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 14:08:06 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4643@syma.sussex.ac.uk>
Source record: 234094

From article <26464@neptune.inf.ethz.ch>, by felner@iiic.ethz.ch (Tomas Felner):
> Another question about NeoDesk 3. The manual says, I think, that arbitrarily
> many icons can be added to the icon library used by Neodesk. However, I
> experienced a limit of 100 icons maximun. Anyone else noticed this?
> Is this a memory problem? Or is just the manual incorrect?
>
> Tomas Felner, felner@iiic.ethz.ch

This is just from memory, but I think each icon takes up about 300 bytes
of RAM. I can't remember reading anything about a limit, other than of
memory, although there *is* a limit on the number of icons which can be
placed on the desktop. I don't remember what that is, sorry, but it's
been increased for version 3.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
INTERNET: grahamt@syma.sussex.ac.uk JANET: grahamt@uk.ac.sussex.syma
BITNET: grahamt%sussex.syma@UKACRL UUCP: grahamt%sussex.syma@ukc.uucp
Phone: +44 273 678165 Fax: +44 273 685865

2116. 2400 Baud Modem 4 sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 14:42:43 UTC
From: delta@bucsf.bu.edu
Message-ID: <76147@bu.edu.bu.edu>
Source record: 234044
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,misc.forsale,comp.sys.ibm.pc.misc

```
For sale : Supra 2400 baud modem with power supply and cable to
connect to an Atari (25 to 25 pin cable) or to an IBM
(25 to 9 pin cable).
Asking for $90 or best offer.

e-mail this account or call (617) 731-5088
```

2117. Re: Who's computer is best

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 14:54:43 UTC
From: klopcic@amethyst.bucknell.edu
Message-ID: <614@hydra.bucknell.edu>
Source record: 234045
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc,comp.sys.mac

I think that all Computer Supremacy Flame Wars are supposed to be redirected to .advocacy. That's why advocacy really is there, IMHO.

JTK

Is this the last post?

2118. Re: dead 1040 (or something like that)

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 15:31:00 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.91Mar5103100@tab00.larc.nasa.gov>
Source record: 234079

I don't have any firm advice except that I am a firm believer in the
"No black magic" principle. It kept my sanity when I was programming the
Amiga (spit). You hve started out on the right track.
I just spoke with one of my psychology professors about magic rituals.
(You know, when the car breaks down and the male gets out and opens the hood,
looks, looks, looks and then shuts the hood and the car starts..)

My advice is to take the board out and stick it in your friend's machine,
NOT MY MACHINE!

if friend's machine with your board works then
[DELETED]
else
repeat write ("Ooooh, pretty smoke!") until no_more_smoke
write ("something major wrong with your computer")
write ("something major wrong with friends computer, now")
rhetorical ("Will you pay to fix friend's machine?")
write ("have another friend?")
repeat (main) if alive

hope you get it fixed,
Fraser
I hope you get it fixed, keep your friends and spend as little money as
possible.
--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

2119. BART's Back

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 16:10:15 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Mar5.161015.4821@math.lsa.umich.edu>
Source record: 234080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

BART is on-line again. Make sure you read the help file and understand the limits that you are to work under. Ignorance is not an excuse.

I don't think it's possible to spoof the quota sysem "accidentally" anymore. If you are trying, it isn't that difficult, but be forewarned that when you're caught we'll notify your postmaster and post your name to the net.

Your quota is 400k or 5 files, which ever comes first. Your quota is restored after 24 hours of inactivity. If you are persistant enough, your quota will never get restored.

Jon Brode -- jon@atari.archive.umich.edu brode@math.lsa.umich.edu
Atari Archive Manager

2120. G++

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 16:20:33 UTC
From: csuab@warwick.ac.uk
Message-ID: <X&C&1C+@warwick.ac.uk>
Source record: 234086

Hi there,

I'd like to here from someone who has got G++ running on there machines. I've had a look at the files on terminator and there appears to be a total lack of README files. I assume that one of the TTP files takes a C++ progam as input and outputs a C program. What I'd like to have running is the gnu C++ translator and Lattice C to do the compilation. Has anyone got a setup like this? What libraries/header files are required? Is it possible?! Most grateful for any help you could give me (I've just been set an assignment in C++, and it would be real useful to have it at home!)

Thanks

Steve

2121. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 16:51:18 UTC
From: rjc@geech.ai.mit.edu
Message-ID: <1991Mar5.165118.24320@mintaka.lcs.mit.edu>
Source record: 234083
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

In article <1991Mar5.023512.3478@vela.acs.oakland.edu> rdthomps@vela.acs.oakland.edu (Robert D. Thompson) writes:

>>
>>I find that hard to believe in. Why would Newtek want ST market? There are even
>>fewer STs on professional use than Amigas. I don't think that Toaster will ever
>>be reconstructed to any other machine but Amiga 3000 since they won't even
>>reconstruct it for IBM PC or compatibles. The reason is simple: Amiga is most
>>suitable for videowork of all major personal computers (well, NeXT may be as
>>good as Amiga). Toaster for ST/TT is reality only in your imagination. And
>>will be.
>>
>
> What about Intels DVI for the PC. I attended a Developers
> Workshop for DVI this Fall. The hardware seems so much
> more advanced than what the Amiga provides (at least from
> the video tape they sent me). DVI allows you to author
> video on a CD - WITH COMPRESSION! It provides all the
> special effects, output options, etc...
>
> The Amiga is impressive, but I think I'll wait until I
> can afford DVI - it is just so much better.

Well, from all accounts I've heard. DVI still cannot do full screen
60 frames per second animation. Not only that, the harddrive and bus
speed to fetch full color frames from the HD, simulatenously decompress
and display can only be found on the Amiga, or the HIGH end PC's.($$$)
What would also hinder my decision is that choosing a PC(why is
Personal COmputer synonymous with IBM?) means I'll have to deal with MS-DOS
the worst disk ooperating system ever invented. No matter how much you
hate the Amiga, you'll have to agree that the 11 character file format
and MS-DOS file system is a large bottleneck. AmigaDOS is much like the Unix
your probably typing this message on.

If your smart, you'd wait till the Motion Picture Experts Group finalizes
the MPEG compression standard for motion video. JPEG has already
proved it's usefullness. Commodore is already supposed to license
the MPEG chip from C-cube when it's finalized for use, to be used in
both Amiga's and CDTV. (RUMOR)

The Video toaster blows away DVI's special effects with LIVE video
effects in real time, including Chroma Fx, character generation,
multiple input sources. There is also a device on the Amiga called the
Video Blender, which is nothing more then a 'SuperGenlock' that can
be programmed with DVI wipe/transition effects (over 400 DVI wipes

are supplied with the device, more can be made by the user with an editor)

Remember, the Toaster can be used on a A2000 @7mhz, whilst DVI probably
requires a SuperDuperMega 486/386.

> Regards |(8>
>---
>Robert
>--
>
> I am also looking for this information, could
> you please forward any responses ?

2122. TT video modes

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 17:07:28 UTC
From: logajan@ns.network.com
Message-ID: <1991Mar5.170728.12096@ns.network.com>
Source record: 234090

It's been a while since I've seen a discussion about TT video modes. Anyone care to refresh my memory on what sort is available. Specifically I'd like to know how many colors can be on the screen at any one time. I've seen IBM VGA's with 256, and I feel that that is a minimum for displaying photo-graphics. H and V pixels per screen is actually a less important factor (IMHO) than color selection depth.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2123. How much should I pay for used color monitor?

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 17:17:49 UTC
From: apolivka@x102a.harris-atd.com
Message-ID: <APOLIVKA.91Mar5121749@x102a.harris-atd.com>
Source record: 234046

A friend of mine has an Atari ST color monitor that I am considering buying. My questions are:

1. How much is a fair price to pay him for a used color monitor (I don't want to jip him nor me)

2. What is the current mail order price for a new monitor?

Thanks,
Al
--

Al Polivka Internet: apolivka@x102a.ess.harris.com
Harris Corporation UUCP: uunet!x102a!apolivka
Electronic Systems Sector phone: 407-729-2983
Melbourne, FL 32902

2124. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 18:12:15 UTC
From: rjc@churchy.ai.mit.edu
Message-ID: <1991Mar5.181215.26534@mintaka.lcs.mit.edu>
Source record: 234088
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization,comp.sys.amiga.advocacy

In article <11991@hydra.Helsinki.FI> news@cs.Helsinki.FI (news) writes:
>>> ** There will be a direct marriage of Video Toaster with TT
>>> put out by reputable company THIS YEAR.
>>
>>
[unbelievable message about NewTek overlooking IBM and MAC to port toaster to ST deleted]
>From: luoto@cs.Helsinki.FI (Markku Luoto)
>Path: kreeta!luoto
>
>You sound like a amiga user, very much indeed, if you find something hard to bellieve,
>is the problem with your/somebody else's imagination or what ?!?
>
>Fewer st/TT:s in prof use than amigas?
> how many european BIG TV companies can you name using amiga solely for their
> very professional genlock work ? (like logo's , add's etc.)
I can't speak for Europe, but I can find about 20 or 30 channels on my
local cable station that use Amigas. (How do I know? I've seen
GURU msgs, Amiga Workbench screens, etc when flipping through channels
when the cable channel was reseting. Also, I have an eye for Amiga
grafix and software.)

>Tele-5 in germany (approx. spred 52 milj.people) has used good old st for it,
>as well as for other applications (texting etc.) and they're now mowing to TT
>and said it's a hole new world !!!
>- and ONE OF THE REASONS FOR TT INVESTMENT BEING THE VIDEO-TOASTER
>-If you can get a copy of 2/89 of the 68000'er magazine, start reading from
>page 42 and find out that many things that A3000 does with Vid.Toast... are,
>and have been done with st and specially customised programs for years !

Frankly, what one markettroid/editroid said in a magazine doesn't
impress me. I've been reading misinformation in BYTE, Pc magazine, and
others for years. The A3000 wasn't out in 2/89, and neither was the
Toaster, so I find it even harder to believe. Finally, what can be done
in software, cannot match the Toaster fully. The Toaster is a hardware
device that comes with great software. The hardware allows you to buffer
and switch live video, while performing character generation/titling in
real time and digital video effects/chroma fx in real time. What can be
done with the st and speciallly customize programs is perhaps generate
character titles, perform some effects on still picture frames, but
I doubt software alone is going to match the Toaster.

The Toaster's price is extraordinary. The software alone that comes with it
(LightWave3d and Toasterpaint) would cost atleast $600, combine this with
the Hardware you get for only $1500.

The big reason the Lexicor article was unbelievable is this:
1) NewTek announced that the Toaster would never be ported to another platform, and they would remain dedicated to the Amiga market.
2) The Toaster software and Hardware relies on the ability of the Amiga's custom chips.
3) Some, if not all of the toaster's software is written in assembly making a port difficult.
4) The Toaster's software is integrated for a multitasking environment with interprocess communication and the Amiga's Arexx IPC language making #3 on this list more difficult.
5) The Lexicor article stated they compared an AMiga 3000 against a TT display, but from the sound of it, they actually used an Amiga 1000.
a) The Amiga display no longer 'jaggies' on the edge of it.
b) The Amiga display, while having the power of interlace for video work, also includes flicker free modes now. Ranging from 160x480(or 960 interlaced) all the way to 1280x200 noninterlaced(or x400 laced) with every mode inbetween (including 640x480, or 768x512 PAL)
c) Saying a TT did a raytrace in 1 hour while an Amiga3000 took 24 hours. I don't care if the TT was running at 90mhz '030 and the Amiga was using a ray-tracer in written in Basic, nothing justisfies such a speed gap unless 1) The TT had some special processor card helping
2) They were actually comparing it against a 7mhz 2000 like I suspect
3) The TT wasn't running a real raytracer, but a customized renderer.
4) for a point of comparision, the Toaster renders the standard Teapot, with a chroma rippled surface and image mapped onto it in 10-15 MINUTES. There are some reasons it can do this. It was written in assembly code(optimized for speed) and it DOESN'T raytrace. Instead, LightWave3d uses the scanline based approach (which normally doesn't do shadows or reflections) and cleverly adds in efficient shadowing and reflections. The differences in output quality from a real ray-tracer and LightWave's render is so small, I can't tell the difference.

I may have believed Lexicor's article, but it reaked of half-trues and total misinformation. It wasn't comparing to the AMiga, it was bashing it.

If they really were comparing it to the Amiga 3000 this makes it even sadder. Because then it would have to be either BLATANT lies, or the Lexicor guy who did the comparision was SO inept at his job that he didn't even know how to change the screen preferences. Any idiot can click on the Prefs icon and select a non-interlaced screen, or turn on the Display Enhancer. In fact, the default configuration setup of the 3000 is non-interlaced display enhanced. Futhermore, to make an A3000 raytrace that slow, you'd need to have the 16mhz version, with only a 68881, then you'd have to use up all the 32bit Fast ram, so the raytracer would be forced to load into the slow video (chip) memory.

So you see, with these mistruths/lies in the Lexicor article, no Amiga user in his right mind would believe the Toaster is being ported by NewTek, or some Atari company is making an interface that doesn;t require the purchase of an Amiga, since they'd have to rewrite all the Toaster software from scratch, or else reverse engineer-pirate it.

>But the fact is:"If you can shape it in your mind, you will find it in your TT"

"Make up your own mind! AMIGA"
"The computer for the creative mind."
"Multimedia since 1985."
"The coolest device of 1990 was the Video Toaster."

Or how about a machine that can transfer over 1.9 megabytes per second from
the disk while only using 1% of the CPU.

I don't now why the hell this is in comp.graphics, take it to comp.sys.amiga.
advocacy.
>
>
>
>>>

2125. Re: WANTED: Bloom County characters for Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 18:19:19 UTC
From: goluska@papa.egr.msu.edu
Message-ID: <1991Mar5.181919.20782@msuinfo.cl.msu.edu>
Source record: 234089

Bloom County characters in Dungeon Master? (I'll assume it's DM II - Chaos) Wow, Great!! I wish I'd thought of that! Right now my party consists of a werewolf in a biker jacket, Santa Clause, an evil wizard from the Elementals comic, and BlacJacMac from Grimjack comics.

You can save the pics alone with Chaos strikes back. Anybody else have interesting characters?

==========
* * * * * *
* * * Che Goluska * * *
* * * golusak@frith.egr.msu.edu * * *
* * * golusak@galaxy.cps.msu.edu * * *
* * * "Hah! You missed!" * * *
* * * "Shake yer head and see!" * * *
==========

2126. Teac FD235 help needed

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 18:52:24 UTC
From: cczmjj@vax.nott.ac.uk
Message-ID: <00945279.C14AC3C0@vax.nott.ac.uk>
Source record: 234085

Greetings, a friends Teac FD235 connected to his ST via his own cable
can read but not write to or format a disc. The drive is brand new.
Does the cable to the drive need terminating with a resistor pack?
When trying to format the disc the ST replies:
"disc unservisable or write protected"
Any help greatly appreciated.
Thanks,
Mal.

2127. Megs 2 system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 19:01:18 UTC
From: aa519@cleveland.Freenet.Edu
Message-ID: <9103051901.AA04191@cwns1.INS.CWRU.Edu>
Source record: 234095

I have the following for sale. I would like to see it as a complete package,
but I will consider offers.

Atari Mega 2 ST w/ 2 megs ram, blitter, 720k drive, TOS 1.2 and 1.0
Atari SM124 Monochrome monitor
Future System GTS-100 disk drive w/LED track readout
Avatex 2400 modem
Star NX-10 printer w/ 3 ribbons
5 outlet power strip (under monitor style)
DEC hard drive/floppy drive case w/power supply.
Monitor Master (allows two monitors, as well as RCA outputs)
plus plenty of software (too much to list)

All of the above have all manuals except power strip, drive case, and
monitor master. Mega 2 also has warentee card. ALL is in MINT condition.
I also have various magazines, books etc I will throw in if you buy the
complete system. I really hate to part with it, considering I just got
it, but I have bills to pay (grin). I am asking $1500 for the complete
system. I will pay shipping in the 48 states, or if you are close enough,
I will install it for you. (I need a vacation!). Leave me a message.

--
QUESTION: What is the only thing an Amiga can * * *
do, that an Atari ST cant?? * * *
* * *
ANSWER: Flicker! * * *

2128. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 20:28:27 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1991Mar5.202827.1859@murdoch.acc.Virginia.EDU>
Source record: 234098
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization,comp.sys.amiga.advocacy

In article <1991Mar5.181215.26534@mintaka.lcs.mit.edu> rjc@churchy.ai.mit.edu (Ray Cromwell) writes:

>I don't now why the hell this is in comp.graphics, take it to comp.sys.amiga.
>advocacy.

No! Please take stupid computer wars to alt.flame or
alt.religion.computers. Don't continue to cross-post them to Amiga,
ST, and graphics groups. Flame-war prevention starts at home.

2129. Atari TT/ Video Toaster clarification

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 20:54:27 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <17757@milton.u.washington.edu>
Source record: 234092
Cross-posted to: comp.sys.atari.st,comp.graphics.visualization

Man, has this subject wreaked some havoc..

Let me clarify a few points, since it is evident that AMiga
readers are pretty upset about the articles i posted.

Regarding the Video Toaster marriage to the ATari TT:

1). I have heard that a 3rd party is considering the marriage.
** I have never spoken with NewTek nor with ATARI..
... all i have heard is that a 3rd party is interested and
perhaps working on the marriage to be furbished this year.

SO please understand that I have never made mention that ATARI is
involved with the Toaster. Atari may indeed be, but i have
absolutely NO knowledge of this.

2). ANy third party may in fact take an existing Video Toaster
off the shelf and try to make it work on a TT. This is what
I understand to be happening.

kevin
ramsiri@blake.acs.washington.edu

2130. Re: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 20:55:29 UTC
From: jet@karazm.math.uh.edu
Message-ID: <1991Mar5.205529.16521@lavaca.uh.edu>
Source record: 234097
Cross-posted to: comp.sys.atari.st,comp.graphics,comp.graphics.visualization

In article <1991Mar5.023512.3478@vela.acs.oakland.edu> rdthomps@vela.acs.oakland.edu (Robert D. Thompson) writes:
> the video tape they sent me). DVI allows you to author
> video on a CD - WITH COMPRESSION! It provides all the
> special effects, output options, etc...

You can author laserdiscs just fine with the Amiga. Amiga World did an article on how to do it, including a list of companies that press discs and their pricing structures. Hell, you don't even need a computer, just a good editing suite.

CBM is courting a company that does real-time compression to-from CDs. 'nuff said.

--
J. Eric Townsend - jet@uh.edu - bitnet: jet@UHOU - vox: (713) 749-2120
Skate UNIX or bleed, boyo...
(UNIX is a trademark of Bell Laboratories).

2131. Re: Solitaire Games

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 21:10:58 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1991Mar5.211058.8897@ux1.cso.uiuc.edu>
Source record: 234093

In article <7689@jhunix.HCF.JHU.EDU>, d_alvear@jhunix.HCF.JHU.EDU (Dom Alvear) writes:
|> I was wondering if anybody out there knows of any good solitaire games?

Lovely solitaire game called patience from germany exist. Has over 10
different solitaire games, great graphics, a teach-help-demo mode,
etc, etc...much fun. Look for it anywhere good pd stuff from germany
is found... (i figure it _must_ be on atari.archive.umich.edu, but i
guarantee nothing...)

Individually,
Bill Magro

2132. Re: What the ST should be (Kurt Olson)

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 21:12:51 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <a409022q05VU01@JUTS.ccc.amdahl.com>
Source record: 234050

```
In article <519@cronos.metaphor.com> barry@speaker.metaphor.com (Barry Friedman) writes:
>UNIX/X with 68010 and only 2 megs would be an incredible dog. 68030 with
>4-8 megs would run UNIX/X tolerably. Maybe Mach would be a better choice,
~~~~
>I think it is on its way to being PD. Throw NextStep on top of that, and it
~~~~~~~~
>would be really cool.
>

By George! I think he's got it. You just described my '030 NeXTcube.
Yep, I like it and have my PC-Clone sitting next to it. (no pun intended)

>--
>+=========================================================================+
>| Barry_Friedman(); /* "Why stop now, just when I'm hating it?" |
>| - Marvin the Paranoid Android */ |
>+------------------------------+------------------------------------------+
>| Barry Friedman | friedman@m4.metaphor.com |
>| Software Engineer | barry@speaker.metaphor.com |
>| Metaphor Computer Systems | ...!{decwrl|apple}!metaphor!speaker!barry|
>| Mountain View, CA | ...!{decwrl|apple}!metaphor!friedman |

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */
```

2133. Mac System Disks Available

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 21:28:34 UTC
From: bill@mwca.UUCP
Message-ID: <1817@mwca.UUCP>
Source record: 234051
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

I have available a couple of sets of original shrink-wrapped Mac System 6.0.3 disks (the four-disk set, including two utility disks, the System disk, and a Printer disk) without documentation, for $18 including shipping. These disks are reasonably current with regard to emulation (there aren't any major benefits to using the newer 6.0.4 or 5 to my knowledge), and at any rate will allow you to be officially upgraded by a Mac dealer.

Please email to bills@microware.com for arrangements.

Bill Sheppard
(408)980-0201

2134. Re: WANTED: Bloom County characters for Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 21:51:12 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Mar5.215112.15979@terminator.cc.umich.edu>
Source record: 234096

In article <1991Mar5.181919.20782@msuinfo.cl.msu.edu> goluska@papa.egr.msu.edu (Che Goluska) writes:
>Bloom County characters in Dungeon Master? (I'll assume it's DM II - Chaos) Wow, Great!!

Somebody (sorry, can't remember your name off the top of my head) just uploaded them to atari.archive. Try looking in ~atari/games/csbchars.arc

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
If anyone has any ideas what I should do after graduation, please tell me!
Atari.archive.umich.edu Caretaker||181M and climbin'|| "So like take off eh?"

2135. This is a test

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 23:39:27 UTC
From: kc2e+@andrew.cmu.edu
Message-ID: <Ubp2kjG00WAuQHgUkX@andrew.cmu.edu>
Source record: 234077
Cross-posted to: comp.graphics,comp.graphics.visualization,comp.sys.atari.st

```
This is a brief test to see if I bounce! If not, more will follow.

-GEISHA-
```

2136. GCR problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-05 23:54:17 UTC
From: iho@cac.washington.edu
Message-ID: <17776@milton.u.washington.edu>
Source record: 234052
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

Has anybody been able to get Spectre 3.0 to store the control
panel settings? The manual seems to imply that this should happen
automatically if you reformat your HD under 3.0, but my mouse speed
setting keeps going back to the brain-damaged ultra-slow setting
every time I turn it on.

il
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

2137. HEY, YOU!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-06 00:47:52 UTC
From: kc2e+@andrew.cmu.edu
Message-ID: <0bp3ksq00WAu4HgVQy@andrew.cmu.edu>
Source record: 234091

Yes you:
I've been an Atari ST owner since around '86, but have just recently stumbled onto this little niche in the net woods. Not much Atari action out here in the 'burgh, so it's good to hear from other users! I post this for the following reason. I am interested in getting any information any of you may have available on any interesting hardware/software, especially in the area of graphics enhancement. I tried to read all the past post, back from about the middle of January, but I got about as far as the Amiga/Atari flame war, and just couldn't deal anymore (I've used both, and don't care). I would really like to upgrade to better graphics, though, and the STE/TT really does not cut it. I'll believe Lexicor when I have their product in my hands, and not until. How about the Automatic overscan box? How about increased resolution? Colours? I guess I should mention that I have the STacy4, and a RF mod for colour, Spectre GCR, SuperCharger, Neodesk, etc.. I am also interested in programming reference material, a decent word processor (I have both WordFlair II and WordUp, which is lousy) DTP, DTVid, and anything else you are just dieing to tell me about. I want to know what else is out there, and why I shouldn't just jump ship and go to another platform. I have been faithful for a long 5 years now, and my patience is wearing thin. Sure, we have one of the best hardware buys, but where the hell is the software base? Help!

What the Atari TT should be (IMHO):
Just thought I'd add my late $.02.

1) Minimum 2 Meg, expandable to full 32 bit address path.
2) at LEAST 3 expansion slot, preferable a standard (VME!:-))
3) decent graphics resolution (min 1024x768x4096)
4) SCSI ((2!) not 2 ports, but the new standard)
5) ethernet
6) DSP
7) Power on, volume control, screen control from keyboard
8) composite RF out
9) true multitasking, not an add on
10) 32 bit support in the OS (so we can have some sorta standard, ala quickdraw)
11) overscan (essential, and a "no cost" addition)
12) support for NTSC video in the OS
13) Better support for audio in the OS
14) interprocess command language ala reXX/Mach
15) if you'r gonna do a "cartridge" port, at least address more than 128k
16) a much better GUI (NeXTStep!)
17) ability for multiple workscreens
18) Upgradable Processor Design, and built in file compression

19) Real support from a real company (Yes, apratt is doing a much better job, but...)
20) and put it all in a nice case, not that horror of a shell the TT is in.

I know that this is very close to a NeXT, but don't you all think that Atari could make something like the above as well? As other posters cried, Dave Small, where are you? I also know that this would be expensive, and would stretch Atari's Power without the Price stance, but, what power, at what price? Why can I not get more power if I want it? Why is the Atari designed to lock you into one path? The TT was a move in the right direction, but not really all that close. What kind of joke is trying to foist VGA on us, and calling it enhanced, when a SuperVGA card can be had for under $200 dollars, with twice the TT resolution)? It is old, obsolete, and will not cut it for a Unix workstation (if Atari ever gets their Unix out (March 13?)). One expansion slot is not enough, especially since it will go directly to the display card that will have to replace the standard video toad. Give TOS emulation in a window, and give us Mach. Not all this need to be hardware implemented, as it would be ridiculous to expect people to pay for what they don't need, but the room and the possibility should be reserved, in both the OS and the harware.
At whom is the TT aimed? Schools, ha, they'll buy Mac IILC's at the bargain basement prices for which apple will sell them to schools, to get the name out. Unix workstation buyers? They'll get a SPARC, or a NeXT, which are not very much more, and are *much* faster. Businesses? You think you'll get them away from tried and true software standards in the PC, or at least a wide software base in the Mac? Not at the TT's price point. The TT is a GREAT machine, with good software, and really great potential, for $1,000 less! If NeXT can market a very similar machine, for $4995, Why can't Atari, an established complany, make some of these things into option, and cut this by half?
And the MEGA STe should be right behind!

Dave Small, where is HyperWeb?!!!

Go ahead and say I am unrealistic, say I should be happy with what I can do, tell me to go over to comp.sys.amiga, but Do SOMETHING.

One last thing. There have been several articles in reputable computer mags (well, I guess since ...Shopper dropped Atari and Amiga coverage, they are not really all that reputable!) about a company that has come out with a chip that will allow standard VGA monitors to display 765,000 colour onscreen, in standard VGA modes up to 1024x768. It will supposedly market for less that $100. I want this in the STe! Allan Pratt, David Small, SAM TRAMIEL, can you hear me?

-GEISHA-

2138. Re: LDW problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-06 03:10:18 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Mar6.031018.24995@uokmax.ecn.uoknor.edu>
Source record: 234053

I still would like to know LDW's update policy! Anybody know if they have one?

Kenneth Love

PS: Sorry, I can't help the original poster.... :(

2139. A couple of questions

Newsgroup: comp.sys.atari.st
Date: 1991-03-06 08:03:37 UTC
From: elvis@watnxt2.ucr.edu
Message-ID: <12518@ucrmath.ucr.edu>
Source record: 234072

Hi,
Now that I finally own a hard drive, I have had a couple of problems come up. The first is that I forget where it was that I put files, if I haven't used them for a while. Does anyone know of a file finder, preferably in the form of a DA? The second problem has to do with DAs, in that I find myself with too many of them, and I end up with not enough of my 1040's 1 meg to run certain things. Now, I know I could take the sensible approach and simply reboot without all the DAs, but where's the fun in that? Therefore, I am seeking ways of increasing how much memory I have (well, actually how much the computer has, but be that as it may). I might get an upgrade for my ST, but I am also thinking about getting a STe instead, since simms are so much easier to use. I know some software will not run on the STe, but I was wondering if anyone could give me more info on this, since I would hate to get the extra memory and then find that a lot of PD software, games, don't run on it (I am assuming that those are the kind of things that might have trouble?) Also, has anyone tried hooking up PC-ditto2 (the hardware version) to an STe? Or does the software version wor
Any help/info would be greatly appreciated.

Andrew (elvis@watnxt2.ucr.edu or cierdain@ucrmath.ucr.edu)

2140. A couple of questions (hopefully for the first time)

Newsgroup: comp.sys.atari.st
Date: 1991-03-06 08:20:11 UTC
From: cierdain@ucrmath.ucr.edu
Message-ID: <12519@ucrmath.ucr.edu>
Source record: 234073

My apologies if this gets posted twice. I accidentaly posted it from my own account first, but I've never seen anything actually reach the net from that machine, so here I go again...

Now that I finally own a hard drive, I have had a couple of problems come up. The first is that I forget where it was that I put files, if I haven't used them for a while. Does anyone know of a file finder, preferably in the form of a DA? The second problem has to do with DAs, in that I find myself with too many of them, and I end up with not enough of my 1040's 1 meg to run certain things. Now, I know I could take the sensible approach and simply reboot without all the DAs, but where's the fun in that? Therefore, I am seeking ways of increasing how much memory I have (well, actually how much the computer has, but be that as it may). I might get an upgrade for my ST, but I am also thinking about getting a STe instead, since simms are so much easier to use. I know some software will not run on the STe, but I was wondering if anyone could give me more info on this, since I would hate to get the extra memory and then find that a lot of PD software, games, don't run on it (I am assuming that those are the kind of things that might have trouble?) Also, has anyone tried hooking up PC-ditto2 (the hardware version) to an STe? Or does the software version work?

Any help/info would be greatly appreciated.

Andrew (elvis@watnxt2.ucr.edu (my account) or
cierdain@ucrmath.ucr.edu (my friends account which actually works))

2141. Re: Who's computer is best

Newsgroup: comp.sys.atari.st
Date: 1991-03-06 09:16:19 UTC
From: francis@uchicago.edu
Message-ID: <FRANCIS.91Mar6031619@magrathea.uchicago.edu>
Source record: 234074
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc,comp.sys.mac.misc

In article <1991Mar5.132143.16549@sol.cs.wmich.edu> dodgson@sol.cs.wmich.edu (Harry Dodgson) writes:

Isn't there some way to circumvent this procedure - like having a
group called alt.computers.comparisons or more in line with what gets sent
alt.computers.mine.is.best ?

No, of course not. We have alt.flame; we that doesn't mean all our
flames go there.

(Oh, wouldn't that be wonderful! AI NNTP servers that would read our
posts, decide if they're flames, and redirect them to alt.flame! :-)

(No, that would be hellish. But it would cut down on time reading
this stuff. :-)

--
/===\
Francis Stracke	My opinions are my own. I don't steal them.
Department of Mathematics	===
University of Chicago	Until you stalk and overrun,
francis@zaphod.uchicago.edu	you can't devour anyone. -- Hobbes
\===/

2142. UIS III, Uniterm, DCDesktop

Newsgroup: comp.sys.atari.st
Date: 1991-03-06 20:43:16 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Mar6.154317.39613@camb.com>
Source record: 233970

I've encountered the following problem and was wondering whether or not anyone
knows how to correct it, or if it can be corrected.
Message-ID: <1991Mar6.161126.16586@rodan.acs.syr.edu>
Date: 6 Mar 91 16:11:26 GMT
Organization: Syracuse University, Syracuse, NY
Lines: 11

When running DCDesktop and using Uniterm to connect to a mainframe, I tried
to exit Uniterm and do something at the desktop. When I got to the desktop
I tried to access UISIII via the UIS da...when I did this the machine
froze and I had to reboot, losing my communications connection. Is
this something that should happen, i.e. is it impossible to retain my
communication connection while doing something at the desktop?, or
is there some way to accomplish this kind of activity?
Thanks.
--Gerry
ggreenbe@rodan.acs.syr.edu

2143. Re: UIS III, Uniterm, DCDesktop

Newsgroup: comp.sys.atari.st
Date: 1991-03-06 20:55:32 UTC
From: twmanino@eos.ncsu.edu
Message-ID: <1991Mar6.205532.11584@ncsu.edu>
Source record: 234099

In article <1991Mar6.161126.16586@rodan.acs.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
|>
|> When running DCDesktop and using Uniterm to connect to a mainframe, I tried
|> to exit Uniterm and do something at the desktop. When I got to the desktop
|> I tried to access UISIII via the UIS da...when I did this the machine
|> froze and I had to reboot, losing my communications connection. Is
|> this something that should happen, i.e. is it impossible to retain my
|> communication connection while doing something at the desktop?, or
|> is there some way to accomplish this kind of activity?
|> Thanks.
|> --Gerry
|> ggreenbe@rodan.acs.syr.edu

I use UIS III all the time within Uniterm, so maybe DCDesktop is giving you grief (I don't use DCDesktop).

I have had to reboot for other reasons during an online session before, however, and it would be a pain if I lost the connection. I have the "force DTR" switch set on my modem, so it thinks my terminal is on and ready whether it is or not. This way I can go to the desktop, reboot, whatever without worry. There are communications programs that "drop DTR" to break the connection for you. Setting this switch will override this feature of these programs, leaving you to tell your modem to hang up on your own.

Tony
twmanino@eos.ncsu.edu

2144. booting from hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-03-06 20:58:49 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1991Mar06.205849.23089@lynx.CS.ORST.EDU>
Source record: 234100

I just got my syquest w/advantage+ system hooked up and running well. I have one small problem, though. It **never** boots correctly the first time. After a long wait, I get on of the following:

floppy turned on: desktop with just a: and b: icons
floppy turned off: blank desktop with just a menu bar

When I hit reset, it boots from c: just fine and desktop appears exactly the way I want it.

This isn't a horrible problem, but for all the dough I just shelled out, I want it to boot on the first try on powerup.

Other info: Old 520ST w/TOS 1.4. (Almost) empty auto folder on c: (all I have is UIS III since memory is a little tight right now).

If this is normal and expected, or wierd and a sign of trouble, please let me know.

Thanks in advance,
John Thaanum thaanuj@prism.cs.orst.edu

2145. TT LAN

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 09:20:52 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2498@odin.cs.hw.ac.uk>
Source record: 233959

Is there any software currently available, or will be within a month or so,
that will allow an Atari TT to fit right in to an Appletalk or TOPS LAN using
the LAN port and similar, if not identical, cabling?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 data packets!" !
+---+

2146. modem

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 10:36:31 UTC
From: phill@pro-odyssey.cts.com
Message-ID: <7947@crash.cts.com>
Source record: 233951

for sale 2400 baud modem with cable and ibm/st term software for $75 or b/o
call 707-437-3301

ProLine: phill@pro-odyssey
Internet: phill@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!phill
ARPA: crash!pro-odyssey!phill@nosc.mil

2147. Help! Hot memory?

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 11:02:13 UTC
From: Bill_Moore@mindlink.UUCP
Message-ID: <5116@mindlink.UUCP>
Source record: 233995

I have an older ST (purchased in 1986) with an easieST memory expansion board installed with 2mb of memory. Recently it has begun to lock up with narrow vertical lines on the screen and eleven bombs. This happens when the machine has been on for at least 1 1/2 hrs. If I am able to reboot I have only 1/2 mb of memory available. I had the connections to the expansion board soldered, and that has improved the problem -- it happens less often and the machine can be on longer -- but it still happens. Any ideas?? Suggestions?? Did this ever happen to anybody else out there? Thanks in advance -- a lot!!

2148. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 14:46:53 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar12.144653.11654@doe.utoronto.ca>
Source record: 233956

Bash and ksh are Unix shells, so they have a user and support base many
times larger than the ST could ever afford, and both of them run well
under MiNT. Shells like gulam are not too nice, because they have all
of the commands built-in. That's acceptable if you're running only one
invocation of a shell, but if you have three shells open in three MGR
windows, and a fourth running a script in the background, it's a ridiculous
waste of valuable memory. Besides, it's nice to be able to run
commands like rm(1) and cp(1) in the background instead of waiting
for them to finish.

I would not suggest using any shell which does not use MiNT, since it
will not have multi-tasking (please, no more flames from people who
can't tell multi-tasking, running many tasks, from multi-processing,
using more than one processor) or true pipes (using temporary files
just doesn't cut it).

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2149. Re: WAS(TOS 2.05)now GAME IN TOS 1.6??

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 15:34:26 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Mar12.153426.5071@ugle.unit.no>
Source record: 233960

And, don't forget: Tell us how to start it (if it is,that is :-)
--

_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

2150. Re: 1.44mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 16:37:16 UTC
From: adamd@rhi.hi.is
Message-ID: <2886@krafla.rhi.hi.is>
Source record: 233958

In <1991Mar06.123439.20676@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:

>The other way is the one that the Germans came out with is to Change the
>Clock to the WD 1770 controller IC, but this can be hit or miss as the
>IC is not ment to run with a 16 Meg HZ clock,

The WD1772 controller has to be the more recent type for it to work properly.
All recent ST's should have the right chip. The suffix on the older chip is -01
and on the newer one is -02. I think the date-stamps are 1985 and 1987. The
simplest way is to let the density sense line select the clock speed. The clock
to the controller should be deglitched during the speed change. If you want to
format DD disks to HD (doubtful practice) then a little more circuitry is
required, probably involving the sound chip.
It would be nice to change the step rate for the drives to suit the disk each
time a disk is changed.
I don't have it up and running yet, so I can't post the details. If no-one beats
me to it I'll get it done sometime.

Meanwhiles, could someone point out which pins carry these signals:

a) disk-in-drive
b) density-sense
c) .....anything else not on older DD drives?

oh, and while I'm at it:

Does anyone know whether the WD1772 can handle 1024-byte sectors?
If so then it should be possible to format 1848k onto a HD disk.
--
Adam David.
adamd@rhi.hi.is

2151. Re: Sozobon C users ... read this

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 16:57:09 UTC
From: tony@raid5.uucp
Message-ID: <1991Mar12.165709.23350@raid5.uucp>
Source record: 233976
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We're working on the next official release of Sozobon C and hope
to release it in the near future. We really appreciate all the work
that people like Leigh have put into the compiler. We don't have
access to all the hardware/software combinations that people are
using, so fixes like these are a tremendous help.

We'd like to incorporate all the fixes and improvements that people
have made, as well as some of our own (long identifiers, for one).
If you've made bug fixes or added features, please send them to me
via email or disk. We've had trouble reaching some of the archive
servers, so please send us your fixes even if they are available
on a server somewhere.

If you send your changes by disk, send it to:

Tony Andrews
4704 Berkshire Ct.
Boulder, CO 80301
USA

I can't promise a response to each message, but we'll do our best to
incorporate your changes in the release. Thanks again for your work!

--
Tony Andrews uunet!cs.utexas.edu!ico!onecom!raid5!tony
Array Technology Corp.
4775 Walnut St., Suite B
Boulder, Colorado 80301 USA

2152. Re: net.thought.police (was Atari posts loss)

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 18:36:38 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar12.183638.7933@jato.jpl.nasa.gov>
Source record: 233957

In article <CMM.0.90.0.668752964.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>...so that the net.thought.police don't go on the rampage. :-)...

Sounds like you also get mail from glf8@astsun.virginia.edu

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2153. Re: Apple wins against Microsoft Windows/HP New Wave

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 18:45:06 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar12.184506.8109@jato.jpl.nasa.gov>
Source record: 233962

In one of the PC rags, a pundit commented "The essence of this suit is that nobody is allowed to steal from Apple what Apple stole from Xerox." I don't mean to defend Apple's stance, but they actually took the trouble to license their stuff from Xerox, and to a large extent, that's what they're protecting. But I still think they're too litigious.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2154. Re: Should the ATW be the model of the future?

Newsgroup: comp.sys.atari.st
Date: 1991-03-12 18:52:24 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar12.185224.8253@jato.jpl.nasa.gov>
Source record: 233961

In article <1991Mar11.224002.12660@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I wonder if Atari might have accidentally grabbed a jump on the rest of the
>industry with the ATW...

I heard a rumor that the reason Inmos backed out of their Colorado Springs production facility, which was to be a source of Transputers for Atari and others, is that DOD wouldn't let them re-export Transputers to UK! Anybody know if there's any truth to this?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2155. Re: Using 2 drives in DM I and level 6 help

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 00:16:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40072@cup.portal.com>
Source record: 233968

Rick Silverstein asked about Dungeon Master...

As far as I know, DM can only use one disk drive.. FTL responded to many requests from their customers, and added two drive support to CSB..

To "Test Your Strength", try throwing something down that hallway you can't pass through..

BobR

(Rick.. did you get the Bloom County CSB portraits? Mail to your address bounced...)

2156. Re: Atari ST Games Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 00:26:27 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750116@hpsad.HP.COM>
Source record: 233984

...And while we're on the subject of games wanted, I'm still looking to buy Space Quest II...

: :
:Jim Smith smithj@hpsad.hp.com 707-794-4632 days :
:"The meme for blind faith secures its own perpetuation by the simple :
: unconscious expedient of discouraging rational inquiry." - R. Dawkins :
: :

2157. Re: DISK trouble

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 00:55:13 UTC
From: bart@bluemoon.uucp
Message-ID: <q33Py1w163w@bluemoon.uucp>
Source record: 233967

chuj@spot.Colorado.EDU (CHU JEFFREY) writes:

>
> I was wondering if anyone out there knows of a program for the
> mac to retreive files from a damage disk on the MAC. A friend of mine
> recently lost all her legal files from her MAC SE which seemed to have
> ruin her disk. I know this is an ST newsgrp, but many of the st owners
> have mac emulators, perhaps those who know can assist.

Well, I don't know if this will help. I use a program called 'SUM disk
clinic' - I'm not sure if it's pd or commercial - it came with a GCC
technologies hard drive

2158. Re: HEY!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 01:00:00 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b276og@mwowm.mantis.co.uk>
Source record: 233903

In <kbqIqTK00WAyMUApUM@andrew.cmu.edu>, Mark Choi writes:
>bag TOS and get a real operating system. TOS is just MesS-DOS, with some
>of the bugs taken out.

Actually, it's CP/M 68K with some of the bugs taken out and some features added.

> Where are all the
>great word processors, that aren't so slow that you can make dinner
>while you leave a brick on your mouse button to get the screen to
>scroll?

Europe. Try some of the German-written text editors and word processors. I use Tempus 2; not a word processor, but it has word-wrap (which is all I need for TeX) and scrolls smoothly at 40 lines per second. I gather that the authors have written a fully-featured word processor which is similarly speedy.

mathew

2159. Re: uploads to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 03:08:05 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Mar13.030805.15674@terminator.cc.umich.edu>
Source record: 233965

In article <1991Mar12.205237.1743@d.cs.okstate.edu> cummins@d.cs.okstate.edu (John Cummins) writes:
>
>Okay, Where's atari.archive? I need a numerical assress I guess
>since our nameserver doesn't know atari.archive.umich.edu.
>
The ineternet address here is 141.211.164.8
>I've found terminator.cc.umich.edu, but no atari.archive.umich.edu

This will work currently, but in the near future, it may change.
PLEASE get in the habit of using atari.archive.umich.edu. You'll
always be able to find us.

>John Cummins
>cummins@unx2.ucc.okstate.edu

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a tuna melt
Atari.archive.umich.edu Caretaker||192M and climbin'|| "So like take off eh?"

2160. UUCP

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 03:19:45 UTC
From: JC5LSANU@mIamIU.aCs.mUOhIo.eDU
Message-ID: <91071.221945JC5LSANU@mIamIU.aCs.mUOhIo.eDU>
Source record: 233971

Could someone tell me where to find uucp. I looked on atari.archive
but they only had the .c files. I don't have a C compiler so I would
like to get a copy of the executables. Thanks in advance..

*** jc5lsanu@miamiu.acs.muohio.edu
*** jmcrider@miavx1.acs.muohio.edu

John Crider

2161. Monochrome Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 03:27:45 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <20101@ists.ists.ca>
Source record: 233964
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently purchased a 'previously owned' SM124 monochrome monitor. It seems to work quite nicely except for one minor problem. When the display is a black background and there is very little text on the screen, the image is quite dim. As more characters are displayed the image brightens as if the brightness control were being turned up.

Any comments or suggestions about possible components to check/replace? The monitor is from Korea and is dated December 1987.

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul

2162. problems with pd game 'Goldrunner'

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 04:40:06 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1991Mar13.044006.11292@lynx.CS.ORST.EDU>
Source record: 233966

The syquest drive I purchased recently had about 25meg of pd stuff on it, which I am just now sorting through to see what is worthwhile. One of the programs was a pd game called Goldrunner. I unarc-ed it and tried playing in monochrome. Here is where an interesting sequence of events occurs:
1. Many bombs appear. I figure it must only run in color.
2. I hit reset, thinking I'll play it later. Computer fails to boot. Solid black screen.
3. I turn off the machine, wait a few seconds, and turn it back on. Nothing.
4. I try booting in color. No problem.
5. I try to play Goldrunner again. Bombs-o-plenty during loading.
6. I hit reset. Same screen with program title at top of screen and busybee -immediately- appears without any disk accesses. Computer is locked up.
7. I power down, wait, and power back up. Same screen as #5 and #6 above, slightly corrupted by an occasional stray pixel.
8. Repeat #7. Same results.
9. Since the cover is currently off my computer (I have been fiddling with ram upgrades) I decide to unplug it, and ground every pin on each of the ram chips.
10. I reboot in mono. All appears well. I load Flash! and call my campus network server and hookup to the machine I am typing this on.
11. In the middle of the first article in c.s.a.8bit, I set a new personal record: 13 bombs! I have never seen anything like it!. Computer is now hopelessly locked up.
12. Repeat #11. I login and start typing this article. So far so good...

Now I don't know if Goldrunner is the problem, but I deleted it and will never know for sure now. I have owned my ST for about a year, and the person I bought it from got it originally in 1986. For all these years it has been about as reliable as an anvil, so I don't think it was my computer's problem. My advice to you is to avoid 'Goldrunner' unless one of your hobbies is computer-masochism.

John Thaanum thaanuj@prism.cs.orst.edu

2163. Re: Apple wins against Microsoft Windows/HP New Wave

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 05:37:08 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <gbrPe4O00VIFA3Q1kZ@andrew.cmu.edu>
Source record: 233973

> Excerpts from netnews.comp.sys.atari.st: 12-Mar-91 Re: Apple wins
> against Micr.. Van Snyder@jato.jpl.nasa (423)

> In one of the PC rags, a pundit commented "The essence of this suit is that
> nobody is allowed to steal from Apple what Apple stole from Xerox." I don't
> mean to defend Apple's stance, but they actually took the trouble to license
> their stuff from Xerox, and to a large extent, that's what they're protecting.
> But I still think they're too litigious.

Actually, not they didn't; at least not entirely. They licensed a few
concepts, but their recent suits go way out of these bounds. That is why
Xerox has mentioned publicly that it intends to pursue legal action
against Apple Corp. I can't quite remember the specifics of the license,
or when the Apple/Xerox trial will be, but I think that I first heard
about it on computer chronicles, last year. BTW, I wonder what they will
try to do against Steve-O over at NeXT!

2164. Re: Apple wins against Microsoft Windows/HP New Wave

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 05:37:32 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <EbrPeQS00VIFM3Q24t@andrew.cmu.edu>
Source record: 233975

> Excerpts from netnews.comp.sys.atari.st: 12-Mar-91 Re: Apple wins
> against Micr.. Van Snyder@jato.jpl.nasa (423)

> In one of the PC rags, a pundit commented "The essence of this suit is that
> nobody is allowed to steal from Apple what Apple stole from Xerox." I don't
> mean to defend Apple's stance, but they actually took the trouble to license
> their stuff from Xerox, and to a large extent, that's what they're protecting.
> But I still think they're too litigious.

Actually, not they didn't; at least not entirely. They licensed a few
concepts, but their recent suits go way out of these bounds. That is why
Xerox has mentioned publicly that it intends to pursue legal action
against Apple Corp. I can't quite remember the specifics of the license,
or when the Apple/Xerox trial will be, but I think that I first heard
about it on computer chronicles, last year. BTW, I wonder what they will
try to do against Steve-O over at NeXT!

2165. Obstinate Mice!

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 05:56:26 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <UbrPw_a00VIFA3Q2YN@andrew.cmu.edu>
Source record: 233974

While on the subject of mice, drunk or otherwise, has anyone noticed that when you try to move the mouse pointer to quickly in GEM, the mouse starts to accelerate in the intended direction, then does an aboutface, and heads in the other direction, and keeps doing this until you slow down. This is quite annoying. I keep forgetting to check it in Mac mode to see if it is GEM or the hardware controller. Probably lame GEM. I have seen this on both my MEGA 4, and my STacy, as well as my dad's MEGA 2. Hmm....

2166. Re: New Sozobon files

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 06:03:30 UTC
From: euaanu@eua.ericsson.se
Message-ID: <1991Mar13.060330.8421@eua.ericsson.se>
Source record: 233972

Yes, I had the same trouble when I tried to use make from
Gemini 1.2. I haven't tried without the makefile though.

/Arto

2167. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 07:02:49 UTC
From: rome@ucscb.UCSC.EDU
Message-ID: <13366@darkstar.ucsc.edu>
Source record: 233978

In article <wolfram.668771933@tschil> wolfram@tschil.informatik.rwth-aachen.de (Wolfram Roesler) writes:
>Try the Okami Shell. It has (almost) all features of the Unix Bourne Shell,
>including I/O-Redirection (incl. pipes of course), shell functions and
>variables (of course), PATH and CDPATH and Environment and hashing and and
>and.... and more than 100 built-in commands for almost anything, including
>grep, more, basename and friends, df, du, shutdown,.... plus a lot of tools
>like terminal server and modem dialer and many, many more...
>Sorry I dont know if its available on the uucp net, keep your eyes open.
>By the way, its a public domain program, so its absolutely free (no share-
>ware or something.)
>ware or something.)
Does anyone out there have this shell? I really like Gulam but it just
hates to work with MiNT. The problem with the other shels is that all
of the commands are external programs. This Okami Shell sounds great
if anyone has it, I (and probably other people) would appreaciate it
if it was available on the net. Thanks

Roman Baker
University of California, Santa Cruz

2168. Re: looking for ST version of DEC's EDT editor

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 08:59:32 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9103130859.AA02416@ucbvax.Berkeley.EDU>
Source record: 233977

scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>Anyone know if there's an ST clone of Digital's EDT editor (standard editor
>in VMS)? Don't like Emacs, and don't mind vi too much, but I LIKE EDT.
>... |
why? :-)
|
>... scoile@....@gmuvax2.gmu.edu

Have a look at binaries/volume7/stedt part01,...,part14 in the
panarthea archive. (It's always good to search the archives first...)

Cornelius

2169. Re: Apple wins against Microsoft Windows/HP New Wave

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 09:34:02 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2509@odin.cs.hw.ac.uk>
Source record: 233955

In article <2850@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>... I don't know if Apple actually sued DRI,
>but I don't think so. The story as I know it is that they just made
>threatening noises, and DRI knuckled under. DRI agreed to modify GEM to be
>less Mac-like (e.g. no overlapping windows), and that got Apple off their
>back. Atari's license pre-dated that agreement, I think.

The way I heard it was that half the board of directors of Apple were also on
the DRI board. So to avoid shooting themselves in the foot they just settled
it all out of court. It's odd though that the new TT desktop is getting *VERY*
Mac like in most respects, even XCONTROL works like the Macs accessories.
The most notable exception is the drop down menus.

>I'm just blabbering; I don't really know anything.

Yeah. Me too but isn't it fun to talk when the only flames are the ones on the
fire we're all sitting around. Hey pass me the bottle ...

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2170. Re: UIS III, Uniterm, DCDesktop

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 09:52:53 UTC
From: 252u3684@fergvax.unl.edu
Message-ID: <252u3684.668857973@fergvax>
Source record: 233969

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

> I've encountered the following problem and was wondering whether or not anyone
> knows how to correct it, or if it can be corrected.
>Message-ID: <1991Mar6.161126.16586@rodan.acs.syr.edu>
>Date: 6 Mar 91 16:11:26 GMT
>Organization: Syracuse University, Syracuse, NY
>Lines: 11

> When running DCDesktop and using Uniterm to connect to a mainframe, I tried
> to exit Uniterm and do something at the desktop. When I got to the desktop
> I tried to access UISIII via the UIS da...when I did this the machine
> froze and I had to reboot, losing my communications connection. Is
> this something that should happen, i.e. is it impossible to retain my
> communication connection while doing something at the desktop?, or
> is there some way to accomplish this kind of activity?
> Thanks.
> --Gerry
> ggreenbe@rodan.acs.syr.edu

If you change the modem's DTR line setting, you should be able to retain a
connection while in the desktop, and even if you shut the computer itself
off.

2171. Re: PCB Designers (Again)

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 10:33:53 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar13.103353.2398@actrix.gen.nz>
Source record: 233987

Distribution:world
PCB software.
I do have a copy of a German one, but is still in German, if I
remember only works in Mono.
But I will Post the info as soon as I can on it, but that will be limited
to just the Name of the Product...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2172. Re: TOS 1.4 /auto/ folder stuff

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 11:16:07 UTC
From: csuab@warwick.ac.uk
Message-ID: <%PH&MF&@warwick.ac.uk>
Source record: 233979

>
>I don't know what DCACHE does, but it is probably different from what
>CACHEnnn does. CACHEnnn installs multiple cache buffers in GEMDOS. The
>resulting speedup in original TOS and Mega TOS (1.2) is small, but in TOS
>1.4 it's great. Try this: do a "show info" on a hard disk from the Desktop
>once, then do it again on the same disk. If the second time didn't cause
>any hard-disk accesses, then you're in business. If not, use CACHEnnn
>(where nnn is three decimal digits, 080 is a good place to start).
>

Hi,

I'm running TOS 1.6 and when in GEM it appears that the disk is cached automatically to some extent. For example, if I double click on drive A, shut the window and then double click again, the disk is not reaccessed. This is great, but doesn't seem to work with NeoDesk 3 - which I use all the time. I assumed this was NeoDesk doing something strange, so proceded to get disk cache programs and try using them. They certainly stopped the disk being reaccessed, but if I changed the disk, it didn't clear it's cache. Consequently, on the next disk write, it wrote the directory entries from the first disk onto the second - basically wrecking the whole disk :-(
Is this a problem with NeoDesk, or am I doing something wrong? The cache programs I've tried are: acache, cache, dcache, chcache. If anyone can help, I would be most grateful - I HATE the disk reaccessing every time I come up a directory!

Thanks

Steve - csuab@uk.ac.warwick.cu

2173. Re: 1.44mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 12:30:29 UTC
From: hase@netmbx.UUCP
Message-ID: <2083@netmbx.UUCP>
Source record: 233952

adamd@rhi.hi.is (Adam David) writes:

>In <1991Mar06.123439.20676@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>It would be nice to change the step rate for the drives to suit the disk each
>time a disk is changed.

This cannot be done in a way, that will work on all versions of TOS,
cause the location of the drive parameter block in RAM varies with the
TOS version.
If You want to use documented system calls only, You ll have to change
the step rate once and for all.

>a) disk-in-drive
>b) density-sense
>c) .....anything else not on older DD drives?

depends on drive. There is no standard.
Teac FD235HF carry the "DD-disk-in-drive" (active low) on pin 2 if the
appropriate jumper on the drive is set.
You must also set the HD jumper for the drive to detect HD floppies and
reduce write current whe DD disks are inserted.

>oh, and while I'm at it:

>Does anyone know whether the WD1772 can handle 1024-byte sectors?
>If so then it should be possible to format 1848k onto a HD disk.

This can be done in software. The WD1772 will read and write 256, 512
and 1024 byte sectors. TOS will only work with 512 byte sectors.

It is possible and pretty safe to format 10 sectors per track with DD
floppies, and so is 20 sectors per track with HD drives and media.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

2174. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 12:34:27 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar13.123427.11100@doe.utoronto.ca>
Source record: 233996

In <111@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au writes:
>
> Sounds like a TSR is necessary - so instruction space can be shared.
> Has anyobdy done any work on this idea?
>

Eric Smith plans to add shared text segments to a later version of MiNT.
I am not sure exactly what this involves, but I imagine that he will come
up with some way of identifying a program which is already running
(same path and checksum?), and swap the .bss and .data in and out with
task changes. This would slow down MiNT a bit, but with programs like
bash(1) which is mostly .text, it would save a lot of memory. Comments?
Suggestions? If someone wants to write this themselves, it will show
up faster (Eric shouldn't have to do everything himself).

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2175. Re: 2ms and no verify

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 12:39:14 UTC
From: hase@netmbx.UUCP
Message-ID: <2084@netmbx.UUCP>
Source record: 233953

adamd@rhi.hi.is (Adam David) writes:

>In <1991Mar07.080136.28020@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>>I came across a utility recently that mentioned in its docs that to
>>speed up the floppy drives, you can set them to 2ms and no verify.
>>How reliable is this? Does anyone out there have any experience with
>>this?

The step rate depends only on the stepper motor of the drive.
Most 5.25 inch/80 track drives will work fine at 2 ms step rate.

most 3.5 inch drives will only work down to 3 ms.

There are two kinds of "verify": the step verify and data verify.
I suggest, never to switch of the re-read after write (date verify),
cause disk drives and media are never perfect. This data verify is
something done in software only.

The step verify - a controller option: after a step the controller chip
reads in the header of the first sector it can find and compares the
track number in the sector header with the contents of the track
register; if they are equal, the step succeded; if they are different,
the controller says "seek error" to the MPU - can be switched off
safely.
It does not give more reliability if You do not step too fast for the
drive mechanic. If You have a slow stepping drive - perhaps rated at 3.5
or 4 ms per step - the step verify will relax the step timing a bit and
will therefore help to reduce the "drive X is not responding..." alerts.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

2176. Mega Ste and Clab's notator?

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 12:58:06 UTC
From: johnj@hijg.prl.philips.nl
Message-ID: <2587@prles2.prl.philips.nl>
Source record: 233983

Hi netfellows,

After trying to find out how to upgrade my ST520+ (=1MB) to 2.5MB,
I think I found someone who is willing to buy the machine from me
for a good price (well anyway the price is good enough for me).

So now other possibilities are there for me: Buying a Mega Ste!

As I still want to use my software on the machine
I do have some questions:

1. Does C-lab's NOTATOR run on the Mega Ste.
Possible forseeing problems will do as well (if there are any).

2. Can I still connect C-labs's SMPTY/EBU synchronising box
(called UNITOR) to the Mega Ste?
And what's more, does it stil works, as (imo) Unitor uses the
rom-port on a rather dirty way?

3. Something completely different from music:
As I bought the RAM upgrade (1M chips), can I just buy a
2MB Mega Ste version and plug in the 1M chips (from the
left over Xtra Ram upgrade kit) to make a 4MB Mega Ste?

Thanks in advance.

--
John Janssen Reply: johnj@idms.prl.philips.nl
J.v.Deventerstr.1
Venlo Holland

2177. Transputer Workstation for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 13:13:14 UTC
From: assen@senf.informatik.uni-kl.de
Message-ID: <assen.668869994@senf>
Source record: 233980
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

I intend to sell my Atari Transputer Workstation ATW 800 Issue 4
because now I'm able to use more than enough Transputers to work with in
a parsytec MultiCluster at University of Kaiserslautern.

The ATW includes:
Software:
HELIOS
X Windows 11
bison, ...

Hardware:
T800 20Mhz (not 17.5 MHz) / 10 MIPS
built-in slots for up to 17 Transputers, expandable
4 MB Main Memory
1 MB Dual Ported Video RAM (fast !)
Atari Mega ST incl. 1 MB RAM (all ST peripherals usable) as Server (TOS 1.4)
44 MB SCSI Harddisk
3.5" Floppy
16.7 million colors, > 1 million pixels (up to 1280x960 by now)
Configurable vertical screen frequency (!), e.g. 69 Hz on my EIZO 9070S
Blossom Blitter
Mouse
...

manufactured in Braunschweig, West Germany
no failures

Price:
DM 9500,- (1 US$ = approx. DM 1.50) + MwSt (VAT)
(I'm authorized to declare 14% German Umsatzsteuer tax (VAT)).

Holger Assenmacher | Phone: Germany-631 12933
Dept. of Computer Science | (0631) 12933
University of Kaiserslautern | Internet: assen@informatik.uni-kl.de
Mail to: | UUCP: assen@uklirb.uucp
Rousseaustrasse 10 | CSNet: assen%uklirb@ira.uka.de
D-6750 Kaiserslautern (West Germany) |

2178. Midi file format (Used by several midi programs).

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 13:17:04 UTC
From: geert@ahds.UUCP
Message-ID: <1482@ahds.UUCP>
Source record: 233981
Cross-posted to: comp.sys.atari.st,comp.music

Hi midi & atari-st fans,

I am writing a midi program for the atari ST. As many other programs,
I would like to use the standard Midi file format to store
midi data on disk. However, I don't know what the terms on this
format are. Where can I find information about the midi file format?

The information i would like to get is:

1) Are the parameters in the standard midi file machine independant.
Can all parameters be used on every midi instrument?

2) How are the parameters orded in the midi file.

3) Can machine dependant data (for example midi exclusive data) also be
stored in the midi file, or must i use my own format to store these
data.

4) Many midi music programs are using the standard control commands
for manipulating the music (such as bender, hold etc.)
I have not seen a program use control commands that are
particularly for a midi instrument (such as sound effectors which
are not descriped in the midi standard).
Programs must use the standard control commands and the
'user defined' control commands for manipulating music
(i think) to get the most flexibility.
Is there a program on the market that uses this concept?

Is there a good book written about this subject?
Reactions to comp.sys.atari.st (i think some musicians and midi
programmers would appreciate the answers too) or by mail.

Geert.

Geert Jonkheer UUCP:-----> ....!hp4nl!ahds!geert
....
There is no better music than synth music!!!!!
(Especially when it's written by your own) G.W.T. Jonkheer.

2179. SM124 Monochrome monitor problem (an another one).

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 13:22:43 UTC
From: geert@ahds.UUCP
Message-ID: <1483@ahds.UUCP>
Source record: 233982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It occurred to me that many other SM124 owners seems to have problems
with their monitor (looking at the news).

Well, here's my problem.

When ca. 3/4 of the screen is black, i rarely can't read the 1/4 that's
white and still on the screen.
You know that that will disturb me (especially when I use
Minix, which uses a black background, or using programs that are
inverting the screen).

Has anyone has the same problem, and can it be fixed????
Please help !!!!!!!! Help will be appreciated.

Thanks in advance!

Geert.

Geert Jonkheer | UUCP: -> ....!hp4nl!ahds!geert
AH CCS/TS Netherlands | Or send the answer to comp.sys.atari.st.tech.

2180. 1 meg ST CPU for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 13:58:05 UTC
From: car@banyan.UUCP
Message-ID: <1214@banyan.UUCP>
Source record: 233954

```
FOR SALE

1 meg 1040ST CPU only. $200 you pay shipping.

Internal drive was replaced. Machine has been
run thru the Atari Field Service Diagnostics and it
passes.

Call 508 624-5877 days or email car@banyan.com
```

2181. Re: UUCP

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 14:55:31 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4225.27ddf713@miavx1.acs.muohio.edu>
Source record: 233985

In article <91071.221945JC5LSANU@mIamIU.aCs.mUOhIo.eDU>, <JC5LSANU@mIamIU.aCs.mUOhIo.eDU> writes:
> Could someone tell me where to find uucp. I looked on atari.archive
> but they only had the .c files. I don't have a C compiler so I would
> like to get a copy of the executables. Thanks in advance..

John, I've download the entire Mercury UUCP implementation, if you get a hold of me I can get you a copy.

Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
|||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
/ || \ The Price!! Subdirectory? R.COLLINS1 on GEnie

2182. Re: TOS 1.4 /auto/ folder stuff

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 15:31:54 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <29435@cs.yale.edu>
Source record: 233986

In article <9103121032.AA12932@ucbvax.Berkeley.EDU> cae@sdfvm1.vnet.ibm.com ("Cornelius Caesar") writes:
>In message <A231020137@thelake.mn.org> steve@thelake.mn.org
> (Steve Yelvington) writes:
>>I now have TOS 1.4, and I'm not sure what /auto/ folder programs
>>I ought to be using with it. FATSPEED apparently isn't compatible
>>or necessary. I have FOLDR200.PRG (probably overkill). I'm running
>>DCACHE 1.0f. Is there anything else I really ought to have?
>
>FATSPEED and FOLDRxxx aren't necessary.

FOLDRxxx may still be needed. Even with TOS 1.4 there is a static allocation of storage which puts an upper limit on the number of active folders you can have. If you exceed this limit, you get a message to that effect, the computer stops, and you must reboot. Because of better use of the storage pool in TOS 1.4, you might be able to get by just fine without increasing it. Also, many hard disk drivers increase it for you. But if you do run out, you can use FOLDRxxx to icrease it further.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2183. Re: Apple wins against Microsoft Windows/HP New Wave

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 16:36:21 UTC
From: jcav@quads.uchicago.edu
Message-ID: <1991Mar13.163621.6682@midway.uchicago.edu>
Source record: 233989

In article <EbrPeQS00VIFM3Q24t@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>Xerox has mentioned publicly that it intends to pursue legal action
>against Apple Corp. I can't quite remember the specifics of the license,
>or when the Apple/Xerox trial will be, but I think that I first heard
>about it on computer chronicles, last year. BTW, I wonder what they will
>try to do against Steve-O over at NeXT!

The Xerox action against Apple came before a judge sometime last year (or
1989, not sure), and it was thrown out of court. I think the judge said
something about Xerox having waited too long to bring the action.

An interesting sidenote is that Xerox filed the court action shortly after
William Lowe took over their PC division. William Lowe ran IBM's PC
division when the original PC was developed and introduced.
Coincidence?

--
John Cavallino | EMail: jcav@midway.uchicago.edu
University of Chicago Hospitals | USMail: 5841 S. Maryland Ave, Box 145
Office of Facilities Management | Chicago, IL 60637
"Opinions, my boy. Just opinions" | Telephone: 312-702-6900

2184. Re: Apple wins against Microsoft Windows/HP New Wave

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 17:22:55 UTC
From: archer@elysium.esd.sgi.com
Message-ID: <1991Mar13.172255.28290@odin.corp.sgi.com>
Source record: 233963

In <gbrPe4O00VIFA3Q1kZ@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:

*
*Actually, not they didn't; at least not entirely. They licensed a few
*concepts, but their recent suits go way out of these bounds. That is why
*Xerox has mentioned publicly that it intends to pursue legal action
^^
*against Apple Corp. I can't quite remember the specifics of the license,
^^^^^^^^^^^^^^^^^^
*or when the Apple/Xerox trial will be, but I think that I first heard
*about it on computer chronicles, last year. BTW, I wonder what they will
*try to do against Steve-O over at NeXT!

Did I miss something? Wasnt' Xerox's suit against Apple thrown out a couple
of years ago?

--
"Actually, I'd rather play a nazi transsexual in a buddy film"
-- John Cusack
<archer@sgi.com> Archer Sully

2185. Re: Apple wins against Microsoft Windows/HP New Wave

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 18:42:36 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar13.184236.26029@jato.jpl.nasa.gov>
Source record: 233988

NOTE network.thought.police: don't read this article.

In article <1991Mar13.163621.6682@midway.uchicago.edu> jcav@quads.uchicago.edu (john cavallino) writes:
>In article <EbrPeQS00VIFM3Q24t@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>>Xerox has mentioned publicly that it intends to pursue legal action
>>against Apple Corp..
>
>The Xerox action against Apple came before a judge sometime last year (or
>1989, not sure), and it was thrown out of court. I think the judge said
>something about Xerox having waited too long to bring the action.
> ^^^^^^^^^^^^^^^

It's called the "doctrine of laches:" If somebody else is using your property, and you know it, and you do nothing to protect it, after a certain period of time (5 years, think, but perhaps depending on the property and jurisdiction), you no longer have the right to protect it.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2186. Re: 1.44mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 18:44:49 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar13.184449.26151@jato.jpl.nasa.gov>
Source record: 233990

In article <2083@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>adamd@rhi.hi.is (Adam David) writes:
>
>>In <1991Mar06.123439.20676@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>>It would be nice to change the step rate for the drives to suit the disk each
>>time a disk is changed.
>
>This cannot be done in a way, that will work on all versions of TOS,
>cause the location of the drive parameter block in RAM varies with the
>TOS version.

The Rainbow TOS developers' notes had a description of how to set the
step rate in all versions of TOS. E-mail me if you're interested, and
if there's interest I'll post it.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2187. Re: UIS III, Uniterm, DCDesktop

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 18:47:37 UTC
From: don@col.hp.com
Message-ID: <16830010@col.hp.com>
Source record: 233998

/ col:comp.sys.atari.st / ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) / 1:43 pm Mar 6, 1991 /

I've encountered the following problem and was wondering whether or not anyone knows how to correct it, or if it can be corrected.
Message-ID: <1991Mar6.161126.16586@rodan.acs.syr.edu>
Date: 6 Mar 91 16:11:26 GMT
Organization: Syracuse University, Syracuse, NY
Lines: 11

When running DCDesktop and using Uniterm to connect to a mainframe, I tried to exit Uniterm and do something at the desktop. When I got to the desktop I tried to access UISIII via the UIS da...when I did this the machine froze and I had to reboot, losing my communications connection. Is this something that should happen, i.e. is it impossible to retain my communication connection while doing something at the desktop?, or is there some way to accomplish this kind of activity?
Thanks.
--Gerry
ggreenbe@rodan.acs.syr.edu

2188. Mac system 7.0 and GCR

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 18:57:35 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <QbrbMTa00VAyI5H14P@andrew.cmu.edu>
Source record: 233994

O.K. folks there is some bad news and some good news, and a disclaimer.

1) 7.0 does not work yet with GCR (disclaimer: I only have 2.65, so I do not know if 3.0 will help, but I doubt it.) It does the install O.K., but then it can't boot up into 7.

2) However, after displaying the dialog: Welcome to Macintosh
You're gonna love it!
it then puts up a system bomb box saying: unimplemented trap.
Now, that does not seem all that bad, because it implies that if that is all that is wrong, it will be a quick hack to get it working. But who knows what lurks behind the mask.

3)Disclaimer: In addition to the above, it was only a developers Beta release of 7, so maybe that affected things, but I really doubt it.

DAVE, HELP!!!

2189. Uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 19:50:57 UTC
From: ty@ais.org
Message-ID: <_QT-QA&@irie.ais.org>
Source record: 233993

Could someone please tell me what the most recent version of Uniterm
is? I have 2.0e. Is this it? If there is a more recent version,
where can I find it?

--

Ty Zucker - ty@ais.org | Never mistake asthma for passion |
| and vice versa. |

2190. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 19:55:10 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Mar13145510@acae127.cadence.com>
Source record: 233992

In article <111@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

> Sounds like a TSR is necessary - so instruction space can be shared.

i hope you mean shared text segments. if not, please fedex me a barf bag :-)
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2191. CAD-3D to AutoCAD

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 20:01:26 UTC
From: dejesus@bourbon.ee.tulane.edu
Message-ID: <6653@rex.cs.tulane.edu>
Source record: 233991

A long time ago I remember seeing a STart magazine which had a program
that would convert from the 3-D object file format used by CAD-3D to one
readable by AutoCAD on another computer. Does anyone out there have this
program that they could uuencode and email to me or put in the atari.archive?
(assuming it is allowed by Antic). If it is already somewhere that can be
reached ftp please let me know. Thanks in advance...
--
___ / _____________________________ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@bourbon.ee.tulane.edu _____________________________
/ ak662@cleveland.freenet.edu ////////////////////////////

2192. Canon BJ-10e bubble jet printer

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 22:05:43 UTC
From: petcher@wuphys.wustl.edu
Message-ID: <1991Mar13.220543.14141@wuphys.wustl.edu>
Source record: 233997

Does anyone use the Canon BJ-10e printer with the ST? If so, what do you think about it? How is it for speed? And in particular for graphics, as if I get it, it may also serve as a printer for small TeX documents.

On a related note, does anyone know where I can get a dvi driver (for printing TeX output) for this printer to run on the ST? It emulates the Canon BJ-130e and the IBM Proprinter X24E (whatever those are).

Thanks,
Don Petcher
petcher@wuphys.wustl.edu
petcher@fsu.bitnet

2193. Re: Questions about ST hw/sw upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 22:36:07 UTC
From: bill@mwca.UUCP
Message-ID: <1824@mwca.UUCP>
Source record: 233901

In article <1991Mar12.201001.18669@cs.olemiss.edu> tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:
>In article <1820@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>>Geos isn't actually an OS, it is a graphical environment, just as GEM is
>>to TOS...
>Flame ON!
>
>All flames are C-64 specific--excuse my ignorance of PC Geos.
>
>Geos is a piece of crap Operating System...

I was referring to the new GEOS _for_PC-Clones_ - designed as a "poor-man's" Windows 3 - in other words, it will run (quite well, I read) on a 512K 8088. The reviews I've read have been quite good, but it is still simply a GUI, relying on MS-DOS for the OS (and PC BIOS, to be precise).
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
#######Opinions expressed are my own, though you'd be wise to adopt them!######

2194. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 22:41:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Mar13.224104.3399@jato.jpl.nasa.gov>
Source record: 233999

In article <BAMMI.91Mar13145510@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>In article <111@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>> Sounds like a TSR is necessary - so instruction space can be shared.

Or just better/more consistent use of the shell_p pointer, eh?

>i hope you mean shared text segments. if not, please fedex me a barf bag :-)

Hm. How do you handle static variables in a shared library, anyway?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2195. Re: OS spec(k)s

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 22:47:56 UTC
From: bill@mwca.UUCP
Message-ID: <1825@mwca.UUCP>
Source record: 233902

In article <11921@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>From the two articles which described Geoworks, it is not only a GUI, but
>a new operating system. It was initially called OS/90 (OS/9000's prede-
>cessor, OS/9's successor?!?). Some of the specs are...

There is _no_ connection between Geoworks and OS-9 or OS-9000; not sure where this rumor may have started, but there is definitely no link. OS-9 is our 68xxx-specific operating system, OS-9000 is more portable and currently runs on both 680x0 and 80386/486 systems. There has never been (from Microware, anyway) any OS-90...

>It's nice that the Atari ST is able to run other operating systems, but it
>still needs to hit the "home run" by providing an OS that is quick, capable,
>portable and inexpensive. Geos shows that a good assembly language program
>makes the most of a processor. OS/9 demonstrated this on a Tandy CoCo 3 too.
>OS/68K is available for the ST, but it is a little expensive for most people.

For single copies OS-9/ST is $600; compared to the price of some of the low-end Atari hardware this isn't especially cheap, though considering that it includes a C Compiler and many other utilities and that we sell essentially similar software for some industrial CPU's for ~$2000, it's not especially expensive, either. The net cost can be _substantially_ reduced if someone (Atari, or Dave Small, for example) were to license OS-9 from us. For example, IMS is selling the MM/1, a 15 MHz 68070-based system (quite capable, including HD floppy, 1 Meg, decent graphics and sound, and many other goodies) _including_ Professional OS-9, for less than $900.

--

Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

2196. Re: Monochrome Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 23:12:40 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440161@hplsla.HP.COM>
Source record: 233922

os9paul@gkcl.ists.ca (Paul Good) writes:
|
| I recently purchased a 'previously owned' SM124 monochrome monitor. It seems
| to work quite nicely except for one minor problem. When the display is a
| black background and there is very little text on the screen, the image is
| quite dim. As more characters are displayed the image brightens as if the
| brightness control were being turned up.

My SM124, purchased new, has always done this. Since I prefer a white
background, I haven't tried to figure it out.

%%%

2197. HELP!!! PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-13 23:23:38 UTC
From: thompson@tortoise.cis.ohio-state.edu
Message-ID: <95276@tut.cis.ohio-state.edu>
Source record: 234000

When I play games on my ST I use my T.V. because of the much larger screen. Some of the games I bought are from england and they run at a different frequency, causing the screen to flip. The problem is that my T.V. doesn't have a manual vertical hold, and since the T.V. doesn't adjust enough by itself it will always flip. So my question is, is there a hardware hookup that will adjust the frequency or maybe a "good" virus that would disable the programs ability to change the frequency available. Also, an explanation of why the programs change the frequency in the first place would be appreciated.
Jeff
thompson@cis.ohio-state.edu

2198. UPDATE: THE GLOBAL BBS LIST.

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 00:07:32 UTC
From: Marc_North@mindlink.UUCP
Message-ID: <5149@mindlink.UUCP>
Source record: 233948

UPDATE: THE GLOBAL BBS LIST

This update is provided to all those who have read the previous posting
of mine, of about 10 days ago. The following changes have been made:
[1] This project has been re-named. It shall, from now on be called and
referred to as, "THE GLOBAL BBS REGISTRY"
[2] The list is now accepting information regarding the existence of
all BBS's presently operating AND, systems NO LONGER IN OPERATION, from any
sources around the world. Hence the change in name. It is taken on faith that
no one shall deliberately attempt to submit information that is categorically
false.
[3] The purpose behind accepting and recording BBS's that no longer
operate is to acknowledge that the list exists as a true archive. Hence the
name change in regards to the word REGISTRY.
[4] The base purpose of the registry are as follows:
a) To record BBS names and phone numbers.
b) To record any information that is pertinent to the operation
of the BBS.(Subject to editing if information is too verbose or deemed
irrelevant)
c) To permanently archive ALL entries to The Global BBS
Registry.
d) To delete NO information.
e) To make constant updates. Indicating known system closures
with an appropriate mark.
f) To make updates to the list publicly available via anonymous
FTP.
g) To submit yearly updates of The Global BBS Registry to the
federal archives of at least, but not limited to, Canada and the United States.
h) To provide any country's federal archives, or educational
institutions either printed or magnetic disk copies of The Global BBS Registry.
Any requests for archiving of The Global BBS Registry must be submitted, in
writing, to me at the address at the bottom of this article. If the information
is to be subsequently made in any way publicly available, then a summary of
methods of distribution must be accompanied with the request and must support
the objective stated in paragraph (i) of this article.
i) No commercial or industrial institutions will be granted
direct authorization to obtain or maintain printed or magnetic disk copies of
The Global BBS Registry. Specific legalities will be available upon the initial
release of this information.
j) This will be an on-going project, without any known
termination date.
k) The spirit of this project is as follows: To document,
record, and preserve the sources of the unique culture that has arisen as a
result of the personal telecommunications community.

Official-ese out of the way, let me say that I am THRILLED with the responses to date! I have approximately 12,000 entries to The Global BBS Registry. I receive, on average, 1,000 new entries per day. I expect to have nearly 100,000 - 125,000 entries by the summer. I have BBS names and numbers from Finland to Spain, South America to Russia. LOTS from virtually everywhere in Canada and The United States, of course. But, as you are wondering, I need more.
I need to have both the numbers you call, and the numbers you NEVER call. I need your list from last night, and your list from 2 years ago. In short, you CANNOT overwhelm me with responses.
The information you submit, if it is to be of use in this project, must contain AT LEAST the following information: 1) The BBS's name, 2) The telephone number(s), and 3) The AREA and/or COUNTRY CODE(S). Any other information you supply is at your discretion. The more detailed the information, the more accurate the picture of the BBS. When possible, supply the Sysop's name, and the operating system or computer type that BBS runs on.
PLEASE!! This project will only be successful if I can count on your constant support. As the title indicates, this is a registry. If you or your friends are starting a BBS, please register it with me. Your name (as sysop) and your board's name and phone number will be preserved for all time in both this computer's archive as well as federal archives of Canada and The United States.
Expect to find a similar posting in other news groups. I apologize if the topic of this posting has nothing to do with the topic of the newsgroup it is being posted in.
Expect periodic updates as to the Registry's status and total count.

This is a serious project that I am undertaking. I will make no money from it, nor will my time be directly compensated for. All the hours of work I have already given, and have yet to give, are a labour of love. More so, I feel a responsibility to preserve this data. This information is not vital. Not now, not yet. But someday I believe it will be priceless. Not so much for the references to what will be ancient telephone numbers, but as a measure of the people who lived in what is now 'our time'. I ask that you please help me. Help me to preserve our era, our methods, our systems of communicating.

Many, MANY thanks to EVERYONE who has already sent me information, to everyone who WILL, and to you for taking the time to read this.

Sincerely,

Marc North

****
* The Global BBS Registry *
* c/o Marc North *
* 225 - 810 West Broadway *
* Vancouver, B.C. *
* V5Z 4C9 CANADA *
****

2199. Re: problems with pd game 'Goldrunner'

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 02:01:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40117@cup.portal.com>
Source record: 233906

John Thaanun related problems with his ST after trying to run "Goldrunner"..

First of all, if it's the same game, "Goldrunner" was a commercial product
from MicroDeal in England, distributed in the USA by MichTron.. not PD..

>9. Since the cover is currently off my computer (I have been fiddling with
^^^^^^^^^^^^^^^^^^^^^^^^^
> ram upgrades) I decide to unplug it, and ground every pin on each of the
^^^^^^^^^^^^
> ram chips.

I highly suspect this is the cause of the problem, not trying to run a
game... except for highly isolated cases, software CANNOT damage hardware.

The symptoms described sound very much like the effects of fiddling with
RAM upgrades...

BobR

2200. Re: German and Midimaze 2

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 02:13:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40118@cup.portal.com>
Source record: 233908

Mark Choi writes:

>If the manual is not that long, why not send it to me. I'll translate it
>for you. Or better yet how about you native German speakers out there
>posting your availability. It would take me a lot longer that it would
>take you!

Excellent idea... in fact, I was hoping someone would volunteer..! :)

The main text file is about 26K long unARCed.. I'll mail it to Mark, and
anyone else who'd like to volunteer to translate it.. then when we have
a complete translation of the instructions, we can send it to atari.archive
with the game itself...

BobR

2201. Supercharger problems/questions/answers

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 02:32:37 UTC
From: stu892103@gcc.uucp
Message-ID: <587@gcc.uucp>
Source record: 233933

In article <1991Feb8.162442.9741@cs.mcgill.ca>, depeche@cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:
> Excuse me - does anyone out there who uses a supercharger
> have problems with the ST crashing when you hit ctrl-s to pause the
> output in emulation mode? It is getting me quite frustrated.
>
> ----------

I have had a few problems with Supercharger, including the ctrl-s freeze up problem. There seems to be some problems with the new version of the software. I have also experienced problems with using the Supercharger as a 1meg ramdisk for the ST. I discovered this when compressing/uncompressing files not long after I got my Supercharger(SC). I un-lharced a file that consisted of Degas pictures and I could only view some of them, others were garbled badly, and the rest couldn't be viewed at all. So I thought what the heck, must have a bad lharc-file here. So, I used the test option and this seemed to be true. But then I took the same exact file and put it in a ST-internal-memory ramdisk and checked it and it was fine. So I (and others) have come to the assumption that either I have a flakey memory chip in the SC, or that the ramdisk program is defective. Opinion is leaning toward the latter.
I called Rio Computers, where I got the SC and told them the problem. I asked if they could send me the previous version of the software and they gladly did this for free. I've heard that some things run w/the older version and not with the new (due to the lock-up bug). Now I have both but haven't tried the older version yet. I also have an IBM diagnostics program that I think will check the memory in the SC. Very soon I will try to duplicate the errors reliably and try out the old software. I will post my findings.

Anyone else having this kind of experience or already figured out the problem? I guess that the creators are working on the newest version to be out soon.

Steven J. Greer | UUCP: ...!pitt!edinboro!gcc!stu892103
School:Box 2444 | INTERNET: stu892103%gcc@edinboro.edu
Grove City College |==========
Grove City, PA 16127 | "A coincidence is a small miracle in which
.....| God chooses to remain anonymous."
Home:--Box 25, Main St. | -Unknown by me
Volant, PA 16156-0025 |

2202. Battletech: The Cresent Hawk Inception

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 02:36:46 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar13.213646.28830@mailer.cc.fsu.edu>
Source record: 233904

Hey, anyone out there in netland finished this game? I am stuck with three characters (Jason, Rex, and Edward), and two mechs. It looks like I need to either find another Cresent Hawk member with mechanical skills or figure out where a technical school is. This is because Dr. Tellheim won't talk to me until I answer a technical question. I cannot seem to leave the planet. Anybody know?

--

Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

2203. Re: B.A.T. Dongle - what's in it?

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 02:39:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40119@cup.portal.com>
Source record: 233907

Al Crawford asks:
>I'm intrigued by the fact that the French (Infogrammes?) game _B.A.T._
>appears to contain a hardware dongle that provides a) protection and b)
>enhanced sound.

>Can anyone who has the game tell me exactly what the 'enhanced' sound
>facilities are? I read something in an ST mag about it giving 16 sound chann
>and there being some sort of sequencer/sound editor program on the way for i
>but quite frankly I find it difficult to believe that they could include as
>complex (and presumably expensive) piece of hardware in a game costing just
>#34.95 ...

Unfortunately I don't have that specific game, so I can't say anything directly about it, but from the description it sounds a lot like the enhanced sound "device" that FTL plans to include with the IBM version of Dungeon Master.. essentially it's a D to A (digital to analog) converter that plugs into an IBM's printer port. The device is extremely simple, consisting mainly of a set of resistors and the connector. An audio amplifier plugs into the additive output of the resistor ladder to play the digitized sound.

If this is the sort of thing the French game is including, it would essentially give us a one-channel version of the STe digitized sound.

BobR

2204. Re: HELP!!! PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 02:44:44 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar13.214444.28936@mailer.cc.fsu.edu>
Source record: 233905

In article <95276@tut.cis.ohio-state.edu>, <thompson@tortoise.cis.ohio-state.edu> writes:
>
> When I play games on my ST I use my T.V. because of the much larger screen.
>Some of the games I bought are from england and they run at a different
>frequency, causing the screen to flip. The problem is that my T.V. doesn't
>have a manual vertical hold, and since the T.V. doesn't adjust enough by
>itself it will always flip. So my question is, is there a hardware hookup that
>will adjust the frequency or maybe a "good" virus that would disable the
>programs ability to change the frequency available. Also, an explanation of
>why the programs change the frequency in the first place would be appreciated.

Well, to answer your last question first, games frequently resync the monitor
to have more clock cycles available for other stuff. If you run some games
(or demos, which also often do this) at 60Hz (USA standard), they slow down
tremendously. Now, to my understanding, european monitors default to 50Hz.
Thus, you need what is called a 50Hz Booter. It is a small program that
runs, then tells you to insert the disk to be booted and press a key. The
Booter then reboots, but leaves the monitor syncing at 50Hz. If there is
not such a booter on atari.archive, I can post one there. I can also email
you a copy, if you like.

I do not know if this will work on your televison, I have never tried it. I
would imagine that it will though.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-------------------------------------

2205. Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 03:33:02 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1991Mar14.033302.10763@udcps3.cps.udayton.edu>
Source record: 233823

CeBIT Computer Announcement
Repost from GEnie by Tom Harker of ICD.

CeBIT '91 Newsbreak

March 13, 1991

Things are really heating up here today in Hannover, Germany at the 1991 version of CeBIT which is the largest computer show in the world. Atari surprised everyone with their announcement and demonstration of two exciting new 68000 based computers. The following was described to me by Atari engineers as the were demoing the equipment. I have written this because I felt it newsworthy and an important boost to the moral of Atari users everywhere. I make no guaranty for the accuracy of this information but I have tried to get as much detail as possible. The computer names used are only "internal" Atari names and may be changed before release of the products.

ST Notebook

This is said to be the smallest 68000 based computer in the world. Its size rivals any PC Notebook style computer that I have seen. It is about 1/2 the size of my laptop computer and maybe 3/4 of an inch thick. Features include:

o A built in mouse device that consists of three buttons. The large center button is direction and possibly velocity sensitive to simulate mouse movement in direction and speed.

o A laptop size keyboard, possibly a little smaller than standard. The tactile feel was good.

o 512K ROM capability. It looked like TOS 2.05 was shown in the prototype. This prototype did have a very professional and finished look to it.

o 1 megabyte or 4 megabyte RAM versions available. Uses pseudo-static RAM.

o 2 1/2 inch form factor internal hard drive. 20 megabytes was installed. Presently up to 60 megabytes is possible. Probably an IDE (AT) interface.

o External ports include midi in and out, 1 serial, 1 parallel, 1 combo either floppy drive OR ACSI, 2 RAM card slots (128K

cards shown, said to support up to 4 megabytes), 128 pin computer direct port (all address, data lines, CPU control, etc.), modem connector (for optional internal voice/fax modem), keypad/mouse port. Of course to maintain the small size, nearly all connectors were shrunk and non-standard types.

o An excellent gray-tone LCD display. It did not appear to be backlit which would make sense for the battery life. This was said to be greater than 10 hours before recharging. With less hard drive use, it would be longer.

o The replaceable battery pack shown was very small and contained about eight AA alkaline batteries. If Ni-Cads were installed, the universal power supply would also recharge them when connected. When the battery pack goes down, the notebook is automatically put in a halted state that is maintained for weeks until recharged. Internal Ni-Cad batteries will maintain the halted state of the computer for about 5 hours if the battery pack is removed from the computer.

o Atari has a few choices to transfer data to and from the computer. Connect an external floppy drive. Transfer over the serial ports with a modem or direct. Transfer over the parallel ports at around 20 Kbytes/sec. Connect an ACSI device such as a hard drive externally or possibly ACSI to ACSI communications.

ST PAD

This is similar to ST Notebook and shares most of the features but has a futuristic interface. A touch sensitive LCD display with a pointing device was shown for mouse type functions and handwriting recognition for input. Physically, ST Pad looked like the "Etch-a-Sketch" drawing toys that we grew up with minus the X/Y knobs. No keyboard was attached and there is not an internal hard drive. The OS software and large amount of scratchpad RAM were said to have Artificial Intelligence features to allow ST Pad to actually learn your handwriting style! (Good luck with mine.)

ST Pad looked like it needed more time for completion but ST Notebook looked like something we may actually see sometime this summer or fall. With this exciting new innovative line of computers and Alwin Stumpf (from Atari GmbH) heading up a new world-wide marketing campaign, it appears that this time Atari really may be backing the promise with the product.

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--
"We didn't start the fire, / ___/_ Jim Van Leeuwen

it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /______/ Internet: vanleejf@udcps3.cps.udayton.edu

2206. Re: HELP!!! PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 03:43:54 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Mar14.034354.8523@terminator.cc.umich.edu>
Source record: 233909

In article <1991Mar13.214444.28936@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>
>tremendously. Now, to my understanding, european monitors default to 50Hz.
>Thus, you need what is called a 50Hz Booter. It is a small program that
>runs, then tells you to insert the disk to be booted and press a key. The
>Booter then reboots, but leaves the monitor syncing at 50Hz. If there is
>not such a booter on atari.archive, I can post one there. I can also email
>you a copy, if you like.
>

Yes, there is one here. Try looking at the following:

~atari/graphics/50hzboot.prg (too small to bother arcing)

weiner

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a tuna melt
Atari.archive.umich.edu Caretaker||192M and climbin'|| "So like take off eh?"

2207. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 07:50:52 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9103140750.AA18445@ucbvax.Berkeley.EDU>
Source record: 233911

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Um, does anyone know how to figure out what postage to put on the SASE?
Yes.
>Do the stamps have to be German?
I think the german Postal Offices accept only german stamps...
> Could I just include $5 or something?!?
I think $5 will be enough.

Well, the postage for a letter is DM 1.- within Germany (if you keep the
weight below 20g which is improbable with a 3.5" disk, DM 1.70 for a
letter of up to 50g).
Depending on the weight the international airmail fares to the USA are
DM 1.65 for 5 g
DM 1.90 for 10 g
DM 2.15 for 15 g
DM 2.40 for 20 g (1.40 + n*0.25 per 5 g up to 20 g)
DM 3.35 for 25 g (2.10 + n*0.25 per 5 g up to 50 g)
DM 3.60 for 30 g
DM 3.85 for 35 g
DM 4.10 for 40 g
DM 4.35 for 45 g
DM 4.60 for 50 g
DM 5.55 for 55 g .... (the table is longer than that,
... ... I'll try to save bandwidth now)
DM 127.- for 2000 g (this is MAXLETTERWEIGHT).
Is it that what you wanted to know?
By the way, 1 US$ is currently about DM 1.60 (rising).

Cornelius cae@sdfvm1.vnet.ibm.com
living in Ostelsheim, Germany

2208. GDOS .fnt file formats

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 08:37:57 UTC
From: rosenkra@convex.com
Message-ID: <1991Mar14.083757.13185@convex.com>
Source record: 233912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

thanx to the myriad folks you pointed out that GDOS font files are more
or less identical to in-memory or .fed font file formats, just with all
int/numerical data byte swapped (a la [braindead] intel - yuck :-).

i have written a trivial byte-swapper for converting these files, and if
i get a chance to clean it up, will post it. it should work in both
directions.

now, for those of u interested in nroff, read on. others can skip.

i have decided to upgrade nroff to be more a ditroff rather than an nroff.
this means support for lasers, filters, etc. it also seems the most
current *roff technology. however, i was sort of thinking of using
TeX fonts, to minimize the amount of font data on disk (for those with
TeX anyway). this is not quite portable, however. would u prefer unix
compatibility or common font data? hopefully i will still be able to
support nroff-style documents (fixed width fonts) via the propper
tab* and/or /usr/lib/fonts/dev*/* files (-Tcrt, for example). note that
i know that there are probably ditroff config files for TeX and/or DVI,
so this may be an alternative approach, too.

some people have already sent me their wish lists (thanx). now is the
time to enter yours. i am starting the rewrite now.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

2209. Re: HELP!!! PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 09:30:24 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Mar14.093024.13616@jato.jpl.nasa.gov>
Source record: 233913

In article <1991Mar13.214444.28936@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <95276@tut.cis.ohio-state.edu>, <thompson@tortoise.cis.ohio-state.edu> writes:
>> When I play games on my ST I use my T.V. because of the much larger screen.
>>Some of the games I bought are from england and they run at a different
>>frequency, causing the screen to flip. The problem is that my T.V. doesn't
>>have a manual vertical hold, and since the T.V. doesn't adjust enough by
>>itself it will always flip. So my question is, is there a hardware hookup that

>Well, to answer your last question first, games frequently resync the monitor
>to have more clock cycles available for other stuff. If you run some games
>(or demos, which also often do this) at 60Hz (USA standard), they slow down
>tremendously. Now, to my understanding, european monitors default to 50Hz.
[suggestion of 50hz booter deleted]

The TV is flipping because the program successfully set the video to 50hz
already and the TV is having trouble syncing up. A 50hz booter won't help
the situation. You really need to be able to tweak the vertical hold...
I'm sure the TV has the control internally. (Dunno, maybe these modern
all-digital ones don't. Haven't looked.) Just fyi, another reason to switch
to 50hz - you get 100 more scanlines on the physical display, of which the
ST can use maybe 80 more, max. But also, getting vertical blank interrupts
at 50 instead of 60hz probably does free up a chunk of CPU time...

total aside... I'm looking into hooking up a 25" Proton monitor/receiver
to my ST. This model has an RGB input, so it oughta look pretty slick.
Apparently new video equipment is all going with S-connectors, tho - anyone
have a nice kit to convert RGB to YC video?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2210. Re: problems with pd game 'Goldrunner'

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 09:44:07 UTC
From: jamie@defoe.enet.dec.com
Message-ID: <2699@shodha.enet.dec.com>
Source record: 233914

"Goldrunner" isn't PD. It was sold by (I think) Microdeal in the UK.
There's also a successor; Goldrunner 2 + scenery disks.

It's a really good shoot-em-up, though Goldrunner 2 isn't so hot.

So perhaps your suggestion to "avoid" Goldrunner is a little premature;
if you had an original copy you would have had no problems!!!

Jamie.

2211. Sozobon again

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 10:02:21 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Mar14.100221.4442@newcastle.ac.uk>
Source record: 233929

Thanks to useful feedback a bug in top which appeared because of a related
patch has been fixed, so make.ttp now works (I have tested it this time :-)

Get your new versions from atari.archive in languages/sozobon1.zoo

Leigh.

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

2212. Re: Obstinate Mice!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 10:30:50 UTC
From: nico@cs.ruu.nl
Message-ID: <1991Mar14.103050.5074@cs.ruu.nl>
Source record: 233916

In <UbrPw_a00VIFA3Q2YN@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:

>when you try to move the mouse pointer to quickly in GEM, the mouse
>starts to accelerate in the intended direction, then does an aboutface,
>and heads in the other direction, and keeps doing this until you slow
>down. This is quite annoying. I keep forgetting to check it in Mac mode
>to see if it is GEM or the hardware controller. Probably lame GEM. I

The problem is in the mouse itself. For both directions, there are two optical
detectors. If you move the mouse, a small wheel with holes in it rotates along
these detectors. If you move, say, left, then first detector A will detect a
hole, and some time after that detector B. The time between the two pulses
is determined by the speed of the movement. If you move the mouse to the
right, first detector B will give a pulse, then detector A.

```
A B detectors
v v
#####################wheel
#O#####O#####O#####O#holes
```

Thus, pulses come in `packages' AB (left) or BA (right).
But if you move too fast to the left, the circuitry in the mouse will combine
the B pulse with the A pulse of the next `package', which results in a BA
(right) package.
This is similar to the stoboscope-effect which you sometimes see on TV: A
rotating wheel appears to rotate in the wrong direction.
The only solution is: Buy a better mouse.
--
Nico Verwer | nico@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

2213. games

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 10:36:24 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7991@crash.cts.com>
Source record: 233928

what are other car games that are good.i love hard driven 1 it i
great.anyone use hard driven 2 yet?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

2214. PC-Ditto & Hard Disk -- Help

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 10:50:21 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <24316@hydra.gatech.EDU>
Source record: 233915

OK, I wasn't paying attention then. I didn't expect to get a hard disk
anywhere near this soon.

Configuration is this: MegaST 2, TOS 1.4, Seagate 277N and ICD ST Host
Adapter, and PC-Ditto (the software only version). I can't get PCDitto
to use the harddisk to boot from. This is what I've done so far
Formatted and partitioned the disk.
Set up drive 'C:' as the boot partition for ST use.
Started PC-Ditto from floppy.
Formatted 'C:' using 'format c: /s' while in PC-DOS (3.3).
Put the ICDBOOT.SYS file back on 'C:'.
Put all the rest of the PC-Ditto programs on "C:'.

The system boots from the HD (as 'C:') in ST mode just fine. PC-Ditto
executes from the HD just fine, but demands that a disk with DOS be
inserted into drive A. I remember reading about some problems and fixes
or work-arounds for using a HD and getting PC-Ditto to boot properly.
As I said above, I wasn't really paying attention. HELP! What did I do
wrong, or what did I not do that I have to?

Thanks,

Terry Banks

P.S. Thanks, Ken. The drive works great!
TB

--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

2215. union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 10:56:05 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <7992@crash.cts.com>
Source record: 233918

anyone have a copy of it?or seen it.i did but i did not get a copy i want one let me know fellas!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

2216. Re: lynx

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 11:34:29 UTC
From: schweigl@edvvie.at
Message-ID: <269@eliza.edvvie.at>
Source record: 233872

From article <7868@crash.cts.com>, by chuckie@pro-odyssey.cts.com (Chuck Schul):
> anyone know much on the atari lynx and how it is doing worldwide?

Hmm. Nice thing, color, sound, could have been a success. If not Nintendo had thrown it's GameBoy into the market. No Color, a little less sound, but astonishingly small, much cheaper (that's what impresses the kids, i think) and up to now some 20 Games available, far more than for the lynx, new ones coming continuosly.
Lynx lost the battle, at least here in Austria. Must become smaller and cheaper and be there before Nintendo builds a color GameBoy.

2217. Hot memory and cooling advice

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 12:40:49 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Mar14.124049.28556@cs.wayne.edu>
Source record: 233917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

>Article 21486 of comp.sys.atari.st:
>From: Bill_Moore@mindlink.UUCP (Bill Moore)
>Subject: Help! Hot memory?

> (Bill writes of an overheating problem >

I haven't had an overheating problem yet, but I have noticed that since I upgraded my 1040 the top left side of the vented area feels extremely hot after running for an hour or so. Can anyone recommend a fan that uses it's own power supply that can sit on top of the vented area and cool the ST? My hard drive is already loud enough so a quiet one would be most desired, but I'll take what I can get. Please include model number and source.

About two weeks ago someone mentioned a muffin fan and left the price model number and the 800 number of the company. I called them but they were out of stock.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

2218. Mouse Crazy!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 14:14:08 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Mar14.141408.14532@ncsu.edu>
Source record: 233930

I have had this little bug for a while and was wondering what caused it:

Sometimes when you put a different disk in the drive, and press the
escape key to
see its contents, then after that the mouse movements become opposite. That is
when moving it up, the mouse pointer goes down and so forth

Also, what is the equivalency for ATARI low and medium resolution to Macintosh?
(like is low res the same as 8 bit Macintosh graphics?)

2219. Re: Mouse Crazy!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 15:50:38 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Mar14.155038.23866@informatik.uni-erlangen.de>
Source record: 233931

smisra@eos.ncsu.edu (SAURABH MISRA) writes:

>Sometimes when you put a different disk in the drive, and press the
>escape key to
>see its contents, then after that the mouse movements become opposite. That is
>when moving it up, the mouse pointer goes down and so forth

This is a bootsector virus. Use a virus killer program to examine all
your disks.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2220. Re: TurboAss

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 16:33:42 UTC
From: S_EDELMANN@iravcl.ira.uka.de
Message-ID: <91.073.17
Source record: 233919

> Does anyone know of an email address for the author(s)?

I know an E-mail address of Markus Fritze: markus@data-hh.zer
That's in the German Zerberus-Net. I just tried to send him a bug-report,
but I don't know how to do that from Bitnet or Internet.

Can anyone tell me that?

- -
I Hans Christian Edelmann (at University of Karlsruhe, Germany) I
I E-Mail : s_edelmann@iravcl.ira.uka.de or uk9d@dkauni2.bitnet I
- -

2221. Re: Uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 16:45:25 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Mar14.164525.14580@arc.ab.ca>
Source record: 233921

```
In article <_QT-QA&@irie.ais.org> ty@ais.org (Ty Zucker) writes:
>
>Could someone please tell me what the most recent version of Uniterm
>is? I have 2.0e. Is this it? If there is a more recent version,
>where can I find it?
>
To the best of my knowledge 2.0e 011 is the most recent version.

Bob
```

2222. Re: Help! Hot memory?

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 17:33:42 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Mar14.173342.2902@cbfsb.att.com>
Source record: 233920

In article <5116@mindlink.UUCP>, Bill_Moore@mindlink.UUCP (Bill Moore) writes:
> I have an older ST (purchased in 1986) with an easieST memory expansion board
> installed with 2mb of memory. Recently it has begun to lock up with narrow
> vertical lines on the screen and eleven bombs. This happens when the machine
> has been on for at least 1 1/2 hrs. If I am able to reboot I have only 1/2 mb
> of memory available. I had the connections to the expansion board soldered,
> and that has improved the problem -- it happens less often and the machine can
> be on longer -- but it still happens. Any ideas?? Suggestions?? Did this
> ever happen to anybody else out there? Thanks in advance -- a lot!!

You probably have 1 or more bad bits in the addon memory.
Remember, 1 bit is in each of the 16 chips.

When the bit goes bad, so goes the programs running in that memory; and you
lock up. On reboot, TOS does a memory existence test to size the machine.
Your memory does not read back what TOS wrote, so the memory is truncated
at .5Meg.

This happened to me. I wrote a simple C program to write/read back memory
starting at 0x8000 and soon found a bit being dropped. (write 0xffff to see
if a bit comes back 0, then write 0x0000 to see if a bit comes back 1).
In my case 1 bit was usually a 1. (it was floating). I replaced the
corresponding chip and all was well.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

2223. Re: Mouse Crazy!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 18:44:05 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar14.184405.29264@ecst.csuchico.edu>
Source record: 233924

smisra@eos.ncsu.edu (SAURABH MISRA) writes:

- I have had this little bug for a while and was wondering what caused it:
-
- Sometimes when you put a different disk in the drive, and press the
- escape key to see its contents, then after that the mouse movements
- become opposite. That is when moving it up, the mouse pointer goes
- down and so forth

You sure do have a bug! You have the mouse inversion virus. :^)
Every fifth time you swap disks, the mouse will, as you say, go up
instead of down and down instead of up. Neat little critter. I
highly recommend you get a copy of George Woodside's Virus Killer. I
think the latest version is 3.81.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2224. Re: Revolver and TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 19:42:52 UTC
From: csual@warwick.ac.uk
Message-ID: <!BJ&%V%@warwick.ac.uk>
Source record: 233935

A friend rang Power Computing(UK) and asked if Revolver was STe (TOS 1.6) compatible. They said that they had had various results/responses i.e. it appears that it works on some STe's and not others, but nobody knows why...

Could be different environments (I think their answer was based on customer feedback), but it sure sounds wierd to me.

Jason.

2225. PC copy to ST-formatted disk

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 20:25:11 UTC
From: fast@spot.Colorado.EDU
Message-ID: <1991Mar14.202511.24612@colorado.edu>
Source record: 233923

I ftp'd some software for my ST 520 here,
uudecoded it, and, on an IBM PC, de-arc'd
it.

Is there any way to copy the program
*.PRG from the PC to a disc formatted by
my Atari? I have no modem for the ST.
When I copy the program onto a disc formatted
by the PC, then the Atari can't seem to
handle it...

==========
Bruce Fast fast@cabal.colorado.edu

2226. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 20:57:46 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Mar14.155746.25333@qut.edu.au>
Source record: 233910

In article <1991Mar13.123427.11100@doe.utoronto.ca>, david@doe.utoronto.ca (David Megginson) writes:
>
> In <111@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au writes:
>>
>> Sounds like a TSR is necessary - so instruction space can be shared.
>> Has anyobdy done any work on this idea?
>>
>
> Eric Smith plans to add shared text segments to a later version of MiNT.
> I am not sure exactly what this involves, but I imagine that he will come
> up with some way of identifying a program which is already running
> (same path and checksum?), and swap the .bss and .data in and out with
> task changes. This would slow down MiNT a bit, but with programs like
> bash(1) which is mostly .text, it would save a lot of memory. Comments?
> Suggestions? If someone wants to write this themselves, it will show
> up faster (Eric shouldn't have to do everything himself).
>

This would be nice but why doesn't someone take a standard ansi C library
and make a shareable version taht can be loaded at boot time and there
after used (Via a trap for example) then with the appropriate binding
the text size of executable could be reduced by the size of the linked
library. How about a coff loader for TOS and dynamic linking :-)

BOB
R.Lunnon@qut.edu.au

>
> David
>
> --
> //
> / David Megginson david@doe.utoronto.ca /
> / Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
> //

2227. sound designer for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 20:58:22 UTC
From: selick@bucsf.bu.edu
Message-ID: <76941@bu.edu.bu.edu>
Source record: 233925

```
For Sale:

Sound Designer by Digidisign

-sample editor/librarian that works with most popular samplers
-visual editing of wave loops
-FFT analysis

only $200 (oginally paid over $350!)

send e-mail to <selick@bucsf.bu.edu>
```

2228. Re: ARGV, XBRA specs.

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 21:25:32 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar14.212532.22007@jato.jpl.nasa.gov>
Source record: 233927

Lots of folks have asked for posting of ARGV spec. I found it in the GEMINI 1.2 distribution in DOCS/EXARG.DOC You can get the GEMINI 1.2 distribution from atari.archive.umich.edu, where it's inscrutably called "boottech.lzh".

I'd like to know where is the spec for XBRA?

Thanks in advance.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2229. Re: Mouse Crazy!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 21:27:03 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar14.212703.22122@jato.jpl.nasa.gov>
Source record: 233926

In article <1991Mar14.141408.14532@ncsu.edu> smisra@eos.ncsu.edu (SAURABH MISRA) writes:
>
>I have had this little bug for a while and was wondering what caused it:
>
>Sometimes when you put a different disk in the drive, and press the
>escape key to
>see its contents, then after that the mouse movements become opposite. That is
>when moving it up, the mouse pointer goes down and so forth
>
George Woodside describes exactly this as the effect of one of the viruses.
Get the files from atari/virus at atari.archive.umich.edu.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2230. Atari 520stfm for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 21:42:41 UTC
From: lefko@vaxwaller.UUCP
Message-ID: <4854@vaxwaller.UUCP>
Source record: 233810
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ba.market.computers,ca.wanted

```
Atari 520STfm for sale. Hardly used. 1040 motherboard.
Comes with mono monitor,
1 double sided disk (IBM compatible)
1 single sided disk.
Monitor Stand
All origonal boxes and manuals

$400 or best offer.
```

2231. Re: HEY!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-14 22:43:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar14.224347.695@ecst.csuchico.edu>
Source record: 233932

In article <A0b276og@mwowm.mantis.co.uk> mathew@mwowm.mantis.co.uk writes:
>In <kbqIqTK00WAyMUApUM@andrew.cmu.edu>, Mark Choi writes:
>> Where are all the
>>great word processors, that aren't so slow that you can make dinner
>>while you leave a brick on your mouse button to get the screen to
>>scroll?
>
>Europe. Try some of the German-written text editors and word processors.
>I use Tempus 2; not a word processor, but it has word-wrap (which is all I
>need for TeX) and scrolls smoothly at 40 lines per second. I gather that
>the authors have written a fully-featured word processor which is similarly
>speedy.
>
ST Informer had a screen shot and small description about Tempus Word in their rumor column. The screen shot showed a line of text in a 'wave' pattern, instead of a straight line. (This was in an issue from a couple of months ago.) I think the manual and the commands are all in German. :^(

Nonetheless, Tempus is FAST!! I think there's a demo of it at atari.archive.umich.edu under the filename TEMPUSDM.LZH. Don't know which directory.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2232. The Jack Tramiel Memorial Library

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 01:05:32 UTC
From: stu892103@gcc.uucp
Message-ID: <593@gcc.uucp>
Source record: 233941

I am trying to make my Atari magazine collection more complete. What
follows is a list of the magazines that I DO HAVE. If you have any magazine
dealing with Atari computers that is not in this list and you want to
give/sell it to me, please send me a message. I only have my 'mostly ST' list
at the moment, but when I have the time I will post the list of 8-bit mags that
I've got also.(Anybody wanna' get rid of the 1st few issues of Analog or Antic?)
Issues are listed in the format of: Volume, Number, Month, Year where
possible. <-> means that I have all issues between and including the ones on
either side of the arrow. Here it is... :^#

CURRENT NOTES START
============================== ==============================
5,1 FEB 85 1,1 SUMMER 86 <-> 1,4 SPRING 87
5,3 APR 85 2,5 SPRING 88
5,4 MAY 85 <-> 5,10 DEC 85 3,1 SUMMER 88 <-> 3,4 NOV 88
6,1 FEB 86 <-> 6,4 MAY 86 3,6 JAN 89 <-> 3,11 JUN 89
6,6 JUL/AUG 86 4,1 AUG 89 <-> 4,5 DEC 89
6,8 OCT 86 <-> 6,10 DEC 86 4,7 FEB 90
7,2 MAR 87 4,9 APR 90 <-> 4,10 MAY 90
7,4 MAY 87 5,3 NOV 90 <-> 5,5 JAN 91
8,1 FEB 88 <-> 8,4 MAY 88
8,7 SEP 88 <-> 8,10 DEC 88 ST APPLICATIONS-The Atari ST Journal
9,2 MAR 89 <-> 9,5 JUN 89 ====================================
9,7 SEP 89 MAY 88
9,9 NOV 89
10,1 JAN/FEB 90 <-> 10,5 JUN 90 ST WORLD (US)
========================
ST-LOG #19 3,3 MAR (SAMPLE)
============================ #25 3,9 SEP (SAMPLE)
#11 FEB 87 <-> #13 APR 87 #31 4,2 FEB 89 (SAMPLE)
#15 JUN 87 <-> #16 JUL/AUG 87 #33 4,4 APR 89 (SAMPLE)
#30 APR 89 <-> #31 MAY 89 #39 4,10 OCT 89 (SAMPLE)
#33 JUN 89 (THIS NUMBERING IS
#34 JUL 89 MESSED UP ON THE COMPUTE'S ATARI ST MAGAZINE
#35 AUG 89 MAGAZINES; GO BY ==========================
#35 SEP 89 THE MONTH) 1,2 DEC 86
#36 OCT 89 2,3 JUN 87

MICHIGAN ATARI MAGAZINE
==========================
3,10 NOV 88 <-> 3,11 DEC 88
---turned into... ST WORLD (EUROPEAN)
ATARI INTERFACE MAGAZINE ======================
========================= #47 JAN 90 <-> #49 MAR 90
1,1 JAN 89 <-> 1,3 MAR 89

1,5 MAY 89 <-> 2,1 JAN 90 ST ACTION (EUROPEAN)
==========
ST FORMAT (EUROPEAN) #17 SEP 89
========== #22 FEB 90 <-> #24 APR 90
#1 AUG 89 <-> #2 SEP 89
#7 FEB 90 ATARI JOURNAL ST
#9 APR 90 <-> #10 MAY 90 ==========
DEC/JAN 91
ST INFORMER
========== SHAREWARE CONNECTION
#37 JUL 90 (SAMPLE) ==========
#43 JAN 91 (SAMPLE) #5 SEP 89 <-> #9 JAN 90
#13 MAY 90
#15 JUL/AUG 90
#19 DEC 90

===>Remember, these are the magazines that I ALREADY HAVE!<===
~~~~~~

Steven J. Greer | UUCP: ...!pitt!edinboro!gcc!stu892103
School:Box 2444 | INTERNET: stu892103%gcc@edinboro.edu
Grove City College |==========
Grove City, PA 16127 |
.....| Long live the Blues.
Home:--Box 25, Main St. |
Volant, PA 16156-0025 |
~~~~~~

2233. Re: ARGV, XBRA specs.

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 02:03:51 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <Ebs2i7a00VAD86yLUR@andrew.cmu.edu>
Source record: 233934

Notice that I also recently posted the XARG spec to c.s.a.st.tech.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu
Wanna buy brand new Lynx games: Blue Lghtng, Slime World, Zendocon for $22ea?
Go MEMS!

2234. Re: ARGV, XBRA specs.

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 03:08:54 UTC
From: rabino@eng.umd.edu
Message-ID: <1991Mar15.030854.24592@eng.umd.edu>
Source record: 233937

Are you sure you found the info in "boottech.lzh"? The copy of the
file I d/l'ed was of a program that allowed you to look at, modify, change
executability, etc. of the boot sector on a given floppy disk.

2235. Re: problems with pd game 'Goldrunner'

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 03:25:27 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1991Mar15.032527.29655@lynx.CS.ORST.EDU>
Source record: 233936

In article <40117@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>John Thaanun related problems with his ST after trying to run "Goldrunner"..
>
>First of all, if it's the same game, "Goldrunner" was a commercial product
>from MicroDeal in England, distributed in the USA by MichTron.. not PD..
>
>>9. Since the cover is currently off my computer (I have been fiddling with
> ^^^^^^^^^^^^^^^^^^^^^^^^
>> ram upgrades) I decide to unplug it, and ground every pin on each of the
> ^^^^^^^^^^^^
>> ram chips.
>
>I highly suspect this is the cause of the problem, not trying to run a
>game... except for highly isolated cases, software CANNOT damage hardware.
>
>The symptoms described sound very much like the effects of fiddling with
>RAM upgrades...
>
>BobR

I have heard from many people that Goldrunner is not PD. I plan on calling
Joppa (where I got my drive) and asking them why they bundled commercial
stuff on my syquest cart.

I know that software -usually- cannot damage hardware, but this is not written
in stone. Early Commodore machines had weaknesses this way. The Apple][
may have never surpassed the Commodore PET as an educational machine in
elementary schools were it not for a rom-frying POKE statement in CBM basic.
It was all too easy for enterprising students to bake their machine with
just a few keystrokes. I don't remember how it worked, only that it did.

I don't think my machine has been damaged, but only that it fails to forget
things when I turn it off. Right now it is at its normal, unexpanded 512K.
All is normal except for one broken pin on the mmu. It worked 100% fine
for about a week, even without the pin. (I assume that pin is for addressing
higher memory, which I don't have right now.)

Makes me kinda wish my ST would zero all memory locations at bootup like
the good ol' 8bits do :-)

John Thaanum thaanuj@prism.cs.orst.edu

2236. Re: games

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 04:39:21 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar14.233921.19651@mailer.cc.fsu.edu>
Source record: 233939

In article <7991@crash.cts.com>, chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>what are other car games that are good.i love hard driven 1 it i
>great.anyone use hard driven 2 yet?

Arrrgh! Does anyone know of a grammatical preprocessor this guy could use?!?
Sheeesh! As per your query, I would highly recommend Stunt Car Driver. Really
fast, really smooth 3-D graphics . . . Also, this game is a blast if you
direct connect two ST's together and play two player. Also, the best driving
simulation (most realistic feeling) that I have played is Sega's Super Hang-On
(motorcycle racing game).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-------------------------------------

2237. Re: HEY!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 04:44:12 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar14.234412.19722@mailer.cc.fsu.edu>
Source record: 233938

In <kbqIqTK00WAyMUApUM@andrew.cmu.edu>, Mark Choi writes:
> Where are all the
>great word processors, that aren't so slow that you can make dinner
>while you leave a brick on your mouse button to get the screen to
>scroll?

There are great, fast, powerful programs out there for the ST. The problem
is that there is also a lot of crap, and product support is frequently ripped
out from under you. If you pick carefully, you will not have to put up with
slow software. The purchase of a software accelerator can greatly increase
the usability of most applications. I know what it is like to get burned, but
since I started subscribing to Current Notes and reading comp.sys.atari.st,
I have not purchased a lemon. As one netter said, "this newsgroup is worth
a million bucks . . ."
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-------------------------------------

2238. TT (vapor)

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 08:01:26 UTC
From: jwalsh@csd4.csd.uwm.edu
Message-ID: <10247@uwm.edu>
Source record: 233808

Does anyone know when the TT will be available in the US, and why the H*ll it is taking so long. I have heard that the Amiga 3000 is a *much* better, and faster system then the TT. I am beginning to get the feeling that Atari is verging on bankruptcy. They have never offered support for any of their products, what makes people want to spend $3000 for a system like this?

Also, what do people think of what Dave Small said about the TT? "you can't set the monitor on top of the CPU....etc."? From the Genie developers sig, it seems that the TT has the same chip seating problem as the ST (try dropping a $3000 machine).

Another unsatisfied customer

JW

2239. gcc 1.39

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 08:55:21 UTC
From: wchow@world.std.com
Message-ID: <29072.27e0379a@kuhub.cc.ukans.edu>
Source record: 233940

Keywords:what next?
Message-ID: <1991Mar15.055353.5931@world.std.com>
Summary: gcc, 139, files, umich
Organization: The World
Distribution: usa
Date: Fri, 15 Mar 1991 05:53:53 GMT
Lines: 16

notice today that a few files with the version number - 139 are now
available @umich, i requested and got two of the three files.

one after the decoding and uncompressing resulted in a 'dif' file

the second resulted in 3 ttp files, gcc.ttp, gcc-cc1.ttp and gcc-cpp.ttp.

the third one that was available was called? 'gcc139up.lzh' (sp?)
which i had assumed was an update to 1.38?

but seeing that i didnt get the huge number of files from getting
1.37 and 1.37.1, i am now wondering is there another file/files
that i need to get from umich?

.

2240. gcc 1.39

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 09:03:44 UTC
From: wchow@world.std.com
Message-ID: <29073.27e03990@kuhub.cc.ukans.edu>
Source record: 233942

Keywords:what next?
Message-ID: <1991Mar15.055353.5931@world.std.com>
Summary: gcc, 139, files, umich
Organization: The World
Distribution: usa
Date: Fri, 15 Mar 1991 05:53:53 GMT
Lines: 16

notice today that a few files with the version number - 139 are now
available @umich, i requested and got two of the three files.

one after the decoding and uncompressing resulted in a 'dif' file

the second resulted in 3 ttp files, gcc.ttp, gcc-cc1.ttp and gcc-cpp.ttp.

the third one that was available was called? 'gcc139up.lzh' (sp?)
which i had assumed was an update to 1.38?

but seeing that i didnt get the huge number of files from getting
1.37 and 1.37.1, i am now wondering is there another file/files
that i need to get from umich?

.

2241. Quitting GEM. How is it done?

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 11:31:47 UTC
From: adamd@rhi.hi.is
Message-ID: <2904@krafla.rhi.hi.is>
Source record: 233946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sometimes it is difficult to avoid having to run GEM programs. I would like to be able to junk GEM during a session without having to reboot, so that the memory can be used for something else. It is fairly easy to stop GEM and get on with something else in the underlying shell (just send KILL -17 to it), but my attempts to quit GEM result in a system crash shortly afterwards. Indeed the MiNT docs warn against killing GEM dead, but it should be possible if the right precautions are taken. What is necessary to do first so that GEM can be successfully removed without trashing the system?

Open for discussion.
--
Adam David. (adamd@rhi.hi.is)

2242. QL Emulation on ST (Summary)

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 11:47:45 UTC
From: dh130@cs.city.ac.uk
Message-ID: <1991Mar15.114745.19093@cs.city.ac.uk>
Source record: 233820

A few weeks ago, I mailed usenet with info on ql
emulation upon the st. Ignoring the discussion of can it be done as well
as why it would want to be done the following replies came back:

Source of Info: d8klojo@se.chalmers.dtek
Comments:

He states that: A QL with trumpcard is required. A dump of
the ql rom is required, of which will be transfered to the ST
(copyright laws???, I think he meant dumping of trumpcard rom)

JM Rom will soon be supported.

Info on how to dump roms and transfer will soon be detailed.

General Info:

The QL-screen is emulated in monochrome by a multitasking job.

It reads and writes QL-disks, but no error checking is done on writes.

Format does not work yet.

Serial comm, MIDI etc are NOT implemented yet.

Turbo, Desktop Publisher, The Editor, PSION Xchange and most other
applications work just fine.

Some games, for example Scrabble, are ok, but many are not.

The speed with screen emulator at priority 32 is about the same as my
QL with CST-ram.

Important news:

I have decided to put the current version of the program in the public domain,
but I don't think it's good enough to be posted to .binaries yet.
You could consider it a beta-release.

ST Requirements: 1Mb
e-mail : d8klojo@dtek.chalmers.se
address: Johan Klockars
Foreningsgatan 32/408
411 27 Gothenburg, SWEDEN

O--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--O

Source of Info: adamd@rhi.hi.is (Adam David)

Just in case anyone else out there needs this information,
the non-PD QL emulator for the ST is available from:

Jochen Merz Software
Im Stillen Winkel 12
4100 Duisberg 11
Germany

tel: ...49-203-501274

O--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--0--O

There was also talk of a hardware emulator available, but I do
not have fuller info on this. Also the price was around
ENG$120.00. Personally, I shall buy another monitor and permaset
my QL.

Hope this is of help,

Andrew Thompson

"But officer, it felt good"

2243. VDI fix

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 12:06:26 UTC
From: csuab@warwick.ac.uk
Message-ID: <SYJ&$C-@warwick.ac.uk>
Source record: 233945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Everyone,

I've just been digging around on terminator, and found a program called vdifx110.lzh. I guess this is some sort of VDI fix, but alas, all the docs are in German. Can some kind soul tell me what bug this fixes, and if I need it. I've got TOS 1.6.

Thanks alot

Steve

2244. Monitor Problems

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 12:12:42 UTC
From: cojla@lut.ac.uk
Message-ID: <1991Mar15.121242.6778@lut.ac.uk>
Source record: 233944

Keywords:

Using a Colour Monitor with an Atari ST, I tend to lose vertical synch when resizing windows. The picture moves down about three inches displaying the horizontal black band (usually at the top and bottom of the picture). The picture is quite steady and will return to normal if the window is reduced and I power cycle the monitor. Is this a problem with my atari, my monitor or the software ? One package this happens with is EASYTRACK (a music package)

Any help appreciated

Jim Alty (j.l.alty@lut.ac.uk)

2245. Re: 1.44mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 13:01:07 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar15.130107.11374@actrix.gen.nz>
Source record: 233801

Distribution:world

In article <2886@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
> In <1991Mar06.123439.20676@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> The WD1772 controller has to be the more recent type for it to work properly.
> All recent ST's should have the right chip. The suffix on the older chip is -01
> and on the newer one is -02. I think the date-stamps are 1985 and 1987. The
> simplest way is to let the density sense line select the clock speed. The clock
> to the controller should be deglitched during the speed change. If you want to
> format DD disks to HD (doubtful practice) then a little more circuitry is
> required, probably involving the sound chip.
> It would be nice to change the step rate for the drives to suit the disk each
> time a disk is changed.
>
> Does anyone know whether the WD1772 can handle 1024-byte sectors?
> If so then it should be possible to format 1848k onto a HD disk.
> --
> Adam David.
> adamd@rhi.hi.is

Yes it can, the Sector Length byte is 03 for 1024,
Note, I think the Germans use the 22 sector format to get this size,
but you will have problems booting with a 1024 sector, the TOS does not
suport that size,
But have seen some use od a Driver and a Mix of 512 and 1024 sector size.
From what I now, the -02 Part No. for the WD 1772 was for the Atari
none standard step rate, but I could be wrong.

Note , Atari does not use the WD1772-01 step rates of 2/3/5/6ms,
but use 2/3/6/12 , this I think is why the Part No. is WD1772-02
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2246. Re: 1.44mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 13:21:08 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar15.132108.12143@actrix.gen.nz>
Source record: 233806

Distribution:world

In article <2083@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
> adamd@rhi.hi.is (Adam David) writes:
>
> >In <1991Mar06.123439.20676@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
> >It would be nice to change the step rate f^^^^^^^^^^^^^^or the drives to
suit the disk each time a disk is changed.
>
Please Note. this is not my posting, so Please don't quote me as the Author
of this Article.

This was from a Folowup Article to mine...

> hase
> --
> Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
> Hi! (Zaphod Beeblebrox)

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2247. Re: Help! Hot memory?

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 13:28:11 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar15.132811.12232@actrix.gen.nz>
Source record: 233802

Distribution:world

In article <5116@mindlink.UUCP> Bill_Moore@mindlink.UUCP (Bill Moore) writes:
> I have an older ST (purchased in 1986) with an easieST memory expansion board
> installed with 2mb of memory. Recently it has begun to lock up with narrow
> vertical lines on the screen and eleven bombs. This happens when the machine
> has been on for at least 1 1/2 hrs. If I am able to reboot I have only 1/2 mb
> of memory available. I had the connections to the expansion board soldered,
> and that has improved the problem -- it happens less often and the machine can
> be on longer -- but it still happens. Any ideas?? Suggestions?? Did this
> ever happen to anybody else out there? Thanks in advance -- a lot!!

Try reseating the MMU, as they do get dirty contacts, also Note, that
Atari now fit Clamps to hold the sides of the Sockets in..
its wise to do the same to the Glue...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2248. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 13:41:54 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Mar15.134154.1@simvax.labmed.umn.edu>
Source record: 233817

```
Last update: 15 March 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

I am currently looking for information on Atari ST magazines to be included
in the next 'welcome'. Please send me e-mail with titles, subscription
info, mini-review of the general contents, whatever.

Some of the new information came from: Piet Van Oostrum, Graham Higgins,
Florian Nold, and postings by Andy Tanenbaum (re: MINIX)

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
* PD Where can I get Public Domain/Shareware software?
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
* CLI What Command Line Interpreters are available?
* TEX Is TeX/LaTeX available on the Atari ST?
* LANG Public Domain/Shareware languages...
* GNUC Is GNU C available on the Atari ST?
* MINIX Is MINIX available on the Atari ST?
* DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
BOOKS What books are available for the Atari ST?
TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

NOTE: The server has moved from unido.informatik.uni-dortmund.de. FTP
requests to the old address direct you to the address given above. I do
not know the current status of the old mailserver, but would appreciate
learning if it still exists.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU
programs ported to the ST (including ports of emacs and bash and an extended
version of bammis library for gcc) and also ports of software posted to
comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

For Mail Service:

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to
the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains
the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh
archive, so only needs to be downloaded (in binary mode !) and run. The
archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs
if you have access via FTP and can transfer the binary file to your Atari ST.
The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive
programs. The most popular are Shareware offerings, also available on
atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him
at klute@irb.informatik.uni-dortmund.de or
klute@unido.uucp, or klute@unido.bitnet

arcshl23.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1

```
Drive not ready.................-2
Unknown command.................-3
CRC error.......................-4
Bad request.....................-5
Seek error......................-6
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault....................-10
Read fault.....................-11
General error..................-12
Write protect..................-13
Media change...................-14
Unknown device.................-15
Bad sectors on format..........-16
Insert other disk..............-17
Invalid function number.........-32............1
File not found.................-33............2
Path not found.................-34............3
No handles left................-35............4
Access denied..................-36............5
Invalid handle.................-37............6
Insufficient memory............-39............8
Invalid memory block address...-40............9
Invalid drive specified.........-46...........15

No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2.............1
Bus Error......................2
Address Error..................3
Illegal Instruction............4
Zero Divide....................5
CHK Instruction................6
TRAPV Instruction..............7
```

```
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordUp!, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor
BASH GNU Bourne Again Shell - available under MINT
gemini MUPFEL is the shell used by the gemini environment
pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
=======================================

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.0) has recently been made available on the
atari.archive server. The files may be distinguished from the other TeX/LaTeX
files in the /atari/tex directory by their date (posted in December 1990) and
by the fact that they are all archived using LHArc (.LZH suffix).

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

LANG
Public Domain/Shareware languages...
====================================

Check the atari.archive server under /atari/languages. Currently included:

abc
apl Demo and 'J' j_29.arc,apl68000.arc
forth Don't know which, I prefer BRADLEY FORTH
FORTRAN77 BC-FORTRAN version 'C' bcf.lzh
icon ICON icon2.arc,icon_bin.arc
modula-2 From Germany modula2.zoo
Sozobon C Most excellant
Elan
xlisp

xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254] and most of the other European FTP sites.

MINIX
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get
copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

ZNET and some information from the Current Notes user magazine are also
available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging
paper-based mail "of interested parties who could then
keep in touch and prevent themselves losing touch with the ST community
at large (this would be especially easy if someone who still had net
access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already

have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

2249. Re: Multi-line bbs possible?

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 13:46:22 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar15.134622.12450@actrix.gen.nz>
Source record: 233803

Distribution:world

In article <VBioy1w164w@ersys.edmonton.ab.ca> ersys!arktik@nro.cs.athabascau.ca (Ryan Daum) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> > Distribution:world
> >
> > Well there is Lantech or something like that for the ST, I think this is a US
> > made product, 10Megs bits, don't have all the data handy,
> > and there is a BBS package called Nite Lite, this can have upto 16 lines
> > from what I know, uses external mutiplexers with there own processers,
> > (65C02) from what I can remember, this is driven from the RS 232 port, this
> > I believe comes from the USA as well ...
> > --
> > Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
>
>
> Unfortunately Nite Lite is the biggest joke I've seen in my life. Try
> using it sometime, it's torture from both the sysop and the users end.
>
> Michtron handles 4 lines, multiuser chat, etc.
>
> ____
> //\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
> __/____/ / | \ expressed
> [=FoReM-Net:The=Follower===@=Node=171=The Outland==] herein are always
> [=UUCP:ersys!arktik@nro.cs.athabascau.ca==========] true, as I am
> [=Ryan Daum=======================================] Divinity.

Sorry for this but I did quote the Wrong BBS software, it should have been STar-Net, and not Nite lite, my brain was not into gear.

By the way, what ever happend to FoRem Elite ???, this was suposted to have multi line support...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2250. Neodesk 3.0. (Where to get?)

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 13:59:13 UTC
From: geert@ahds.UUCP
Message-ID: <1492@ahds.UUCP>
Source record: 233943

Hi Neodesk users,

I saw many postings about Neodesk 3.xx. I am very intrested in
Neodesk, and i would like to get a copy of it.
But, when i went to my local atari dealer, they don't know
where to get Neodesk 3.xx. Does anyone know where to get
this software package in Europe?
Is there a dealer in the Netherlands?
And what is the latest version of the software, does it run under
TOS 1.4.?

Thanks in advance.

Geert.

Send posting to UUCP : ...!hp4nl!ahds!geert

Neodesk: It's so much nicer, if you have it!

2251. Re: MiNT Query

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 14:45:46 UTC
From: phils@cs.city.ac.uk
Message-ID: <1991Mar15.144546.23061@cs.city.ac.uk>
Source record: 233821

Anyone know how I can get a copy of MiNT within the U.K.

What does it do exactly ????

Phil M Sleat
City University, London

2252. Re: problems with pd game 'Goldrunner'

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 14:53:30 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <V8uuy1w164w@ersys.uucp>
Source record: 233813

jamie@defoe.enet.dec.com writes:

> "Goldrunner" isn't PD. It was sold by (I think) Microdeal in the UK.
> There's also a successor; Goldrunner 2 + scenery disks.
>
> It's a really good shoot-em-up, though Goldrunner 2 isn't so hot.
>
> So perhaps your suggestion to "avoid" Goldrunner is a little premature;
> if you had an original copy you would have had no problems!!!
>
>
>
> Jamie.

Ocean's new game "Epic" used to be Microdeal's sequel to "Goldrunner 2", aptly called "Goldrunner 3". Microdeal, in the middle of development of "GR 3", decided to get out of the software market. Ocean promptly bought the rights to it, and released it as "Epic". I believe it is now out as we speak. I have seen some screenshot of it in ACE magazine, and it looks awesome!

Greg Granger

= INet: ersys!ggranger@nro.cs.athabascau.ca =
= Fnet: Greg Granger (Node 532) Dark Knight (Node 595)=
= Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 =
= Tele: +1 403 481-0803 OR +1 403 481-5110 =

2253. Re: Mouse Crazy!

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 14:57:37 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <qeVuy2w164w@ersys.uucp>
Source record: 233814

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

> smisra@eos.ncsu.edu (SAURABH MISRA) writes:
>
> - I have had this little bug for a while and was wondering what caused it:
> -
> - Sometimes when you put a different disk in the drive, and press the
> - escape key to see its contents, then after that the mouse movements
> - become opposite. That is when moving it up, the mouse pointer goes
> - down and so forth
>
> You sure do have a bug! You have the mouse inversion virus. :^)
> Every fifth time you swap disks, the mouse will, as you say, go up
> instead of down and down instead of up. Neat little critter. I
> highly recommend you get a copy of George Woodside's Virus Killer. I
> think the latest version is 3.81.
>
>
> --
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

Could you send me a copy of 3.81? I have an older copy of Vkiller
(3.11). It would be greatly appreciated. BTW, I don't have FTP from my
site, so I can't logon to terminator.cc.umich.edu to get it.

Greg Granger

= INet: ersys!ggranger@nro.cs.athabascau.ca =
= Fnet: Greg Granger (Node 532) Dark Knight (Node 595)=
= Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 =
= Tele: +1 403 481-0803 OR +1 403 481-5110 =

2254. Changing GEM rez on the fly?

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 15:15:26 UTC
From: adamd@rhi.hi.is
Message-ID: <2912@krafla.rhi.hi.is>
Source record: 233805

I saw a few months back some discussion here on whether this was easy to do. I didn't pay much attention to it then, but now I have reason to regret not having kept those files. As I remember, the problem is that GEM needs to be told about the changed screen resolution because it is not enough to call the BIOS Setscreen() routine. I recall some mention of internal GEM variables needing to be tweaked. When the BIOS resolution is changed from low to medium, GEM attempts to use the lefthand side of the med-rez screen as a low-rez screen giving funny colours.
Does anyone have the details or other useful info about this?
--
Adam David. (adamd@rhi.hi.is)

2255. Re: VDI fix

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 15:34:21 UTC
From: sanchez@irisa.fr
Message-ID: <1991Mar15.153421.10693@irisa.fr>
Source record: 233947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <SYJ&$C-@warwick.ac.uk>, csuab@warwick.ac.uk (Steve Strong) writes:
|> Hi Everyone,
|>
|> I've just been digging around on terminator, and found a program called
|> vdifx110.lzh. I guess this is some sort of VDI fix, but alas, all the docs
|> are in German. Can some kind soul tell me what bug this fixes, and if I need
|> it. I've got TOS 1.6.
|>

You can find the translation in gemini1_2.lzh at atari.archive !!!

--
Patrick SANCHEZ
INRIA-IRISA (Rennes) Campus de Beaulieu F-35042 Rennes Cedex FRANCE
PHONE : +33 99 36 20 00 ext 498 EMAIL : sanchez@irisa.fr

2256. A Beginner's Guide to FTP

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 15:44:03 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Mar15.154403.18191@terminator.cc.umich.edu>
Source record: 233812

This is a beginner's guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
cd .. : Goes 'back up' a directory, to the one you came from.

These are about all you need to get moving around the archive.

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer
files. More often than not, you'll want to transfer the files from
the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that
you'll be transferring a binary file.
Third, issue this command 'get <filename.ext>'. This will instruct
the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This
tells our machine you're no longer interested in ftping files, and would
like to go back to your command prompt.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of.
Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours,
in our time zone. That would be 9 am to 5 pm , EST. This roughly means
upload or download on file and little else during these hours. After
5pm, have a blast. Go nuts. We probably won't mind nearly as much.....

2) If you have a question about some aspect of ftp service or some
other area of your computer, please ask around at your site first. Don't
immediately fire off all of your questions to us. I don't mind answering
questions about the archive, problems with logging in, or something
similar. But I tend to get upset when people ask me questions like,
"Jeff, how come I can't get the fgrep command to work properly on
my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I
know it's not the greatest thing to do, but if you can find time to
download stuff, I think you can find time to return the favor and
upload things also.

If you have any reasonable questions, any comments or concerns, etc.
please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a tuna melt
Atari.archive.umich.edu Caretaker||192M and climbin'|| "So like take off eh?"

2257. Re: TT (vapor)

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 16:24:22 UTC
From: steve@thelake.mn.org
Message-ID: <A1393235567@thelake.mn.org>
Source record: 233815

[In article <10247@uwm.edu>,
jwalsh@csd4.csd.uwm.edu (John Lawrence Walsh) writes ...]

> Does anyone know when the TT will be available in the US, and
> why the H*ll it is taking so long. I have heard that the Amiga

Taking so long? It's a grand old Atari tradition, isn't it?

My dealer had one in the store the other day. But not for sale -- it belonged to a VAR who was showing it off. VARs appear to be getting them ahead of dealers. The VAR in question packages Atari equipment and custom software for driving numerically controlled stitching machines (making bowling shirts and other uniforms with writing stitched on them). I suppose that there's no danger of such a machine winding up in somebody's home and offending the FCC radio interference zealots.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

2258. C++

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 16:57:12 UTC
From: si0_tb90020@debet.nhh.no
Message-ID: <1991Mar15.175712.433@debet.nhh.no>
Source record: 233807

I've only got one simple question: Does there excist any C++ compiler
for the ST?

terje

2259. Re: Supercharger problems/questions/answers

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 17:25:21 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Mar15.172521.2282@oz.plymouth.edu>
Source record: 233950

In article <587@gcc.uucp> stu892103@gcc.uucp (Mr. Fantasy) writes:
> Anyone else having this kind of experience or already figured out the
>problem? I guess that the creators are working on the newest version to be out
>soon.
>--
Hey,

I also have had problems with the SC RAMdisk when run on the Atari side
I find that the more operations I do within the RAMdisk, the more likely it
is to start acting as though the <ESC> key is pressed and stuck. It just keeps
refreshing and theat obnoxious keyclick goes constantly. Sometimes I can stop
it, but generally I must abort the entire thing and reboot. Perhaps this has
something to do with NeoDesk (I hope not, because I will never return to
Atari Desktop). Anyone had trouble with this? Also for all you modem users,
I have seen a version of Procomm kicking around that is setup for the SC, I
have as I suspect most of you do, the use of an IBM close by. Simply take the
regular Procomm and modify parameters to use COM2, this is <ALT> P. Then
save it, it will work perfectly on SC the first time and no bother of
downloading what for some reason is a much larger file.

I'm interested to hear what people have been doing with their SC's
please E-mail. Also anyone know about that expansion bus inside the SC, it
is standard? If it is, their is a great possiblity of running cards off it
I would suspect.

CU L8R Stephan

--
\/\/\/

2260. wp2latex for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 18:15:29 UTC
From: ate@cs.ruu.nl
Message-ID: <1991Mar15.181529.8003@cs.ruu.nl>
Source record: 233804

I've just compiled wp2latex on my Atari ST.
Wp2latex converts a Word Perfect (5.0/5.1) file to LaTeX.
I've put the program in our Atari archive. The package includes docs and
sources (Pascal and C). You can get the file by anonymous FTP or by our
mail-server.

*****> by anonymous FTP:

Site: archive.cs.ruu.nl [131.211.80.5]
Login: "anonymous" or "ftp"
Password: your email address (you@your_domain)
Usage: see the ftp(1) manual on your system
File: pub/ATARI-ST/tex/wp2latex.zoo
Important: don't forget to set binary mode.

*****> by our Mail-Server program:

1) The Mail-Server can be reached at the address

mail-server@cs.ruu.nl

or the old-fashioned path alternative

...!uunet!mcsun!hp4nl!ruuinf!mail-server

2) The Mail-Server understands a couple of commands, all commands
must be in the message body. The first thing you might want to
do is ask it for help:

send HELP

3) The Mail-Server will send you the UUENCODED package
if you put the following commands in the message body:

begin
send ATARI-ST/tex/wp2latex.zoo
end

PLEASE NOTE:
I didn't write the program. Ron Helwig (rcronh@urc.tue.nl) did.
I only made it work on a ST.

Enjoy,

- Ate -

--
Ate Brink, Dept. of Computer Science, Utrecht University
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands

Telephone: +31-30-534408 Email: ate@cs.ruu.nl

2261. Re: looking for ST version of DEC's EDT editor

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 18:37:39 UTC
From: gilliam@lowlif.dec.com
Message-ID: <21146@shlump.nac.dec.com>
Source record: 233949

In article <3766@gmuvax2.gmu.edu>, scoile@gmuvax2.gmu.edu (Steve Coile) writes...
>Anyone know if there's an ST clone of Digital's EDT editor (standard editor
>in VMS)? Don't like Emacs, and don't mind vi too much, but I LIKE EDT.
>
It's called SEDT. I think the latest Atari version is v4.0 edit 272. It's
shareware and comes with GEM and TTP versions.

M. Gilliam
(INTERNET,UUCP) gilliam@star.enet.dec.com
(UUCP) ...!decwrl!star.enet!gilliam
(INTERNET) gilliam%star.enet@decwrl.dec.com

2262. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 22:15:40 UTC
From: mjs@hpfcso.FC.HP.COM
Message-ID: <7340098@hpfcso.FC.HP.COM>
Source record: 233832

>This would be nice but why doesn't someone take a standard ansi C library
>and make a shareable version taht can be loaded at boot time and there
>after used (Via a trap for example) then with the appropriate binding
>the text size of executable could be reduced by the size of the linked
>library. How about a coff loader for TOS and dynamic linking :-)

This could actually be done fairly easily; the main issue is what to do with program references to library data. You would have to either change all the compilers to make such references indirectly, or make the linker smart enough to copy the data (like errno) into your program, and have the runtime system smart enough so that the shared C library can reference data in your program. The latter is nontrivial.

Also note that the libraries needn't be loaded at boot time; the startup code for the program could load libraries as appropriate, thus allowing arbitrary libraries to be shared on demand.

As for static data in shared libraries, that is usually implemented in Unix implementations by the same "copy-on-write" mechanism used by fork() for program data segments.

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

2263. Re: SM124 Monochrome monitor problem (an another one).

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 22:40:28 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440163@hplsla.HP.COM>
Source record: 233818

```
| I recently purchased a 'previously owned' SM124 monochrome monitor. It seems
| to work quite nicely except for one minor problem. When the display is a
| black background and there is very little text on the screen, the image is
| quite dim. As more characters are displayed the image brightens as if the
| brightness control were being turned up.
```

I received e-mail from one Ian D. Hawkins who apparently can read this group but not post to it. With his permission I am posting his explanation and solution for this problem...

"It's easy to fix the fading problem. It's caused by the drifting of the cathode supply voltage. This is fed to the card on the end of the picture tube to a connection marked b2. It should stay at 70 volts, but drifts high when the screen is nearly black. the grid thus appears more negative and so the current drops off. Fix it by regulating the 70 volt line with, for example , a couple of 36v zeners in series. They dont draw much current, only a few mA. V2 and V3 are ground connection on the tube-end pcb."

%%%

2264. ST with video problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-15 23:50:23 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750117@hpsad.HP.COM>
Source record: 233844

I recently bought a used 520ST with JRI SIMM memory upgrade board as a second machine. It seems to have some sort of video problem. Some programs don't clear the screen correctly. They work just fine on my other machine.

Example: using Flash the right mouse button can be pressed to toggle between the terminal and the save buffer/GEM pull down menus. Press it a second time and it should restore the terminial. The problem is GEM menus and other graphics associated with that screen don't get cleared.

Example: the DeskJet accesory tool by Jeroen Scheerder leaves little remenates of its window when closed.

Example: the Spectrum slide viewer spcsli.prg only shows garbage.

Any ideas?

-Bob

2265. monSTEr and MGR

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 00:50:26 UTC
From: selick@bucsf.bu.edu
Message-ID: <77051@bu.edu.bu.edu>
Source record: 233819

I just tried out monSTEr with MGR and mgr seemed to recognize the larger screen, but it lost the scrolling capability. Any ideas? It would be nice to be able to get a bigger screen with the multitasking graphics system working.
later,
Steve
<selick@bucsf.bu.edu>

2266. Re: TT (vapor)

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 00:57:25 UTC
From: csc23042@sumax.seattleu.edu
Message-ID: <2472@sumax.seattleu.edu>
Source record: 233824

The article was somewhat different that what I would expect from START- but I can trust Dave Small to give a honest appraisal of things.Hopefully they will fix the monitor/case interference/support problem. I like the wealth of serial ports on this machine, and indeed the large number of interface ports overall makes for a lot of possibilities. The twin fans look nice too- should make it rliable.

The point I thought was strongest was the pricing scheme.Now true Atarians will much rather buy a TT than a Mac even if the price is same. But if you are trying to convince new people to sign on, then Atari has to (if they can) revive the spirit of the orginal ST. This would be something like the TT selling for $2000 w/monitor. Look, I don't know exactly what price point it should be, but recall in the old days of 1985 when you could buy a ST for $899 w/monitor that would outperform the corresponding PC or MAC (Mac Plus, IBM AT) at 2/3 to 1/2 the price.
It looks like the main Atari philosophy is to beat their competitors price. They can still win a great victory doing this. If the new Mega STE is sold cheaply enough (undercutting the Mac Classic) then they have a really good shot at reclaiming market share. Greg Pratt seems to have grasped this, at least one interview suggested this, of beating the equivalent Apple product at every level (save perhaps for the IIfx.) They have the machines to do it. The ST or 1040ST can be really slashed to dominate the low-end. The Mega STE can hold off the pitiful Mac Classic. And the TT can (if the price is lowered) either outperform the Mac II LC or beat the IIsi in price (this will be a harder fight, because it is tougher at this level to make the advantages of your machine apparent,as opposed to the feeble Mac Classic.)
The TT is solid hardware. I would not waste too much time with Unix, unless they can push a Unix box out the door for $2500 or less (thus giving them a all new price/power point to deal from.) They should really go for the hack and slash here. I don't think there would be as many complaints about Atari service/support, if the machines were being sold at price-war prices, like the old c-64 was. The price-slashing strategy might be the best one for them and the Tramiel philosophy. Either that, or ax the Tramiel sons. Proof that nepotism does not pay.....

Dave

2267. Re: German and Midimaze 2

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 01:16:23 UTC
From: techno@lime.in-berlin.de
Message-ID: <6U3OBXC@lime.in-berlin.de>
Source record: 233825

Bob_BobR_Retelle@cup.portal.com writes:

>Excellent idea... in fact, I was hoping someone would volunteer..! :)
>
>The main text file is about 26K long unARCed.. I'll mail it to Mark, and
>anyone else who'd like to volunteer to translate it.. then when we have
>a complete translation of the instructions, we can send it to atari.archive
>with the game itself...
>
>BobR

OK, OK ! I'll do it. Send it to the second address in my .sig . And yes,
I'm a native german.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2268. Sozobon C vs. GNU C ??

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 01:29:49 UTC
From: glennd@athena.arc.nasa.gov
Message-ID: <1991Mar16.012949.4238@riacs.edu>
Source record: 233809

Would someone(s) care to offer their opinion of Sozobon C vs. GNU C? Do one or both have a source-level debugger which can be used with them? If so, are they included with the "package"? Thanks in advance. - Glenn

2269. Re: problems with pd game 'Goldrunner'

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 02:30:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40204@cup.portal.com>
Source record: 233846

John Thaanum writes:
>I don't think my machine has been damaged, but only that it fails to forget
>things when I turn it off.
...
>Makes me kinda wish my ST would zero all memory locations at bootup like
>the good ol' 8bits do :-)

Hmmm... sounds like there may be deeper underlying problems.. the ST *is* supposed to zero out memory when you run a program... that's what Pinhead is designed to prevent (and avoid the long wait while 2.5 or 4 megs are cleared every time you run something).

Have you tried a memory test program like Supra's MEMTST..?

BobR

(That POKE in the early Pets would turn the built-in monitor's brightness up excessively and burn it out... nasty..! There was another case of software harming hardware in early Radio Shack Color Computers.. you could POKE the clock speed higher.. nice for games, but it could overheat the LSI chips... but those are the exceptions...)

2270. Re: 1.44mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 04:29:40 UTC
From: adamd@rhi.hi.is
Message-ID: <2914@krafla.rhi.hi.is>
Source record: 233816

In <2083@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:

>adamd@rhi.hi.is (Adam David) writes:
>>It would be nice to change the step rate for the drives to suit the disk each
>>time a disk is changed.

>This cannot be done in a way, that will work on all versions of TOS,
>cause the location of the drive parameter block in RAM varies with the
>TOS version.

Surely there are sensible ways of finding where these are located, if this is what's needed. Since it is possible to have separate steprates for drives A: and B: then there must be a reliable method for changing the steprate on individual drives. Install the routine into the mediach vector, it's almost there now.

>>Does anyone know whether the WD1772 can handle 1024-byte sectors?

>This can be done in software. The WD1772 will read and write 256, 512
>and 1024 byte sectors. TOS will only work with 512 byte sectors.

Presumably the BIOS handles various sector sizes by using the BPB. Is TOS really limited to using standard sectors? What about hard disks which also have larger sectors? (or do they all use 512-byte sectors with more sectors per cluster?). In the worst case a few routines will need to be patched or rewritten if there are indeed incompatibilities. Besides cramming more data onto the disks, being able to use 1024-byte sectors gives access to disks written on other systems which use this format.
--
Adam David. (adamd@rhi.hi.is)

2271. Atari 1040ST for sale.

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 04:57:43 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7791@jhunix.HCF.JHU.EDU>
Source record: 233811
Cross-posted to:
comp.sys.atari.st,misc.forsale.computers,misc.forsale,misc.wanted,rec.music.synth,comp.music,rec.video,rec.games.misc

- Atari 1040ST CPU:
All standard features, plus
Internal Clock Card
Tweety Board
JRI 4096 Color Board
MegaTouch Springs
- Atari SC1224 Color Monitor
- Atari SM124 Monochrome Monitor
- Monitor Master
- Atari SH204 20MB HD
- NEC P2200 24-Pin Printer
- Avatex 1200 Baud Modem
- Mouse Master
- Suncom Slik Stik Joysticks (2)
- Included Software:
1st Word Plus v3.14 Klax
Thunder ST (Spell Checker) Blockout
Partner ST (Multi-function DA w/ Tetris
thesaurus) California Games
Timeworks DTP ST Space Station Oblivion
PrintMaster Plus plus 10MB of PD/Shareware
LabelMaster Elite on the HD
- Price: $1,650 obo.

This makes an excellent first system or second system for the kids. I don't want to part with it, but I need the $$$. I paid well over $2000 for the whole thing. Please don't let this system go to waste. The ST is a great computer for word processing, MIDI, putting out small newsletters, PLAYING GAMES, etc. Help me by buying this computer system, help yourself by getting such a GREAT DEAL!

Please e-mail me if you are the least bit interested. No reasonable offer refused!

Dom Alvear

2272. Using other 3.5" drives with the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 05:05:18 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7792@jhunix.HCF.JHU.EDU>
Source record: 233873

Hello yet again,

I am currently trying to home-brew an HD/Floppy system for my 520ST I bought an HD case (it's coming in the mail) and I already have an 85MB HD and ICD host adapter. What I'd like to know are what peoples experiences with using 3.5" drives normally used with IBM's? I'd like to know how you hooked it up, where you got your parts, what problems you had, any hints, etc. I'd also like to know what brands worked best, which to avoid, and how much you paid for the whole mess. Finally, I was wondering what experiences people have had with the DreamPark or other 1.44MB floppy upgrades. I'm interested, but I've heard of certain incompatibilities that arise.

Please e-mail me, but I'll summarize my findings if there is interest.

Dom

2273. Using other 3.5" drives with the ST II

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 05:09:21 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7793@jhunix.HCF.JHU.EDU>
Source record: 233874

I forgot to mention that I was trying to hook up a FLOPPY not an HD as I know what to do with the HD.

Dom

2274. Re: Obstinate Mice!

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 05:33:42 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <VyZVy3w162w@fquest.fidonet.org>
Source record: 233835

nico@cs.ruu.nl (Nico Verwer) writes:
> The problem is in the mouse itself.
> The only solution is: Buy a better mouse.

I don't think I agree that the only solution is to buy a better mouse. I tried it with my mouse to see if what you said was true. Well, it was, but I didn't know about it previously. Why? Because I use a mouse accelerator program in my auto folder and have NEVER had to jerk my mouse that violently to get it to respond properly. So, I would submit that you might not need to buy a better mouse if you get a good mouse speeder upper program....

The following opinions are my own and not those of anyone else who might be registered on fquest.fidonet.org. All flames can be sent to alt.flames since we don't read that here.

2275. Atari text --> IBM text

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 06:50:01 UTC
From: mccd@jetson.uh.edu
Message-ID: <8800.27e16bb9@jetson.uh.edu>
Source record: 233845

I want to convert an ASCII file, which is being created on an Atari computer, to an ASCII file readable by an IBM_PC DOS. The point is that I want to know if there is a utility that would make it possible for me to make the file readable on the IBM_PC and therefore make it possible to be converted to a DOS compatible text.
I have done this before for a Kaypro computer, by using a utility called Uniform, however I have not found anything for Atari. Thanks in advance.

Reza Golshan
Elect. Engineering
University of Houston(Park)

2276. Re: Supercharger problems/questions/answers

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 09:07:32 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <EbsS1I600VAvA2AJB7@andrew.cmu.edu>
Source record: 233834

> Excerpts from netnews.comp.sys.atari.st: 15-Mar-91 Re: Supercharger
> problems/q.. Technoid@oz.plymouth.edu (1670)

> Hey,

> I also have had problems with the SC RAMdisk when run on the Atari side
> I find that the more operations I do within the RAMdisk, the more likely
> it
> is to start acting as though the <ESC> key is pressed and stuck. It just
> keeps
> refreshing and theat obnoxious keyclick goes constantly. Sometimes I can
> stop
> it, but generally I must abort the entire thing and reboot. Perhaps this
> has
> something to do with NeoDesk (I hope not, because I will never return to
> Atari Desktop). Anyone had trouble with this? Also for all you modem
> users,
> I have seen a version of Procomm kicking around that is setup for the
> SC, I
> have as I suspect most of you do, the use of an IBM close by. Simply
> take the
> regular Procomm and modify parameters to use COM2, this is <ALT> P. Then
> save it, it will work perfectly on SC the first time and no bother of
> downloading what for some reason is a much larger file.

> I'm interested to hear what people have been doing with their SC's
> please E-mail. Also anyone know about that expansion bus inside the SC,
> it
> is standard? If it is, their is a great possiblity of running cards off
> it
> I would suspect.

This is a real pain in the neck. One way to minimize this si to always
hold the reset button in while you reboot, like it mentions in the
manual. This is also a pain in the neck, and a mark of bad design, but
is less annoying than that repeated ESC. The bus is NOT standard, nor
could it be, in that sapce, but the new 80286/386 add ons supposedly
have the abitity for an external expansion cage for standard ISA cards.
This does include the use of SVGA with a SVGA monitor etc.! Too bad we
can't use them in standard Atari mode. :^(.

2277. Re: TT (vapor)

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 09:20:57 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <12272@hydra.Helsinki.FI>
Source record: 233822

In article <10247@uwm.edu> jwalsh@csd4.csd.uwm.edu (John Lawrence Walsh) writes:
>
> Does anyone know when the TT will be available in the US, and
> why the H*ll it is taking so long.

No I don't know, but I've got one...they came out in europe 1.9.90

I have heard that the Amiga
> 3000 is a *much* better, and faster system then the TT.

Well, if you HEARD so then how come you don't buy one at instant ?

I am
> beginning to get the feeling that Atari is verging on bankruptcy.
>
WOW, then my TT would be a real collectors item ?!?!? $$$$$

They have never offered support for any of their products, what
> makes people want to spend $3000 for a system like this?
>
That's true ! not even in finland.... but that's probably why
it seems that the most dedicated usergroups, with GNOLEGEABLE
users have formed around st/TT -here (ST-club with it's PD-
librarys, monthly diskmagazine, developers meetings etc...)
I think the st/TT being not the "safest" choice, it has dropped
out many teenager kids who mostly play games (and used to use c64
and use amiga now) and PC/MAC type of users.... ST/TT is more
distinctive type of thing... this flaming about amiga/st/TT being
better or not is like arquing between cars: wether SAABs(st/tt)
are better or worst than VOLVOs(amiga) but they both are better
than LADAs(russian car and (PC/at/386/486) and are in totally dif-
ferend price group than mercedes(mac) ???? I just happen to like
saabs... and there's a certain destinction between most saab drivers,
which aren't always that good. (here they say "SAABism is a desease!")
;-) but usually the ones who never drove one ;-) ;-)

> Also, what do people think of what Dave Small said about the TT?
> "you can't set the monitor on top of the CPU....etc."?

again... this takes a little brains and coordination, but with that
the monitor sits nicely on top of the central unit (why would you like
to open covers and sit it on top of the cpu... for keeping it warm ??)
-> I imagine that would be a little hard...but then..... ;-) ;-)

I have a feelin the person also wonders about the "pen holder" in front
of the machine... and what to do with it...?

From the
> Genie developers sig, it seems that the TT has the same chip
> seating problem as the ST (try dropping a $3000 machine).

What's that problem, while I'm not aware of...?
>
>
> Another unsatisfied customer
(not quite, you gotta buy something first ?)
(Potential customer, maybe ?)

have lafs & merry weather
Verbier got three days of snow !

>>>

2278. Quitting GEM

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 15:28:32 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <619236@fiction>
Source record: 233833

adamd@rhi.hi.is (Adam David) writes:

> Indeed the
> MiNT docs warn against killing GEM dead, but it should be possible if the right
> precautions are taken. What is necessary to do first so that GEM can be
> successfully removed without trashing the system?

GEM installs a lot of interrupt routines without allowing a legal
deinstallation of them. So I think it is *not* possible at all to
deinstall the Graphics Manager. (BTW: You'd only win 40 K -- not
more, I don't think that this small amount of memory is worth the
effort)

Daniel

2279. Re: Multi-line bbs possible?

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 19:02:32 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <Xe2wy2w164w@ersys.uucp>
Source record: 233828

Roger.Sheppard@bbs.actrix.gen.nz writes:

> Distribution:world
>
> In article <VBioy1w164w@ersys.edmonton.ab.ca> ersys!arktik@nro.cs.athabascau.
> > Roger.Sheppard@bbs.actrix.gen.nz writes:
> >
> > > Distribution:world
> > >
> > > Well there is Lantech or something like that for the ST, I think this is
> > > made product, 10Megs bits, don't have all the data handy,
> > > and there is a BBS package called Nite Lite, this can have upto 16 lines
> > > from what I know, uses external mutiplexers with there own processers,
> > > (65C02) from what I can remember, this is driven from the RS 232 port, th
> > > I believe comes from the USA as well ...
> > > --
> > > Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
> >
> >
> > Unfortunately Nite Lite is the biggest joke I've seen in my life. Try
> > using it sometime, it's torture from both the sysop and the users end.
> >
> > Michtron handles 4 lines, multiuser chat, etc.
> >
> > ____
> > //\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
> > __/____/ / | \ expressed
> > [=FoReM-Net:The=Follower===@=Node=171=The Outland==] herein are always
> > [=UUCP:ersys!arktik@nro.cs.athabascau.ca==========] true, as I am
> > [=Ryan Daum=======================================] Divinity.
>
> Sorry for this but I did quote the Wrong BBS software, it should have been
> STar-Net, and not Nite lite, my brain was not into gear.
>
> By the way, what ever happend to FoRem Elite ???, this was suposted to
> have multi line support...
>
> --
> Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

FoReM Elite was only available for the PC systems. Matt Singer never did
make a ST version of FoReM Elite. A guy called Steve Rider has the
rights to FoReM, and is making frequent updates to it. You can get ahold
of him at Fnet node 224. Sorry, I don't know the phone no., but his node
is called "Full Moon".

Greg Granger

= INet: ersys!ggranger@nro.cs.athabascau.ca =
= Fnet: Greg Granger (Node 532) Dark Knight (Node 595)=
= Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 =
= Tele: +1 403 481-0803 OR +1 403 481-5110 =
/sa

2280. ICCA author

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 21:08:34 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Mar16.210834.21534@watmath.waterloo.edu>
Source record: 233827

I would like to get in touch with the author if ICCA.
Can you help?

Leroy J.(Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca
BITNET: ljdickey@watdcs.bitnet

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

2281. Re: Obstinate Mice! (beware!!)

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 21:24:17 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar16.154759.16230@mailer.cc.fsu.edu>
Source record: 233826

nico@cs.ruu.nl (Nico Verwer) writes:
> The problem is in the mouse itself.
> The only solution is: Buy a better mouse.

Well, let me point something out. I have a buddy that bought a nice ST mouse (not made by atari, I cannot remember the manufacturer), and we noticed a slight problem. The dpi tracking speed of mice has become a marketing buzzword (i.e. "hey, ours tracks at 400dpi, wow"). Well, that means that for some constant distance the mouse moves, a higher dpi mouse outputs more values for that movement (thus resulting in the mouse pointer moving farther). You commonly see "you don't need an accelerator with this mouse". However, there is a problem. With his mouse (400dpi), the pointer did seem to move at about twice the speed of a normal atari mouse, and if you moved the mouse quickly (as an experience desktop user would), the hardware handling the mouse values would apparently get overloaded and poop out. What would happen is that I would move the mouse around doing normal file operations, and occasionally the mouse pointer would just kind of 'freeze'. By experimentation, the speed of movement was determined to be the culprit. Thus, my friend now has need of a mouse decellerator to be able to use his nifty mouse (and this may not work either).

To sum up, don't be impressed with large dpi values. In fact, stay away from them!

I wish to note that "moving the mouse fast" was not artificially induce, just my normal operating speed when I get cooking. You can even overload the Atari mouse if you really sling it around (not recommended). The point here is that the higher dpi mice don't need to be moved nearly as fast to get this to happen.

Also, as per the "better mouse" argument, I would like to note that I have one of the newer Atari mice (with the nylon rollers and the round ball door on the bottom), and it has performed flawlessly for 2 years. The older Atari mice were prone to 'wear out' quickly, but the new ones seem solid and reliable (hey, I hve really given this one a workout).

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-----------------------------------

2282. Re: ICCA, a question

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 22:22:37 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar16.165048.16772@mailer.cc.fsu.edu>
Source record: 233829

In article <1991Mar16.205932.20073@watmath.waterloo.edu>, ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>I recently came across ICCA, and was delighted with the idea.
>But I tried it, and found some problems. Do you know a solution?
>
>I was running "gulam" and decided that I would like to capture some
>output. I wanted to save everything that came to the screen, and
>my mind turned to the newly released ICCA, which claims "I Can
>Capture Anything".
>

Um, what is ICCA. It sounds neat, could you post a brief description?

--

Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

2283. Re: Midimaze 2

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 22:47:20 UTC
From: johnb@churchy.ai.mit.edu
Message-ID: <JOHNB.91Mar16174720@churchy.ai.mit.edu>
Source record: 233830

```
In article <39966@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> ...deleted...
|>
|> Meanwhile there is a program called GER2ENG which will translate about
|> 50% of the text, although with sometimes funny results..
|> "Squeeze any key to continue..."
|>

Where can one get this program??? I would love to try it on some of
the german texts I have... I think it would be a good one to post to
comp.binaries.atari.st. Does anyone else aggree with me?

John
--
*************************************************************************
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@albert.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
*************************************************************************
```

2284. Re: Supercharger problems/questions/answers

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 22:57:06 UTC
From: jan@janhh.hanse.de
Message-ID: <0896.03.91@janhh.hanse.de>
Source record: 233871

From article <587@gcc.uucp>, by stu892103@gcc.uucp (Mr. Fantasy):
> [SuperCharger problems]
> ... I've heard that some things run w/the older version
> and not with the new (due to the lock-up bug). Now I have both but haven't
> tried the older version yet.

I talked to the guy who wrote part of the SuperCharger software yesterday
on the CeBit. He told me of at least one problem in the new software (1.50)
that doesn't exist in the older versions. (in this case impossible
double-click with PC-GEM)

- Jan

2285. Moniterm monitor

Newsgroup: comp.sys.atari.st
Date: 1991-03-16 23:35:23 UTC
From: hofmann@cbnewse.att.com
Message-ID: <1991Mar16.233523.15734@cbnewse.att.com>
Source record: 233831

Well, I just purchased a Moniterm Viking 2/91 monitor. It's a huge beast (19" diagonal) and I hope it's worth it!

I've had no problems with the hardware, just the software I've tried to run on it. Gulam, for instance, insists on keeping the command line about halfway down the screen and writes its responses below that line. Uniterm doesn't work at all.

I posted a query on moniterms
before, and those who responded had no such problems which makes me wonder which screen driver Moniterm users are using? I'm using the one from Atari, bigmontr.prg and someone told me they had problems with it. Are other drivers available? Where?

Any hints you Moniterm users can throw my way will certainly be appreciated, as I would like to switch over to the Moniterm as soon as possible for all of my work.

Thanks!

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL
attcom!ihlpf!hofmann (I think...)

2286. Re: Atari text --> IBM text

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 02:47:53 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <UbshXN600VBAIMhEUx@andrew.cmu.edu>
Source record: 233837

As far as I know (and I've done a few file conversions, IBM to Mac to Atari, etc.) you don't need *ANY* utilities to convert ASCII text from the Atari to the IBM. Atari ST's use *almost* the same file format as the IBM 3.5" format. Just format the disk on the IBM, pop it in the Atari (Ataris seem to always like IBM disks while IBMs occasionally gronk on Atari formatted disks, and hey, don't format it at 1.44 Mb!) and save your text, ASCII format.

Then, stick the disk in the IBM, do a "dir", and your file should be there. You can see it with Mess-Dos "type" command, and if you get an MS-DOS word processor that reads ASCII (most can) then you can do fancy things with it (like add fonts, boldface & stuff that doesn't convert well.)

It's *REALLY* easy.

|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major
quote: "Speak softly and carry a phased plasma rifle." ---me
stupid disclaimer: My opinions have been known to piss people off.

2287. gcc-ar woes

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 02:58:31 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <IbshhLu00VADIIZ2Ev@andrew.cmu.edu>
Source record: 233838
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently got my 4 Mb system, and I just tried gcc-ar for the
first time. It doesn't seem to work. With everything in the right
place, the following occurs:

```
% ar r libab.olb abcd.o
Creating archive file `libab.olb'
ar: access denied for libab.ol$
cmd exit code 1
%
```

... and a very small file named libab.olb is created. A file named
libab.ol$ which is a few bytes larger than abcd.o is also created.

The version of gcc-ar I am using is the one that's in the bin.zoo
from terminator (gcc-1.37).

Any help is appreciated.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu
Wanna buy brand new Lynx games: Blue Lghtng, Slime World, Zendocon for $22ea?
Go MEMS!

2288. GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 03:51:03 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <0bsiSby00VADAIpl4O@andrew.cmu.edu>
Source record: 233839
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm running gcc from RAMdisk on my 4 Mb system, and am playing a balancing game between disk space and memory. I have been getting an error from GCC, namely "Virtual memory exhausted." Does this really mean "disk space exhausted," as it seems to imply, or does it mean "not enough memory?" It doesn't seem to matter which version of gcc I use, be it 1.37 or 1.39.

Thanks in advance,

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu
Wanna buy brand new Lynx games: Blue Lghtng, Slime World, Zendocon for $22ea?
Go MEMS!

2289. VDI_FIX

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 04:41:10 UTC
From: Patrick_Dubbrow@imagine.ms.sub.org
Message-ID: <82052@fiction>
Source record: 233836

Hi!

csuab@warwick.ac.uk (Steve Strong) asked:

> I've just been digging around on terminator, and found a program called
> vdifx110.lzh. I guess this is some sort of VDI fix, but alas, all the docs
> are in German. Can some kind soul tell me what bug this fixes, and if I need
> it. I've got TOS 1.6.

You'll need it. It fixes a bug in the v_opn[v]wk()-routines of TOS which causes
confusion of attributes. The only versions that don't need this patch are
TOS 1.2 (really!) and the new TT-TOS.

Patrick

2290. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 09:56:12 UTC
From: seattle@hydra.unm.edu
Message-ID: <1991Mar17.095612.26923@ariel.unm.edu>
Source record: 233856

In article <1991Mar14.033302.10763@udcps3.cps.udayton.edu> vanleejf@udcps3.cps.udayton.edu (James Van Leeuwen) writes:

>--
>CeBIT Computer Announcement
>Repost from GEnie by Tom Harker of ICD.
>--
>ST Notebook
>
>This is said to be the smallest 68000 based computer in the world. Its
>size rivals any PC Notebook style computer that I have seen. It is
>about 1/2 the size of my laptop computer and maybe 3/4 of an inch
>thick. Features include:
>
(awesome list deleted with regret)

WOW. I was thinking of getting a STacy, assumit ever passed FCC
and the price came down.... This may be exactly what I've always wanted.
A miniature ST that I could bring into my classes to take notes and play
nethack on. Too bad I'm graduating this semester. It'll still be nice to
take on trips, when I have to be away from my home system.

No big deal about no disk drive - I hardly ever use my SF314 anymore anyway.

Any idea at all (give or take $500US) how much this baby will cost?
Guess I'll find out in about 1-2 years, when it hits the US market.

Dave

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

2291. Re: TurboAss

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 12:29:36 UTC
From: friedi@rischwa.han.de
Message-ID: <A0b2emim@rischwa.han.de>
Source record: 233840

In <91.073.17:49:41@ira.uka.de>, |S| Hans Chr. Ede writes:
] > Does anyone know of an email address for the author(s)?
]
] I know an E-mail address of Markus Fritze: markus@data-hh.zer
] That's in the German Zerberus-Net. I just tried to send him a bug-report,
] but I don't know how to do that from Bitnet or Internet.
]
] Can anyone tell me that?

You could try to send your mail to markus@data-hh.zer.sub.org that should
work...

Friedhelm
--
Friedhelm Poschadel Voice: +49 511 57 99 314 BTX: 0511561141-0002
friedi@rischwa.han.de friedi@rischwa.han.sub.org Fido: 2:240/1
POSCHAD@DHVMHH1.BITNET POSTMAN@DHVMHH1.BITNET

2292. Adventure Creator

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 14:45:57 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Mar17.144557.474@cs.wayne.edu>
Source record: 233841

Anybody know where I might find the shareware adventure creator? Also,
anyone experienced in the use of STAC, Mandarin's adventure creator?
Does it allow you to make adventures that have graphics?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

2293. Calamus demo

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 15:49:56 UTC
From: simonian@x102c.ess.harris.com
Message-ID: <5847@trantor.harris-atd.com>
Source record: 233842

Does anyone know of an FTP site that I can get the Calamus demo from?
I have tracked down Pagestream, but the only place I've seen references
to the Calamus demo is in PD supplier ads.

Richard Simonian
Harris Space Systems Corp. 407-633-3800
simonian@x102c.ess.harris.com
rsimonian@nasamail.nasa.gov

2294. Atari.archive.umich.edu monthly posting

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 15:58:37 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Mar17.155837.24668@terminator.cc.umich.edu>
Source record: 233855

Welcome to atari.archive.umich.edu

This is the monthly posting from the umich atari posse. We hope
it will answer some of those nagging questions that always seem to pop up
from time to time. If you have any additional suggestions, please mail
them to me, at weiner@atari.archive.umich.edu.

1: How do I use BART?
Now that BART is back on-line again, you can get bart help by mailing
atari@atari.archive.umich.edu and include the word 'help' in the body of
the message.

2: How can I connect via FTP?
If you are interested in ftp, I recently wrote a beginner's guide. Please
mail me and I will send you a copy. I'll post it every once in a while too.

3: What if my machine doesn't support name service?
Two things to do here:1) Demand that your sys-admin install it soon,
and 2) use the internet address 141.211.164.8

4: I can't download because my hard drive doesn't work and my modem goes
out sometimes and .....HELP!!!
Sorry, outside of the archive I really can't help you....Your best bet is
to find someone at your site with a similar set-up, or post to c.s.a.st
for advice.

5: HEY! Your index is much better than it used to be!!!
HEY! I know! We've added text descriptions and a whole lot more! To top
that off, the index will now be updated instantaneously. No more waiting
for me to get off my butt and do it....But, keep in mind, it's still in
the creation process, and will be a bit wierd from time to time. If you
have noticed any errors, or have any suggestions or descriptions of files,
please mail them to me!!

6: When I try to FTP to the archive's host, I get a message saying that my
machine wasn't recognized and I wasn't allowed to log in. What's up?
We only accept ftp logins from recognized hosts. If you are not allowed
to log in, please try again. It is possible that the DNS took a bit too
long. If you are still denied access, ask your sys-admin to fix your
name servers.

7: Ok, the index is better, but I can't find a thing in ~atari/utilities.
What's up there?
I'm in the process of reorganizing this directory. It just got a
bit too big and out of control to be really useful. I should be done
with it by the 2nd week of April.

8: Here's a question for you Jeff, how come I can't use 'ftp terminator.cc.etc'
any more to connect?
That's because you're not using atari.archive.umich.edu like we told you
to. In the near future, terminator.cc.umich.edu will change it's name.
Don't say we didn't warn you.......

There are a few files you'll really like to have:

archivers/arc602.arc : The latest version of arc
archivers/zoo.arc : The classic archive program
archivers/compress.zoo : Useful for removing .Z from sounds and binaries
archivers/unlzh11.arc : Unpacks .lzh files
archivers/sttar.arc : Removes those nasty .tar extenders
THEY ARE CONTAINED IN THE SELF EXTRACTING ARCHIVE starter.tos!!! PLEASE USE IT!

Thanks to everyone who has uploaded anything lately.....

Just Added: ~atari/reviews: A directory devoted to reviewing new and old
atari software, hardware, PD, shareware, etc. Please send your reviews
to me asap.

PLEASE NOTE: FTP service is a privelege, not a right! Please make
a supreme effort to keep heavy FTP use in off-time hours (i.e. after
5 pm EST but before 8 am EST).

Any ideas, questions, comments, etc. to me,
weiner@atari.archive.umich.edu

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a tuna melt
Atari.archive.umich.edu Caretaker||192M and climbin'|| "So like take off eh?"

2295. Re: Quitting GEM. How is it done?

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 16:30:25 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Mar17.113025.8814@uwovax.uwo.ca>
Source record: 233853

> Sometimes it is difficult to avoid having to run GEM programs. I would like to
> be able to junk GEM during a session without having to reboot, so that the
> memory can be used for something else. It is fairly easy to stop GEM and get on
> with something else in the underlying shell (just send KILL -17 to it), but my
> attempts to quit GEM result in a system crash shortly afterwards. Indeed the
> MiNT docs warn against killing GEM dead, but it should be possible if the right
> precautions are taken. What is necessary to do first so that GEM can be
> successfully removed without trashing the system?
>

You'll have to restore all the various interrupt vectors that GEM changes when
it starts. These include: the line F vector, the mouse vector, trap #2
vector, critical error handler, and gemdos timeout vector. There are probably
others as well. If you've killed GEM and any of these interrupts happen, the
wrong thing could be done (leading to a crash).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2296. Re: monSTEr and MGR

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 16:34:42 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Mar17.113446.8815@uwovax.uwo.ca>
Source record: 233854

> I just tried out monSTEr with MGR and mgr seemed to recognize the larger
> screen, but it lost the scrolling capability. Any ideas? It would be
> nice to be able to get a bigger screen with the multitasking graphics
> system working.

There's not much that can be done without recompiling either MiNT or MGR.
The problem is that MGR uses MiNT's V:\MOUSE device to do mouse I/O,
and when this device is open mouse events aren't passed on to GEM and hence
the line A variables that most big screen emulators use for scrolling aren't
updated. The next version of MiNT will update those variables automatically.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2297. mods in mint?

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 19:51:09 UTC
From: youngmw@mentor.cc.purdue.edu
Message-ID: <8077@mentor.cc.purdue.edu>
Source record: 233843

Is there a program that plays .mod files in mint, perhaps
a 10kHz player that leaves plenty of clock cycles??
I have not been successful in finding one.

Thanks, Aaron Hodgen.

2298. Re: VDI_FIX

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 20:07:12 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Mar17.200712.20342@colorado.edu>
Source record: 233851

Also, gemini12.lzh has an english version of vdi_fix in the archive (among other things :-)

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

2299. Re: Atari text --> IBM text

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 20:11:10 UTC
From: rcb@netcom.COM
Message-ID: <1991Mar17.201110.6232@netcom.COM>
Source record: 233858

In article <8800.27e16bb9@jetson.uh.edu> mccd@jetson.uh.edu writes:
>
> I want to convert an ASCII file, which is being created on an Atari
>computer, to an ASCII file readable by an IBM_PC DOS. The point is that
>I want to know if there is a utility that would make it possible for me
>to make the file readable on the IBM_PC and therefore make it possible to
>be converted to a DOS compatible text.

It shouldn't be necessary to do any conversion. Atari and MeSs-DOS
both use straight ASCII characters with lines terminated by a CR-LF
combination.

But if, for example, you created your file on the Atari with First
Word Plus in word processing mode, that's a different question
completely: how to convert First Word Plus documents to ASCII? Is
this your problem or did the above paragraph answer the question?

>
> Reza Golshan
> Elect. Engineering
> University of Houston(Park)

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb

2300. Re: Apple wins against Microsoft Windows/HP New Wave

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 20:20:41 UTC
From: bro@eunomia.rice.edu
Message-ID: <1991Mar17.202041.933@rice.edu>
Source record: 233852

In article <1991Mar13.184236.26029@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>NOTE network.thought.police: don't read this article.
>In article <1991Mar13.163621.6682@midway.uchicago.edu> jcav@quads.uchicago.edu (john cavallino) writes:
>>The Xerox action against Apple [...] was thrown out of court.
>>[...] something about Xerox having waited too long to bring the action.
>It's called the "doctrine of laches:" If somebody else is using your
>property, and you know it, and you do nothing to protect it, after a certain
>period of time (5 years, think, but perhaps depending on the property and
>jurisdiction), you no longer have the right to protect it.

Legal question 1:

Do the property rights devolve to the usurper, or can the original owner still sell, transfer, lease, (or license) it to others?

Legal question 2:

If neither of the above, wouldn't the property become "Public Domain"? (Though I cannot think of a physical analogy for this, the trademark analogy would be: if you defend your trademark, you can prevent it from being used by others. If you do not defend it (within a certain period of time) it can be used *by anyone*. Thus the constant battles about using trademarked terms in a generic sense (coke(TM), polaroid(TM), xerox(TM :-) etc.).

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

2301. New uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 21:00:08 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar17.160009.28770@mailer.cc.fsu.edu>
Source record: 233859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here are some new uploads to atari.archive (141.211.164.8):

size name

24320 areacode.lzh Find city and timezone from phone areacode. Very
handy for decoding your phone bill!

15872 bigcolor.lzh big monitor emulator that works in color.

38391 cal47.arc An excellent calendar program. Allows you to install
a "reminder" program in your auto folder to warn you
of upcoming events (I will never forget my girlfriend's
birthday again!). Very well done, this is a must have.
This version is only a few hours old!!

16896 djenvelp.arc Prints envelopes on Deskjet printers

16923 dskchart.arc Gives a graphical representation of free disk space on
drives. Can also give more detailed info.

28544 edhak_19.lzh This is a combination diary/text editor/memory editor/
disk editor. I think it is an acc.

37760 edhakdoc.lzh Fuller docs for the above program.

23808 fcopy30.lzh A german PD copy/formatter program. Very nice.

108672 nagel.lzh A bunch of Nagel spectrum pics. Very well done.

16512 postal20.arc A database of postal abreviations for US and Canada.

5756 specshow.arc A spectrum pic viewer. Also allows you to compress
the pictures, and view the compressed ones.

36864 stunzip.arc An ST version of the ZIP archiver.

116352 subcl114.arc A PD version of El_Cal, a very user friendly and
powerful mathmatical calculation program. A must
have!

54272 tcos.arc A stripped down clone of Hypercard. Kinda interesting.

Please note that I had nothing to do with any of these programs except for
Cal47, for which I merely made some suggestions to the author. I really
recommend this program, it is actually USABLE (as opposed to all the other
time management type programs I have used for the ST). Sub_Cal is another

gem in this group. I used a previous version heavily in several of my undergraduate calculus, statistics, and discrete math courses. Enjoy!!

Oh, on a couple of these guys I added a small doc file (if there was not one included with the arc). Just a one or two liner.

--

Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

2302. Re: Multi-line bbs possible?

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 21:09:17 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <7X2yy1w164w@ersys.uucp>
Source record: 233862

Roger.Sheppard@bbs.actrix.gen.nz writes:

> Sorry for this but I did quote the Wrong BBS software, it should have been
> STar-Net, and not Nite lite, my brain was not into gear.
>
> By the way, what ever happend to FoRem Elite ???, this was suposted to
> have multi line support...
>
> --
> Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

No, I think you were right in saying Nite lite, STarNet is a single user
Public Domain system.

Forem Elite? I don't know, but I think the Miller brothers (makers of
Turbo BBS) are going to get around to adding multiline sooner or later.

____
//\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
__/____/ / | \ expressed
[=FoReM-Net:The=Follower===@=Node=171=The Outland==] herein are always
[=UUCP:ersys!arktik@nro.cs.athabascau.ca==========] true, as I am
[=Ryan Daum=======================================] Divinity.

2303. MIDI Software for ATARI ST - Stereo Leslie Effect

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 23:04:05 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <5438@vela.acs.oakland.edu>
Source record: 233861
Cross-posted to: rec.music.synth,comp.sys.atari.st,misc.forsale

Software for ATARI ST MIDI

Master Tracks Pro (one week old - not what I needed)
original box, etc. (bought for $289)
UltraMIDI total control workstation (MidiMouse Music)
Never used - controlled midi prompting from your synth
(cost $249)
MichTron SuperConductor Sequencer ($49)

Sell as Package for $300 or $175 for either of the first two, and the first
reply will get the supercharger program thrown in. Would rather sell as
a set though

Also:
Stereo Leslie style effects generator
Foot button style switch. Mono input, stereo output

I bought it used and have not even tried to hook it up. I ended up
running mono anyway, and thus have not had a need for it. I paid $35
dollars for it on the network, and would like to get $25 for it.
mono input, and stereo output. Power plug included, or run on batteries.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2304. Re: Sozobon C vs. GNU C ??

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 23:43:13 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Mar17.184313.8820@uwovax.uwo.ca>
Source record: 233847

> Would someone(s) care to offer their opinion of Sozobon C vs. GNU C? Do
> one or both have a source-level debugger which can be used with them?
> If so, are they included with the "package"?

If you've got the memory (>=2 megs) and a hard drive, GNU C is definitely
the way to go. It produces better code, is ANSI compatible, and offers a
choice of 16 bit (for speed) or 32 bit (for compatibility with Unix) integers.
The libraries for GNU C are also somewhat more complete, and are generally
more Unix-like.

Neither compiler really offers a source-level debugger. szadb (the sozobon
debugger) doesn't do source, although it does do symbol tables. gdb
(the GNU debugger) *is* a source level debugger, but the current release
for the ST is very seriously out of date, and lots of problems are reported;
in my experience, it can't be relied on.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2305. Re: Obstinate Mice!

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 23:43:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <214@uqcspe.cs.uq.oz.au>
Source record: 233848

mspacek@fquest.fidonet.org (Mark Spacek) writes:

>nico@cs.ruu.nl (Nico Verwer) writes:
>> The problem is in the mouse itself.
>> The only solution is: Buy a better mouse.

> [I] have NEVER had to jerk my mouse that violently to get it to respond
> properly. So, I would submit that you might not need to buy a better mouse
> if you get a good mouse speeder upper program....

Yes. I use the Mouse accelerator that comes with GEMINI.

IT IS NOT A MOUSE `DOUBLER'. Those things are horrible - they just
make the mouse move two pixels rather than 1 on each pulse, so the mouse
jerks around the screen.

The Mouse accelerator I use goes at normal speed when you move
the mouse around, but if you move it, say twice as fast, it steps up
the speed and travels (say) four times as fast.

Really neat.
Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2306. Re: GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st
Date: 1991-03-17 23:50:02 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Mar17.185002.8821@uwovax.uwo.ca>
Source record: 233849
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <0bsiSby00VADAIpl4O@andrew.cmu.edu>, es2a+@andrew.cmu.edu (Eric Stuyvesant) writes:
> I'm running gcc from RAMdisk on my 4 Mb system, and am playing a
> balancing game between disk space and memory. I have been getting an
> error from GCC, namely "Virtual memory exhausted." Does this really
> mean "disk space exhausted," as it seems to imply, or does it mean "not
> enough memory?" It doesn't seem to matter which version of gcc I use,
> be it 1.37 or 1.39.
>
It means "Real memory exhausted" on the ST, since we don't have any virtual memory. (Although if you have a TT, and write the necessary software, this could change...)

I find gcc usually wants 2 megabytes; if your functions tend to be large and complicated, 2.5 megabytes may be necessary.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2307. Re: Obstinate Mice!

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 00:27:35 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Ubt0Zr600VBAIOW281@andrew.cmu.edu>
Source record: 233864

As per all the replies to my original post, all very interesting, but academic, as I have a STacy, and us the trackball more than a mouse. I can get it ot overload during normal operation (I do move the bugger FAST, I know what I want to do!), but it is even worse with a trackball, as the normal operation procedure is to flick the ball and let it fly. This results in a lot of "hurry up and wait" sessions, as the mouse goes nowhere. I think that it is indeed a hardware controller problem, not really a mouse or accelerator problem. I have two mice, the Atari and the Best mouse, and the trackball, and the Atari accelerator, and this occurs during any combination of the above. The problem is in the box! Oh Well....

-GEISHA-

2308. WOW!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 01:05:36 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <8bt19Ui00VBAQOW2Z2@andrew.cmu.edu>
Source record: 233865

I have a STacy, and believe me it's nice, but it ain't that great. Mac laptop? a bit of a pain in the ass with the cartridge and the GCR floppy wire hangin' off the sides. But this thing from CeBIT. I waannnnttttt it. I want it now. THIS is what the Stacy shoulda been. But from the decription it seem as if a few things may be lacking. External monitor support for one. So how do I do colour? Also, RF. What about cartidges? Would they have to be redesigned to be direct slot cards? That would not be so bad. Think, GCR as PDS card, faster, no need for goofy bankswitching to get more than 128k, and internal! Greyscale? will there finally be a hi-res greyscale, ore does grey-tone only man that the LCD will be grey, not blue? Why no floppy? other ntebooks got 'em? A back-light is a necessity. The STacy is unusable without it!
All this aside, this baby sound great. If they allow it to access the full 4096 colours of the STe, then they can give the STacy a sex change operation, and call the new machine the STacey. WOW.

2309. STOS/CyberSCULPT help

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 01:18:18 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <gbt1JOK00VBA0OW31r@andrew.cmu.edu>
Source record: 233866

I have a bit of a problem. The program files on my original STOS disk got damaged. I live in the US, and have had no luck finding to whom I send the disk to get it replaced. I would appreciate one of the following, preferably the first:
1) Could I mail my ORIGINAL disk to someone who has STOS, so that they can reinstall it?
2)If not, does anyone know where I can send my disk in the US to get it fixed.

Actually The same thing happened to my CyberSCULPT disk (Yes I do use backups, this is just a fluke) Is there someone who can do the above (#1) for SCULPT as well? Thanks in advance. :^)

Also, to Dave Small, and the folks at GRIBNIF. You guys seem to be fighting it out on my STacy. When I use the feature of neodesk to load an alternative desktop font, the Spectre page in mac mode is garbled and FUBAR. It still works though :^|. Since I only use it for reassigning the right mouse button, it's not that big of a deal.

2310. Re: HELP!!! PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 01:23:00 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b2gh2g@mwowm.mantis.co.uk>
Source record: 233899

In <95276@tut.cis.ohio-state.edu>, jeffery d thompson writes:
> When I play games on my ST I use my T.V. because of the much larger screen.
>Some of the games I bought are from england and they run at a different
>frequency, causing the screen to flip. The problem is that my T.V. doesn't
>have a manual vertical hold, and since the T.V. doesn't adjust enough by
>itself it will always flip. So my question is, is there a hardware hookup that
>will adjust the frequency or maybe a "good" virus that would disable the
>programs ability to change the frequency available.

That wouldn't help. It would probably break the program, especially if the
program in question was an arcade game.

> Also, an explanation of
>why the programs change the frequency in the first place would be appreciated.

European TVs work at 50 Hz. We make up for the fewer frames per second by
having more vertical resolution and properly-encoded colours. One of the
things which amazed me about US TV on visiting the US was that it really was
as bad as it looks over here. I had always assumed that it looked all
blurry and smeared because of some defect in the NTSC->PAL conversion.
It really spoilt "Cheers" when they went from film to grotty US video.

The only solution to your problem is to get a better TV, I'm afraid. My Sony
works at either 50 or 60 Hz. I gather that Atari monitors work at either
speed, as well... and of course, a multisync will handle it with no trouble.

mathew

2311. Ultimate Screen Saver/Mouse Accelerator

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 03:57:55 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1991Mar18.035755.26503@udcps3.cps.udayton.edu>
Source record: 233869

What could arguably be called the ultimate in screen savers and mouse accelerators is now out, HotSaver. It was written by the Codeheads and it's shareware (unless you own HotWire). It allows for just about every variation on a screen saver possible, as well as multiple set-ups for the mouse. It is available at atari.archives as soon as it gets cleared.

Jim

--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /______/ Internet: vanleejf@udcps3.cps.udayton.edu

2312. New Uniterms????

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 05:04:34 UTC
From: rcte2p@jetson.uh.edu
Message-ID: <8809.27e3f603@jetson.uh.edu>
Source record: 233850

Does anyone know if Simon Poole is still developing upgrades to Uniterm?
There are a few things that I would like to fix, and if the source is released
in the PD, I would do them myself. Anyone know if he is on the net? Snailmail
is not for me....

--

Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2313. TeX help

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 05:24:50 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Mar18.052450.9498@chinet.chi.il.us>
Source record: 233868

The following replies to my request for help setting up TeX on the ST may be of general interest. I'll add that the man pages on atari.archive are extremely useful in configuring TeX.

From: Michal Jaegermann <gargoyle!ugw.utcs.utoronto.ca!NTOMCZAK%UALTAVM.bitnet>

As far as I know there is no book which entiltled "How to run TeX on ST", but generic setup should work. There is a number of different TeX implementations for Atari, so it is hard to give a more concrete advice. Environement variables should be good for a lot of things.
On the other hand your questions are easy.
As far as Metafont goes - you can try something on screen if you have program version which supports that. So far I did not see one for ST although I heard some rumours that they exist. All which I have just makes fonts from Metafont programs. With just posted by Steve Grimm gawk 2.11 I included, as one of examples, an awk program which generates gulam script for Metafont driving. Adjust to your needs and have fun (you may need to create your own modes).
Differences between virtex and initex. You are using normally virtex which is a real program. initex is a sort of formats compiler. You do not want to load big macro packages everytime from scratch. With initex you may just get macros and :dump, producing .fmt file to be read later by virtex.
I have aliases like 'alias tex virtex &plain', 'alias latex virtex &lplain' and so on. initex has its own index entry in TeXbook. Check also page 343.

Cheers,
Michal
ntomczak@ualtavm.bitnet

From: Michal Jaegermann <gargoyle!ugw.utcs.utoronto.ca!NTOMCZAK%UALTAVM.bitnet>
Subject: handy TeX guru

Get yourself a book by Michael Dobb "A Gentle Introduction to TeX".
It is available from TUG (TeX Users Group), P.O.Box 9506, Providence, RI 02940, phone (401)751-7760, fax (401)751-1071. 15 bucks (10 for TUG members). You may want to contact TUG since they claim to have more stuff for begining TeXers. You may even want to become a member.
If you are on usenet you may subscribe to comp.text.tex newsgroup.
On Internet there is TeXhax list. Subsbcribe at your nearest LISTSERV.

Michal
ntomczak@ualtavm.bitnet

From: Paul Purdom <gargoyle!iuvax.cs.indiana.edu!pwp>
To: saj@chinet.chi.il.us
Subject: Re: uploaded to atari.archive
Newsgroups: comp.sys.atari.st

References: <RALPH.90Dec14170435@orion.laas.fr> <RALPH.90Dec17153927@orion.laas.fr>
<1990Dec18.144413.26174@chinet.chi.il.us>
Status: RO

If you are going to use METAFONT, you had better get the METAFONT book also.
If you have any specific questions, I know TeX pretty well, and I even have
it up on an Atari (although I don't use the Atari version much). I know very
little about LaTeX. I read the METAFONT book once, and I know it is not too
hard to use METAFONT to make new sizes of fonts that someone else already
designed.

If you have set up TeX from one of the public domain distributions, here is
roughly what you need to do.

1. Get everything dearced and put in the right places.

2. Try
tex filename.tex
on some test file that is real simple (tex filename when you have a file
named filename.tex should also work). If you don't have a test file, use
the next four lines:
This is a test.

\bye

3. The result of step 2 should be to produce the file filename.dvi
If that works, you have TeX working and (for producing dvi files) you are
limited only by the fonts for which you have .tfm files. The main other
possibility is that you get some message about it can not find the font
cmr10. I guess there is also a slight possibility that you are using a
version of TeX that does not have the plaintex macros built in. In that
case it probably wants to read the plaintex macros first. Let me know if
you should be having that difficulty and I will see what I can do to help.

4. If you have your dvi file, the next thing to try to get going is a dvi
previewer. This will display your document on the screen. I have one of
those going, but I don't remember which one (I can check if you wish). The
early dvi programs only worked on black and white monitors, but now some
work on color too (though not as well).

5. Lastly, you will want to be able to print. For this you need a print
driver. I don't have any working, but I am interested in what you get
going. I believe that there is a free driver for the Epson printer.

Your dvi previewer and your print driving program need not only tfm files
(which tell such things as how tall and wide each character is) but also some
font files (which tell where to put ink on the page). Different drivers use
different formats. The first file formats developed was the .pxl format,
which contains a bit map of each character. This format is big but fast to
work with. The .gf font files are more compact, but drivers that use them
must unpack them at some time or other. Anyway you need the type of font
files that your previewer and printing program expect. There are programs
with obvious names to convert from one format to an other.

Once you have TeX, the previewer, and the printing program going then you will want to consider METAFONT. It takes definitions of fonts (in files whose names end in .mf) and produces .gf files. The easiest thing to do with METAFONT is to produce different magnifiactions of fonts. Once you have a correct .mf file, you can change a few parameters (maybe just one) to get a .gf file for letters of what ever size you want. Good font definitions also have parameters to adjust for how black the dots on your printer are. See the METAFONT book for details. If you want to really get fancy, you can use METAFONT to design your own fonts.

Please keep me posted on your TeX effort and let me know if I can help. If you want really complete information, join the TeX Users Group for $45. They have complete back issues of their journal.

From: gargoyle!ihlpf.att.com!hofmann (James R Hofmann)
To: att-mt!chinet.chi.il.us!saj
Subject: Re: uploaded to atari.archive

Stephen,

I got Horace Mitchell's (sp?) set of disks from Current Notes. He has a set of readme files that were very helpful.

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL
(708)979-0590

From: gargoyle!calvin!stahl (Steve Stahl)
Message-Id: <9012182345.AA01897@calvin.fnal.gov>
Received: by zippy.fnal.gov (4.0/SMI-4.0)
id AA12383; Tue, 18 Dec 90 17:41:17 CST
To: saj@chinet.chi.il.us (Stephen Jacobs)
In-Reply-To: saj@chinet.chi.il.us's message of 18 Dec 90 14:44:13 GMT
Subject: Re: uploaded to atari.archive
Status: RO

Well, I've been looking a little lately at a copy of
"TeX for the Impatient" by Paul Abrahams, Karl Berry, and
Kathryn Hargreaves. Addison-Wesley publishes it.
You might want to try that.

Steve S, stahl@zippy.fnal.gov

2314. Re: Obstinate Mice!

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 05:25:35 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar18.001755.3492@mailer.cc.fsu.edu>
Source record: 233857

In article <214@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au writes:
>
> IT IS NOT A MOUSE `DOUBLER'. Those things are horrible - they just
>make the mouse move two pixels rather than 1 on each pulse, so the mouse
>jerks around the screen.
>

Just to differ, I rather like my mouse doubler. It does nothing in low res, doubles the x-axis movement in medium, and both x and y axis in high res. This means that you get the same amount of relative pointer movement as mouse movement in all resolutions.

> The Mouse accelerator I use goes at normal speed when you move
>the mouse around, but if you move it, say twice as fast, it steps up
>the speed and travels (say) four times as fast.
>

Now, these proportional accelerators really annoy me. I constantly miss stuff when I start cooking with the mouse. I find that I have to try two or three times just to grab a file, or hit the trash can. Maybe I just move too fast for the damn things (the one on the NeXT boxes drives me nuts!).

I used to think "more is better" when it comes to mice. I have now sobered a bit. I want something constant! Consistency breeds speed. As I have noted in previous posts, the "higher dpi == better mouse" scam is another basically stupid thing you can do with a mouse!

Just IMHO. I didnt want all those pd and shareware authors to think that EVERYONE likes the proportional mouse accelerators (since many utilities are starting to include some sort of mouse acceleration).

Oh, here is another one: you do something with a mouse (like click a button), and the damn pointer jumps to another part of the screen (supposedly so I do not have to move it myself). Arrrrrgh!

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-----------------------------------

2315. Re: Obstinate Mice!

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 06:19:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <235@uqcspe.cs.uq.oz.au>
Source record: 233860

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

>Oh, here is another one: you do something with a mouse (like click a button),
>and the damn pointer jumps to another part of the screen (supposedly so I
>do not have to move it myself). Arrrrrgh!

I AGREE TOTALLY. Anybody who writes programs that do this, and don't provide
a way to configure without `mouse-warp' should be shot.

It takes longer to visually find the mouse again than it would to move it!

--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2316. CAD 3-D fonts

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 07:58:48 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Mar18.075848.1086@isc.rit.edu>
Source record: 233759

I need help!!!!!!!!

I am using my ST and CAD-3D to generated an animation that is for a
school project. The animation NEEDS to have animated text!

I do not have Cyberpaint, and I cannot do this in DEGAS...it MUST be
in 3D!!

I have scanned the ENTIRE GeNIE libraries and just about every FTP
site I can find to get ahold of a font for CAD-3D.

If ANYONE of you have a font, or know of where I can get one PLEASE
let me know!!!!

I tried making one and it looked like shit....

Again, this is for a school animation project and I am running out of
time....please help....

Newsgroups: rec.arts.movies
Subject: Re: A good reason to avoid Blockbuster
Summary:
Expires:
References: <1991Mar12.032023.20999@pixar.uucp> <6407@oasys.dt.navy.mil>
Sender:
Followup-To:
Distribution:
Organization: Rochester Institute of Technology
Keywords:

The reason that I hate them is thus....

I work at a video store during the summer called Movies Unlimited.
They are a 5 store chain based in Philadelphia. While I was working
there (before I started college) word got out that Blockbuster was
coming to the Philly area, but we didn't know where. We found out.
Right across the street!
They opened Christmas day!

[flaws begin]

They (blockbuster) say they have over 10,000 movies.......
reality- if they have 50 copies of BTTF3 then that is 50 movies,
etc...

M.U.: (the store I worked at) carries aprox. 19,000 TITLES!!!
(if we have 20 copies of a movie it counts as ONE TITLE!!)
(the catalog has over 23,000 TITLES!! see pg 127 of April

Premiere mag)

The staff at BB doesn't know sh*t about movies!!!
I asked them for movies that I KNOW were available and that M.U.
carried, they (BB) were clueless!!
(we did spying on them to see what danger we were in....NONE!)

When BB first came in, we did see a drop in new members. About a month
later we saw an INCREASE in new members. BB does mass mailings to
canvas the neighbourhood. People would come to see BB and then notice
across the street and see us and come in and join.

MU runs it like this....
membership is $19.95
you get...

4 free 2 night rentals
free catalogs (reg & adult)
rental freebie card (stamped for each title paid for
reguardless of when returned)
10% discount on ALL purchases (blank tapes, vids or LDs)

a VERY movie-wise staff
and free popcorn

in other words.....

IT'S A REAL VIDEO STORE!!!!!

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

2317. oops

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 08:17:58 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Mar18.081758.1325@isc.rit.edu>
Source record: 233760

oops...please ignore the part about Blockbuster Video.

I didn't realize that the article was not posted and got appended to
my dead.article file.

I still need help with the CAD 3-D fonts though....

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

2318. Calamus

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 08:22:58 UTC
From: jwalsh@csd4.csd.uwm.edu
Message-ID: <10306@uwm.edu>
Source record: 233870

Does Calamus have the ability to print to HP laser printers, in particular the HP 2 and can it support .dvi files, or postscript??

Any help whould be greatly appreciated.

John Walsh

2319. Read only (Was: SM124 Monochrome monitor problem)

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 12:54:49 UTC
From: johnj@hijg.prl.philips.nl
Message-ID: <2617@prles2.prl.philips.nl>
Source record: 233875

In article <5440163@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>I received e-mail from one Ian D. Hawkins who apparently can read this group
>but not post to it.
>

I was in the same position for some years.
I could read many newsgroups, but was not allowed to post.
Even email outside the company was not allowed.
This was for security reasons of the research center I was then.

I think many people are in that same situation.
And you know what the *worse* thing to happen is:

Someone posting a very interesting article/question to the net
and you will never know what the answer is...
It is even worse that the people say, if you are interested
let me know (by email). But you can not do that!!

So please, I am asking for all of these souls,
Reply to the net always, unless:
- it has already been on the net recently,
- or when it is a private matter.

And when email is still done: Summarize to the net!!!

As far as I know, in my neightbourhood, more people can only
read the net than post to it as well.

Sigh, I may be on another project soon, and
may have only read access to the net.

--
John Janssen Do not reply to the email address in the header,
J.v.Deventerstr.1 as this will be filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

2320. Re: gcc-ar woes

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 13:41:52 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar18.134152.1446@doe.utoronto.ca>
Source record: 233881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <IbshhLu00VADIIZ2Ev@andrew.cmu.edu>, Eric Stuyvesant writes:
>
> I just recently got my 4 Mb system, and I just tried gcc-ar for the
> first time. It doesn't seem to work. With everything in the right
> place, the following occurs:
>
> % ar r libab.olb abcd.o
> Creating archive file `libab.olb'
> ar: access denied for libab.ol$
> cmd exit code 1
> %
>
> ... and a very small file named libab.olb is created. A file named
> libab.ol$ which is a few bytes larger than abcd.o is also created.
>
> The version of gcc-ar I am using is the one that's in the bin.zoo
> from terminator (gcc-1.37).
>
> Any help is appreciated.
>

libab.ol$ is, actually, what you are looking for. I had the same problem
with gcc-ar until I recompiled it with Eric Smith's MiNT library (the
panacea for program woes). Just rename libab.ol$ to libab.olb and you'll
have your archive.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2321. Re: GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 13:44:16 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar18.134416.1527@doe.utoronto.ca>
Source record: 233886
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1991Mar17.185002.8821@uwovax.uwo.ca>, Eric Smith writes:
> In article <0bsiSby00VADAIpl4O@andrew.cmu.edu>, es2a+@andrew.cmu.edu (Eric Stuyvesant) writes:
> > I'm running gcc from RAMdisk on my 4 Mb system, and am playing a
> > balancing game between disk space and memory. I have been getting an
> > error from GCC, namely "Virtual memory exhausted." Does this really
> > mean "disk space exhausted," as it seems to imply, or does it mean "not
> > enough memory?" It doesn't seem to matter which version of gcc I use,
> > be it 1.37 or 1.39.
> >
> It means "Real memory exhausted" on the ST, since we don't have any
> virtual memory. (Although if you have a TT, and write the necessary
> software, this could change...)

It might also mean that you are hitting the 40(+) folder limit. Try
increasing the number of folders available with folrxx.prg (or you
hard-disk driver) and see if the problem disappears.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2322. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 13:48:40 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar18.134840.1617@doe.utoronto.ca>
Source record: 233883

Another problem with shared libraries is integer size. It would be possible
to have the program end of the interface translate most function
arguments consistently to 16-bit or 32-bit integers, but there are serious
implications for functions like printf().

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2323. Dr. Who Pics

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 14:08:43 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <95c1y1w164w@ersys.uucp>
Source record: 233876

I am looking for any picture of the Tardis (the telephone box) from the BBC show "Dr. Who". Any ST-readable format will be OK (ie. PI/PC?, IFF, GIF, TNY, etc.). Any help from users out there would be greatly appreciated.

Greg Granger

= INet: ersys!ggranger@nro.cs.athabascau.ca =
= Fnet: Greg Granger (Node 532) Dark Knight (Node 595)=
= Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 =
= Tele: +1 403 481-0803 OR +1 403 481-5110 =

ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

2324. New standards for MiNT programs?

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 14:09:01 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar18.140901.1919@doe.utoronto.ca>
Source record: 233882

It's time for us to start designing programs and libraries which will run under future versions of MiNT which support bigger and better file systems. A good idea might be to include some dummy system calls which MiNT-aware programs can use to replace Fsfirst(), Fsnext() etc. The new system calls should work the same for now, but require a much larger buffer for the program name. That way, in the future when MiNT supports better file systems, MiNT programs will not have to be recompiled to be able to support names like Nethack.Source.tar.Z. If we just put all of the calls in place now, our work will be easier in a year or two.

Comments? Perhaps we should write a spec sheet for what programs/libraries should do to be upwards compatible with future MiNT versions. This is something that we can do together on the net, and all Eric would have to do is approve it and include it in the distribution.

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2325. Re: What's the BEST CLI for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 15:09:57 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Mar18.100958.25519@qut.edu.au>
Source record: 233863

In article <7340098@hpfcso.FC.HP.COM>, mjs@hpfcso.FC.HP.COM (Marc Sabatella) writes:
>>This would be nice but why doesn't someone take a standard ansi C library
>>and make a shareable version taht can be loaded at boot time and there
>>after used (Via a trap for example) then with the appropriate binding
>>the text size of executable could be reduced by the size of the linked
>>library. How about a coff loader for TOS and dynamic linking :-)
>
> This could actually be done fairly easily; the main issue is what to do with
> program references to library data. You would have to either change all the
> compilers to make such references indirectly, or make the linker smart enough
> to copy the data (like errno) into your program, and have the runtime system
> smart enough so that the shared C library can reference data in your program.
> The latter is nontrivial.

This is true but with limitations this could be simplified. Really when we
deal with libraries they are pretty much black boxes, what we get depends
on the implementation. Errno is really the only real problem point in the
whole C library and ANSI defines it as an Lvalue Macro so any implementation
which lets you write errno=87 will be ok. So if the library contains no
reference to _errno then the global reference to the volatile name in the
programs space will be used by the library. The real problem then is having
the library know which errno to use at any time. This would have to be to be
context sensitive.

for example when a new process is started a pointer to a
process link table be generated with all this type of data.
This variable is kept in the process table in the OS and installed as
the current application binding at each context switch or at each p_exec
eg

```
typedef struct process_static_table {

int * errno;
struct fileblock fb;
int etc
char **environment
...
...
} ptable;

ptable c_library;
context_pt=&c_library;
```

For user generated libraries, such static references are banned

the errno Macro then in the library may be
*(context_pt->errno)

alternatively we can have
*(get_errno_ptr())
where get_errno_ptr() is a function in the current programs space not the
library.

ie

int *get_errno_ptr()

ANSI cleared up a lot of this junk

>
> Also note that the libraries needn't be loaded at boot time; the startup code
> for the program could load libraries as appropriate, thus allowing arbitrary
> libraries to be shared on demand.

True, but it _IS_ easier to load them at boot time :-)

>
> As for static data in shared libraries, that is usually implemented in Unix
> implementations by the same "copy-on-write" mechanism used by fork() for
> program data segments.

I am told this is difficult with no MMU

PS. Since I am talking off the top of my head, and because I am an engineer
not a computer scientist, what I have said probably does not make the slightest
sense and probably will not work. It is here merely to provoke thought.
(No waranties whether implied or otherwise :-)

(QUT does not pay me to write ramblings like this so don't blame them either)

BOB
R.Lunnon@qut.edu.au

PPS- Don't expect me to write this, I haven't even got around to re-developing
a 2 ic interlace mod for posting yet, if you expect this, well ... Ha Ha Ha ...
Ha Ha Ha Ha Ha Ha Ha Ha (recursion starts here)

>
> --------------
> Marc Sabatella (marc@hpmonk.fc.hp.com)
> Disclaimers:
> 2 + 2 = 3, for suitably small values of 2
> Bill and Dave may not always agree with me

2326. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 15:54:20 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Mar18.155420.2009@cs.mcgill.ca>
Source record: 233867

Moving sale! Everything must go. My wonderful, reliable 1040st system
is now up for grabs, at this unbeatable price.it.

Atari 1040ST (incl 720k internal drive, midi ports, mouse, etc)
2.5mb main memory (but an additional 1mb usable from supercharger)
Tos 1.4 upgrade
SF314 external 720k floppy
Supra 30mb hard disk with battery-backed-clock
Monochrome Monitor SM124
Colour Monitor SC1224
Supercharger MS-DOS emulator - WITH EXTRA 1MB of RAM!!!!
(runs at norton SI of 4 - works great with Wordperfect 5 and Turbo C++)
CTS Datacomm 2400 Hayes compatible modem/cable

Complete system with manuals and tons of software..... $1800

Send me mail or call me at 514-848-9765. This must be sold by May 1st!

--
|S. Alan Ezust : McGill University School of Computer Science |
depeche@cs.mcgill.ca : Montreal, Quebec, Canada

2327. Re: Prolog for the st? / toyprolog doc

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 17:18:42 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.669316722@mi.eltn.utwente.nl>
Source record: 233878

When you care about execution speed, you don't want toy prolog.
It is sssssssoooooo sssssslllllloooowwwww (get it ;-)

I prefered xprolog over toy prolog (10+ times faster).
But don't call not-existing predicates!

Now i use SALIX prolog. It is a commercial (approx. DM 200)
package from germany. Its fast and reasonably bug resitant.
The gem interface is nice (It is in prolog and no to slow).

Klamer

(Disclaimer: I am not connected to SALIX. Just a happy user).

--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

2328. Uniterm & Kermit

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 19:59:59 UTC
From: ty@ais.org
Message-ID: <2KY-+Z@irie.ais.org>
Source record: 233879

Help! I'm having big problems trying to get Uniterm to download
files with kermit. Can someone send me a detailed message on what to
do?

Thanks

--

Ty Zucker - ty@ais.org | Never mistake asthma for passion |
| and vice versa. |

2329. MT C-Shell and VSH

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 21:14:41 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar18.211441.2824@ecst.csuchico.edu>
Source record: 233877

Can someone please tell me what the latest versions are of Beckemeyer's
MT C-Shell and VSH?

Thanks.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2330. Re: SM124 Monochrome monitor problem (an another one).

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 22:41:59 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250013@hpindda.cup.hp.com>
Source record: 233797

Just another data point. My new monochrome monitor does this too, though not to that extreme. Weird. (Hope it doesn't get any worse :-( )

2331. Re: Transputer Workstation for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-18 22:47:48 UTC
From: laird@think.com
Message-ID: <1991Mar18.224748.28656@Think.COM>
Source record: 233880
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

In article <assen.668869994@senf> assen@senf.informatik.uni-kl.de (Holger Assenmacher (HiWi Mattern)) writes:
>I intend to sell my Atari Transputer Workstation ATW 800 Issue 4 ...

What's available for the ATW? I live in the US, where Atari doesn't sell the ATW, so I have little idea what is available for it in more civilized regions of the world. :^)

- Laird Popkin

2332. Folder limits

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 01:11:15 UTC
From: rriesen@hydra.unm.edu
Message-ID: <1991Mar19.011115.16558@ariel.unm.edu>
Source record: 233885

Several years back I read about a bug in TOS (or BIOS)
which had something to do with a 40 folder limit. I am still
running TOS 1.0 on a floppy based system. One of my floppys
contains lots of folders and files. Some of them seem to dis-
appear once in a while. Is this the 40 folders problem?

If so, isn't there a program somewhere out there that works
around this bug? Thanks and please e-mail.

--
** Rolf Riesen Albuquerque, New Mexico rriesen@hydra.unm.edu **
** If you are looking for a software engineer please contact me. I **
** am working towards a MSCS in my spare time and do therefore not **
** want to relocate right now; consider telecommuting. **

2333. Re: Atari text --> IBM text

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 01:28:57 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar19.012857.21832@jato.jpl.nasa.gov>
Source record: 233884

In article <UbshXN600VBAIMhEUx@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>As far as I know...
>... you don't need *ANY* utilities to convert ASCII text from
>the Atari to the IBM...
>
>..., and if you get an
>MS-DOS word processor that reads ASCII (most can) then you can do fancy
>things with it (like add fonts, boldface & stuff that doesn't convert
>well.)

WordPerfect 4.2 for the ST schleps just fine to WP 5.1 on the PC. Like the original article said, format your 3.5" diskettes (at 720k) on the PC.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2334. Re: ICCA, a question

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 01:35:08 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Mar19.013508.10277@watmath.waterloo.edu>
Source record: 233887

In article <1991Mar16.165048.16772@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1991Mar16.205932.20073@watmath.waterloo.edu>, ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>>I recently came across ICCA, and was delighted with the idea.
>>But I tried it, and found some problems. Do you know a solution?
>>
>>I was running "gulam" and decided that I would like to capture some
>>output. I wanted to save everything that came to the screen, and
>>my mind turned to the newly released ICCA, which claims "I Can
>>Capture Anything".
>>
>
>Um, what is ICCA. It sounds neat, could you post a brief description?

Well, I guess it is something of the form TSR (Terminate, Stay Resident).
I think that it watches for a certain key combination: (ALT+CTRL+I)

Here is the "net" and the "readme":

There is no author mentioned. I know no address to write to.

>From uunet!mcsun!hp4nl!philapd!ssp18!jvl Sat Feb 23 22:58:06 EST 1991
Article: 35494 of comp.sys.atari.st:
>From: jvl@idca.tds.PHILIPS.nl (J. van Loenen)
Subject: Re: printer data capturing
Date: 6 Feb 91 11:49:49 GMT
Organization: Philips Information Systems, Apeldoorn, The Netherlands

Several questions have been posted last week about capturing printer data:

>Does anyone know if a program that can redirect the print-data in a file
>exist ? If yes, any ftp site?

]Get BARREL.ARC from any archive site (I highly recommend our site at

:I, too, am interested in this. I remember hearing about a program called
:barrel (or something like that) that was just the ticket. I looked over the

Months ago I have asked the same question and received many responses.
All of them telling me to get BARREL. I got barrel but couldn't use it,
because barrel captures all the data in memory. So with barrel I could
not "print" graphical on my 1M ST.

Some weeks ago I recieved ICCA. A little program (~3k) able to capture
screen/rs232 or printerdata straight to disk. It works well on my harddisk.
I do not know if printing to a floppy will result in continious switching
floppies.

As icca uses a second screen for the userinterface, allocated when starting
to capture to a (new) file, you may have problems to start it within
programs that allocate all the available memory. If so, start icca before.

I do not know the author of the program. I got it from a dutch bbs:
"Dutchman". The archive contains a program and a little documentation.
Because it is very small, and a lot of users seem to need it, here it is:

Enjoy,
Jan

##
DISCLAIMER:Unless otherwise stated, the above comments are entirely my own
# #
Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl
##

I found this program on "Dutchman", a Dutch BBS. The archive contained
a 'readme' file, how to use ICCA. Here follows the translation:

ICCA - I Can Capture Anything.

Icca is a program to redirect output streams to files. The usage is
as follows:
1. Start ICCA.PRG. The program will return to the desktop immediately.
2. If you want to redirect output, press <Control>+<Alternate>+I
simulatiously.
3. Choose the outputdevice to capture.
4. Type the name of the file. It may contain a path.
5. To stop capturing, press <Control>+<Alternate>+I again. This time
the file is closed.

You can start capturing to another file now starting with 2 again.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

2335. 1.44M Drive Woes

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 01:36:37 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Mar19.013637.18313@terminator.cc.umich.edu>
Source record: 233751

I'm posting this for Terry Wells, who doesn't have net access. Please
reply to him, NOT me. Thanks,weiner

I have the Power Drive 1.4M floppy enhancement for my Mega 2. It is my
experience that there is some incompatibility when transferring files to/from a
PC (MS-DOS 4.0). I know that it isn't Dream Park's fault as they didn't
actually write any driver software except for a step rate changer. (And yes,
it does set different step rates for different drives (A/B). But it appears to
install itself differently for different TOS versions as it displays an
"Installed for TOS 1.2" message on my machine.)
The problem occurs when I format the disk on the ST or the PC. The
first 720K of the disk works fine. If I fill the disk past 720K on the PC, the
ST cannot read any of the files that have sectors past the 720K point. The
sectors themselves aren't bad but Cleanup ST by ICD says that the FAT contains
invalid entries. I haven't tried to fill a disk on the ST and then read it on
the PC, but I expect that a similar problem will occur.
Does anyone know what may be causing this? I expect that it has to do
with dissimilarities between the way MS-DOS and TOS handle the FAT for large
(above 1M) disks. For now, all I can do is to use only 720K formatted disks,
but this is a pain. I bought the 1.4M upgrade almost specifically to do 1.4M
floppy transfers from the PC. Can anyone help?
Terry

TWells:ES AE:Xerox
TWells.ES_AE@xerox.com
(213)333-5839
Message: Bell:ES AE:Xerox (165.25220325666.0)

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a tuna melt
Atari.archive.umich.edu Caretaker||192M and climbin'|| "So like take off eh?"

2336. Re: Midi file format (Used by several midi programs).

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 02:35:43 UTC
From: bogdan@speedy.cs.pitt.edu
Message-ID: <10189@pitt.UUCP>
Source record: 233890
Cross-posted to: comp.sys.atari.st,comp.music

In article <1482@ahds.UUCP> geert@ahds.UUCP (Geert W.T. Jonkheer CCS/TS) writes:
>...
>I am writing a midi program for the atari ST. As many other programs,
>I would like to use the standard Midi file format to store
>midi data on disk. However, I don't know what the terms on this
>format are. Where can I find information about the midi file format?
>... etc.

Thank you on asking that question. I have started a year ago interesting
project (see below), not supported from any institution (as in majority of
computer music projects), which led me to the similar questions.

Problem of STANDARDS in Computer Music. MIDI standard is not enough.
Every day we can see hundreds of new "Music" products whose only purpose
is to take your money out of your pocket. Manufacturers are not thinking
of standards, they need FAST production and large profit.

I don't think that there exists a Standard MIDI File Format. It is also
important to define what kinds of information you would like to see
in such file (multitrack recording of MIDI events, MIDI dump of patch
parameters, music scores of composition, live performance protocol file,
etc., etc.)

As far as I know MIDI Sample Dump Standard is THE only standard which can
be related to 'files' (although it doesn't imply usage of files). It is
more like MIDI Sample Dump Packet Protocol Description.

If you thought of MIDI events recording, and file containing such
informations, I'm afraid that widely accpeted standard DOES NOT exist.

>The information i would like to get is:
>
>1) Are the parameters in the standard midi file machine independant.
> Can all parameters be used on every midi instrument?
>
They should be ! Particular music device drivers should hide all
characteristics of particular instrument. (Layered approach).
Some MIDI instruments, however, are less powerful, so one cannot
expect of all instruments to respond to all possible events.
(Such events should be skipped or mapped into others when possible).

>2) How are the parameters orded in the midi file.
>
Again, I am not sure what 'parameters' are you talking about ?
If you think of MIDI composer/recorder, some hierarchy in file

definition should be higly welcomed, as well as modularity, in
order to minimize duplicate information (repetition of events or
bars or groups of bars).

If you think of patch dump files. Ordering doesn't matter.

>3) Can machine dependant data (for example midi exclusive data) also be
> stored in the midi file, or must i use my own format to store these
> data.
>
This was a project I've mentioned above. I've started writing a
tool which could provide MIDI programmers with a possibility of
producing MIDI applications capable of controlling ANY type of
MIDI device by using Object Oriented definition of Exclusive Data.

To simplify, my Universal Device Driver Code Generator should produce
driver code in plain C language if given simple ASCII file containing
definition of any MIDI instrument. Once you have your application
working with one relatively complex instrument you can be positive
that it should work WITHOUT change with ANY other instrument.
The only thing you should do after purchasing NEW instrument would
be to enter your favorite editor and type in the definition of
your NEW instrument's system exclusives using META language designed
for such operations.

Actual application would use STANDARD library calls like in GKS,
GEM or similar graphic standard libraries (open_virtual_workstation,
send (handle, data), receive(handle, data), ... where handle is
music device ID opened at the beginning of application (or later)).

The answer on your question is YES, but again I am not sure that
there exists a standard (world wide). Unfortunately, I didn't
complete my project, because nobody wanted to pay me, and on the
other side people who are paying me expect from me to do other
things. (I completed parser for META language, and started
code generation, I also defined "standard" formats, all known
exclusive messages should fit in, and I also started to think of
mechanism which could provide you to include in definition file
even new system exclusive message formats which are likely to
appear in the future).

I would like one day to see this or similar system working and
to see happy faces of all music people after purchasing new
instrument and configuring it after just a couple of minutes.

Why should we purchase new device drivers from the manufacturers
when we could define new one in 10 minutes !!!

>4) Many midi music programs are using the standard control commands
> for manipulating the music (such as bender, hold etc.)
> I have not seen a program use control commands that are
> particularly for a midi instrument (such as sound effectors which
> are not descriped in the midi standard).

> Programs must use the standard control commands and the
> 'user defined' control commands for manipulating music
> (i think) to get the most flexibility.
> Is there a program on the market that uses this concept?
>
I hope one day we shall be able to purchase Real-Time Music
Workstation capable of Music/Sound/Image processing. I hope
it will cost less than 2000$ US dollars and will fit size of
my desk. Some simple sound processing control can be implemented
and IS implemented on some Digital Sound Processors. It is often
just simple preset/effect change which is useless in 99% percent
of real life situations. What I would like to see (as well as you)
is real time change in reverberation or delay characteristics
possibly controlled from the external source (joystick or similar
controller). In a year or two Digital Signal Processing technology
will be capable (I hope) of doing such things in real time and for
less than 2000$ dollars.

The problem is when the manufacturers are going to lower their
extremely high prices. (Why some manufacturers of sampling keyboards
are selling hard disk drives (40MB, extremely slow) for 900$ (!!!)
when such drive can be purchased for as low as 200-300$?)

I would also like to easily control tempo changes, dynamics,
timbral characteristics (all in real-time and possibly from the
external sources). AND I WOULD LIKE TO SEE A SOFTWARE PRODUCT WITH
ALL THESE CAPABILITIES WHICH I CAN UNDERSTAND IN ONE DAY, WITHOUT
PAIN of READING 100s of MANUAL PAGES WRITTEN WITH THE ONLY PURPOSE
OF justifying WRONG DECISSIONS THEY MADE DURING DESIGN & IMPLEMENTA-
TION.

That would be all for know. Please forgive me on length of a text.

Bogdan R. Kosanovic
4705 Fifth Ave, Apt 1-L
Pittsburgh, PA 15213
U.S.A.
(412)-681-2019

E-Mail: bogdan@neuronet.pitt.edu (please use this address)

2337. more on mtools

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 02:39:04 UTC
From: userCZAK@mts.ucs.UAlberta.CA
Message-ID: <RN.263@mts.ucs.UAlberta.CA>
Source record: 233800

From my experience Mtools are not limited to Sun's only. With small changes in configuration I brought up these programs on DECstation as well - under Ultrix. I am convinced that this can be done on other computers as well.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

2338. Re: lynx

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 02:40:21 UTC
From: jjung@aludra.usc.edu
Message-ID: <15926@chaph.usc.edu>
Source record: 233888

In article <269@eliza.edvvie.at> schweigl@edvvie.at (Johnny Schweigl/2113674) writes:
>From article <7868@crash.cts.com>, by chuckie@pro-odyssey.cts.com (Chuck Schul):
>> anyone know much on the atari lynx and how it is doing worldwide?
>
>Hmm. Nice thing, color, sound, could have been a success. If not Nintendo
>had thrown it's GameBoy into the market. No Color, a little less sound,
>but astonishingly small, much cheaper (that's what impresses the kids,
>i think)

No, Nintendo hype (reenforced with NINTENDO POWER magazine) influences the
kids. As for being more competitive, you can now buy a Lynx base package
for $99 here in the 'States (versus $89 for the Gameboy).

Portable game system market so far:

Nintendo Gameboy $89 B&W, 1-2 players
Atari Lynx $99/$149 Color, 1-8-??? players
Sega Game Gear $149 Color, 1-2 players
NEC TurboExpress $300+ Color, 1-2 players, accepts
TurboGraphix-16 games

I don't know nothin' about economics, but it looks like Atari can turn
this into a major rout and kick every other system out of the market. It
all depends on getting more games and good advertising, IMO.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to jjung@nunki.usc.edu | If it has pixels, I'm for it.
-------------------------------------+---------------------------Lynx me up!
"If it moves, shoot it. If it doesn't move, shoot it anyway."

2339. DSKCHR33.LZH

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 04:31:08 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar19.043108.5102@ecst.csuchico.edu>
Source record: 233755

Just sent DiskChart 3.3 to atari.archive. It has a few more useful features
than version 3.0. For example, when you click on the line of drives at
the bottom of the screen, it finds the free space on each drive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2340. Re: lynx

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 04:34:06 UTC
From: SML108@psuvm.psu.edu
Message-ID: <91077.233406SML108@psuvm.psu.edu>
Source record: 233756

In article <15926@chaph.usc.edu>, jjung@aludra.usc.edu (Robert Jung) says:
> No, Nintendo hype (reenforced with NINTENDO POWER magazine) influences the
>kids. As for being more competitive, you can now buy a Lynx base package
>for $99 here in the 'States (versus $89 for the Gameboy).
>
> Portable game system market so far:
>
> Nintendo Gameboy $89 B&W, 1-2 players
> Atari Lynx $99/$149 Color, 1-8-??? players
> Sega Game Gear $149 Color, 1-2 players
> NEC TurboExpress $300+ Color, 1-2 players, accepts
> TurboGraphix-16 games
>
> I don't know nothin' about economics, but it looks like Atari can turn
>this into a major rout and kick every other system out of the market. It
>all depends on getting more games and good advertising, IMO.

As usual, Atari has all the good games it needs for the thing. It's
an amazing toy, but they don't seem to care whether they sell any...
They've survived up to now on word of mouth, so why not continue
the trend? Who needs big sales anyways?
A pity, it would otherwise be worth developing games for it...
At least the Portfolio is doing well..
I give up on the TT for now...

Scott Le Grand

2341. Re: Midi file format (Used by several midi programs).

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 04:44:17 UTC
From: dalgic@neon.Stanford.EDU
Message-ID: <1991Mar19.044417.26268@neon.Stanford.EDU>
Source record: 233896
Cross-posted to: comp.sys.atari.st,comp.music

In article <10189@pitt.UUCP> bogdan@neuronet.pitt.edu (Bogdan Kosanovic) writes:
>In article <1482@ahds.UUCP> geert@ahds.UUCP (Geert W.T. Jonkheer CCS/TS) writes:
>>...
>>I am writing a midi program for the atari ST. As many other programs,
>>I would like to use the standard Midi file format to store
>>midi data on disk. However, I don't know what the terms on this
>>format are. Where can I find information about the midi file format?
>>... etc.
>
>Thank you on asking that question. I have started a year ago interesting
>project (see below), not supported from any institution (as in majority of
>computer music projects), which led me to the similar questions.
>
>Problem of STANDARDS in Computer Music. MIDI standard is not enough.
>Every day we can see hundreds of new "Music" products whose only purpose
>is to take your money out of your pocket. Manufacturers are not thinking
>of standards, they need FAST production and large profit.
>
>I don't think that there exists a Standard MIDI File Format. It is also
>important to define what kinds of information you would like to see
>in such file (multitrack recording of MIDI events, MIDI dump of patch
>parameters, music scores of composition, live performance protocol file,
>etc., etc.)
>
>As far as I know MIDI Sample Dump Standard is THE only standard which can
>be related to 'files' (although it doesn't imply usage of files). It is
>more like MIDI Sample Dump Packet Protocol Description.
>
>If you thought of MIDI events recording, and file containing such
>informations, I'm afraid that widely accpeted standard DOES NOT exist.

I'm afraid that what you are saying is wrong. A MIDI file format for
storing the MIDI event sequences DOES exist, and it is currently being
used by many commercial programs. You can get its specs via anonymous
ftp from ucsd.edu. Unfortunately the specs there are pre - version
1.0 (i.e., before it was approved by the MIDI Manufacturers'
Association), but I don't think there is a big difference. Also,
check your favorite MIDI BBS for utilities to convert between
the MFF files and several other commercial sequence formats such as
Cakewalk files.

--Ismail Dalgic
dalgic@neon.stanford.edu

2342. Re: Setting Floppy Seek Rate in all TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 04:44:54 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar19.044454.24718@jato.jpl.nasa.gov>
Source record: 233895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's the poop on setting the seek step rate for floppies, from page 60
of the Rainbow TOS distribution:

"Floprate: - Floprate, XBIOS function 41, checks or sets the seek
rate for a floppy drive. This is new; the seek rate
must be set with (previously) undocumented variables
on earlier versions of TOS.

Floprate example.

```
int devno, newrate;
oldrate = Floprate(devno,newrate);
```

This returns the current seek rate if newrate is -1,
otherwise sets the seek rate to newrate. For doing this
with previous versions of TOS, the seekrate byte
locations for drive A and B are:

OS Version	Drive A	Drive B
0x0100	$A09	$A0D
0x0102	$A4F	$A53

In either case valid seek rate byte values are:

Value	Rate
00	6 ms
01	12 ms
02	2 ms
03	3 ms

This call does not range check the drive ID or new seek
rate. If devno is zero, it assumes drive A:, if
nonzero, drive B:." That's 41 decimal.
You can get the TOS version from offset 02.w from the place pointed at
by 0x4F2.L (_sysbase).

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2343. Printer redirection (again?)

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 07:51:56 UTC
From: mtvfb@rivm39.rivm.nl
Message-ID: <1991Mar19.075156.12567@rivm.nl>
Source record: 233889

Hello netlanders,

Some time ago there was a thread on ** PRINTER REDIRECTION ** on c.s.a.st.
I didn't follow it back then, because I had no need for redirection.

But as always, nothing changes as much as the human mind :-) so now
I **AM** interested.
Sofar I have tried the program BARREL from atari.archive, but it doesn't
fill my needs. I have some programs capable of printing, but since I don't
have a fine printer I want to use the printer at work, but I don't want
to bring my ST every time.
These programs don't react to BARREL being resident: the print option is
still disabled. And printing from WordPerfect running under DOS (PC-Speed)
reports the printer being not ready.
So, what I need is a program that makes the Atari think a printer is
connected, although there isn't. Printer output should be redirected to
a file (and not to a buffer that has to be transferred manually to file).
Ideally, this program runs from the AUTO folder, and thereafter I "have
a software-printer" .

Any input appreciated, preferably by e-mail!

Fokke de Boer (mtvfb@rivm39.rivm.nl)

2344. Looking for Logo for ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 07:58:08 UTC
From: black@blake.u.washington.edu
Message-ID: <18665@milton.u.washington.edu>
Source record: 233894

I'm looking for a copy of Logo for the ST (520).

Unfortunately Atari apparently doesn't ship it anymore.

Can anyone help me track down any (Atari, 3rd-party-vendor, or public domain)
logo implementations for the ST? (Public domain with C source would be
the answer to a prayer, but any of the above would be great for now.)

Thanks for any help...
--
Jim Black (black@blake.u.washington.edu)

2345. Prolog for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 09:50:53 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.669376253@mi.eltn.utwente.nl>
Source record: 233891

I am forwarding this message for Jens Kilian, kilian@cc.GaTech.edu.

In article <klamer.669316722@mi.eltn.utwente.nl> Klamer Schutte writes:
>When you care about execution speed, you don't want toy prolog.
>It is sssssssoooooo sssssslllllloooowwwww (get it ;-)

That's why it was called `TOY' Prolog by the original authors
(Kluzniak & Szpakowicz); it's also one of the things that made me
NOT change the name after I had completely rewritten most of the program.

If you want a really fast Prolog, try Prolog-68 (comp.binaries.atari.st,
volume 13, available on the Panarthea server). It is about 26 times faster
than TOU Prolog ST; on the nrev benchmark, it almost reaches 12 KLIPS.
If there is any faster Prolog for the ST, I would like to hear about it ...

The trouble with Prolog-68 is that it is a pre-release version; some major
features like assert/retract are still missing, and so is most of the
doumentation.

>Now i use SALIX prolog. It is a commercial (approx. DM 200)
>package from germany. Its fast and reasonably bug resitant.
>The gem interface is nice (It is in prolog and no to slow).

I never got to write a GEM interface for TOY Prolog, it would have been
impossible to uuussssseee iiitttt, anyway :-(.

Jens Kilian

--
** kilian@cc.GaTech.edu ** SnailMail: 200 Cityline Ave., Atlanta, GA 30308 ****
* "As the air to a bird, or the sea to a fish, so is contempt *
* to the contemptible." --William Blake *
** Fax: (404) 853-9378 ********** All addresses valid until June only ********

<<< End of forwarded message -- Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

2346. Re: New standards for MiNT programs?

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 10:51:39 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Mar19.105139.28070@jato.jpl.nasa.gov>
Source record: 233758

In article <1991Mar19.150319.25547@qut.edu.au> lunnon@qut.edu.au writes:
>Huh, why not use dirent ??? This seems reasonably capable and is portable
>to boot ???

I'd agree, we should try to hide the Fsfirst/Fsnext layer completely and use the Unix *dir routines instead. (This seems reasonable, given MiNT's apparent intent to provide as much BSD functionality as possible...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2347. 40 folder problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 12:02:03 UTC
From: fields@uktriton.cray.com
Message-ID: <051358.839@timbuk.cray.com>
Source record: 233761

Does anybody know whether the famous '40 folder problem' is fixed in later version of TOS ??

I have a 4Meg STe with a 40M FA.ST Hard drive, with about 100 folders. Occasionally
files get corrupted, different files get into the middle of files..It looks very much
like the problems when, with my 1040, I encountered the 40 folder problem.

I have tried with foldr150.prg but that didn't seem to change anything, but it could
be because the problem has already happened and until I ZERO the partition it
will continue regardless.

Anybody any ideas ??

Thanks
Mike Fields
fields@uk.cray.com

2348. 1.44mb drives ?

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 13:29:58 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <12368@hydra.Helsinki.FI>
Source record: 233770
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

just to compare the markets... how much can you expect to spend on:

a) about 100mb hard disk (just drive) type seagate ST-xxxN (scsi or scsi2) ?

b) for a 1.44mb floppy disk drive (just drive) ???

thanks !

Ps. also: where to get them cheap! near baltimore / washington ???

again.. thanks !

>>>

2349. Re: Mouse Crazy! (also NoiseTracker 1.5)

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 14:02:37 UTC
From: robotron@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9103191745.AA09197@ucbvax.Berkeley.EDU>
Source record: 233771

In comp.sys.atari.st, smisra@eos.ncsu.edu (SAURABH MISRA) writes:
>I have had this little bug for a while and was wondering what caused it:
>Sometimes when you put a different disk in the drive, and press the
>escape key to see its contents, then after that the mouse movements become
>opposite. That is when moving it up, the mouse pointer goes down and so
>forth.

I found this would happen every fifth time I swapped disks and pressed ESC.
Originally I thought it was a bug in TOS, but then I found my favourite disk
had an executable bootsector. This virus seems to be otherwise harmless and
can be killed with any disk utility which allows you to toggle bootsector
executability.

I got NoiseTracker v1.5 recently. I'm sure it's public domain, so should I
try to upload it to atari.archive? There's nothing in any of the
documentation which suggests I shouldn't distribute it, but there's nothing
which says I should either. It's a wonderful piece of software - I use it
on my STe to play Sound/NoiseTracker modules I've downloaded from a couple
of Amiga Games Machine anonymous FTP sites (ab20.larc.nasa.gov and
mars.ee.msstate.edu). NB if you reply via email, use one of the addresses
in my .signature.
--
UUCP: ..!uunet!nsf.ac.uk!tardis.cs.ed.ac.uk!robotron
BITNET: robotron%tardis.cs.ed.ac.uk@UKACRL
INTERNET: robotron%tardis.cs.ed.ac.uk@cunyvm.cuny.edu
JANET: robotron@uk.ac.ed.cs.tardis

2350. Supra 2400 Baud modem 4 sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 14:27:16 UTC
From: delta@bucsf.bu.edu
Message-ID: <77255@bu.edu.bu.edu>
Source record: 233892
Cross-posted to: misc.forsale.computers,misc.forsale,comp.sys.atari.st

```
For sale : Supra 2400 baud modem with power supply and cable to
connect to an Atari (25 to 25 pin cable) or to an IBM
(25 to 9 pin cable).
Asking for $90 or best offer.

e-mail this account or call (617) 731-5088
```

2351. Of Mice and Many Codehead Upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 14:38:46 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59663@aurs01.UUCP>
Source record: 233772

I am a "power user" of Codehead/LGF software. I use the Codehead
RAM disk with Pinhead and Codecopy to boot up directly from the
RAM disk...really fast.

This is great now that I have it working, but it took quite alot of
tinkering to get it going. At first I'd get several automatic
reboots before the thing settled down, random crashes and so forth.
It turned out that the main culprit was the Atari mouse accellerator
program. I think I tried using all three generations of the
program, and all of them interfered with the boot process. Finally
I just trashed them and got a Golden Image mouse (which tracks
twice as fast) and I've had no problems.

Occasionally I will still find that I've booted up in low resolution
for no apparent reason, but it doesn't bother me much because the
reboot is so fast.

The rest of my setup includes Hotwire!, Maxifile, Multidesk, and
Lookit and Popit. I use Hotwire!/Maxifile all the time, and even
boot up with it as my default desktop. The only time I ever exit
to the atari desktop is to change resolutions. Am I missing a
method that will let me do this in Hotwire? Or is there a
PD program that will do this for me? I don't like to exit to
the desktop after using Mark William's C Emacs, because Hotwire!
crashes when I re-enter it afterwards.

The Little Green File Selector complements the system well, but it
I have found that I don't use most of the feature of the last
umpteen versions.

I recently read that Codehead has just released major upgrades for
Hotwire and Maxifile, and are working on a Utilities upgrade. Has
anyone tried them? My gut feeling is to wait a few months more to
upgrade, because new versions seem to pop up every few weeks.
****
Jonathan Whitcomb UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 I'm not a software engineer,
Raleigh, NC but I play one on TV.

2352. Calamus demo

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 14:45:13 UTC
From: vousten@neabbs.UUCP
Message-ID: <598128@neabbs.UUCP>
Source record: 233775

I just uploaded CALAMUS.LZH to atari.archive. It's the demo version 1.09 of Calamus. Someone on the net asked for it last week. You can't save documents, but it will give you a good impression of what the program can do. (Be prepared: archive contains path names.)

On the same subject: as far as I know, anyone who uploads something to atari.archive will have to send a short description of the uploads to Jeff Weiner (the archive caretaker) so he will know where to put the stuff. If we limit the description to, say, 3-5 lines of relevant info then perhaps Jeff could collect the descriptions and send them out to the net maybe once a week. Something similar is done on the Mac digests that I receive. Is this a good idea? It would give us info on *all* new uploads so we don't have to depend on the occasional soul who sends his 'new uploads' message. And it would give Jeff something to do after graduation... :-)

.---.
| Rob Vousten |
| University of Nijmegen - Dept. of General Linguistics & Dialectology |
| Erasmusplein 1 NL-6526 HT Nijmegen The Netherlands |
| BITNET: U218008@HNYKUN11 INTERNET: u218008@hnykun11.urc.kun.nl |
'---'

2353. Help installing GNUEmacs V18.55!

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 14:48:07 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59664@aurs01.UUCP>
Source record: 233766

I recently downloaded GNUEmacs V18.55 from a local bulletin board, but have had problems installing it. I have a Mega 2, so that should be enough memory, but when I try to run it, I get an error message saying that the program was unable to load the Lisp code. I am trying to run the program using the environment variables in the Hotwire! shell.

The installation documents are really sketchy. It is possible that I am missing some files, or that my directory setup is wrong. Could someone who has this working mail me the directory map of all the files and where they are supposed to go, and the necessary environment variables?

Thanks.

****

Jonathan Whitcomb UUCP: <...!mcnc!aurgate!whitcomb>
(919) 850-6231 I'm not a software engineer,
Raleigh, NC but I play one on TV.

2354. games

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 15:28:20 UTC
From: KRR102@psuvm.psu.edu
Message-ID: <91078.102820KRR102@psuvm.psu.edu>
Source record: 233762

Hey out there, can anyone tell me if there is a ST version of the followin
g 8bit games: Castle Wolfenstein I and/or II, and M.U.L.E.????

Aloha,
MW

2355. 1040STE's

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 16:01:45 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Mar19.160145.14303@daffy.cs.wisc.edu>
Source record: 233765

```
*******************************************************************************
* SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER *
*******************************************************************************

I have 3 1040STE's made by ATARI corporation. These machines are brand new
and were obtained through liquidation at a going out of business sale in
Minnesota.

Machines Features:

- 8MHz 68000
- 3 8bit digital-analog sound converters for PCM Stereo Sound output
(Standard RCA Jack hookup for stereo amplifier)
- 720K Floppy Drive (3 1/2)
- Memory; 1Mb standard. Expandable via Industry Standard SIMMS to 4mb
- Video; 4096 Color palette; with 3 different video modes:
1) 640x400 Monchrome mode
2) 640x200 4 Color mode
3) 320x200 16 color mode
- Can use either a TV or a RGB monitor for display. Compatible with
Multisync monitors with special cable.
- MIDI(Muscial Instrument Digital Interface) ready ports.
- 95-key keyboard
- RS232C, Centronics, DMA Hard Disk, cartridge ports

Price $399 includes: 1 Box of 3 1/2 inch disks
Shipping anywhere in USA.
1 Disk of PD software

Really nice machine. If you want more info, please call me at 608-264-3622
or during the week of 23-April 2nd: 414-494-4114

INTERNET a great place to save money.

--Gregory
```

2356. Re: New standards for MiNT programs?

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 16:07:18 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar19.160718.10270@doe.utoronto.ca>
Source record: 233778

In <1991Mar19.105139.28070@jato.jpl.nasa.gov>, Howard Chu writes:
> In article <1991Mar19.150319.25547@qut.edu.au> lunnon@qut.edu.au writes:
> >Huh, why not use dirent ??? This seems reasonably capable and is portable
> >to boot ???
>
> I'd agree, we should try to hide the Fsfirst/Fsnext layer completely and
> use the Unix *dir routines instead. (This seems reasonable, given MiNT's
> apparent intent to provide as much BSD functionality as possible...)
> --

Of course, the problem is that MiNT is still stuck with TOS, and TOS
does not support device drivers, so the drivers (for TOS and Minix)
are hard-coded into MiNT. I don't know a lot about the low-level mechanics
of Unix, but I think that directories are special files rather than
FAT entries, hence the different way of dealing with them (the library
emulates these directory files by caching return values from Fsfirst()/
Fsnext()). I'm sure that others here can add to this...

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2357. *RELIABLE* write-through hard disk cache wanted...

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 16:12:44 UTC
From: mathew@mantis.co.uk
Message-ID: <XJD3y3w163w@mantis.co.uk>
Source record: 233769

I'm looking for a hard disk cache program for my ST, to speed up things a little. I'm sure that there are hundreds of such things, so I wondered if anyone had any recommendations...

I want a write-through cache (I don't trust the things _that_ much :-) which is reliable. Ideally it should be written 'by the book'; i.e., XBRA-conformant and so on. If it has lookahead that would be an added bonus.

Replies by mail, please.

Thanks.

mathew
--
"These kinds of remarks are wholly inappropriate and are the mark of a bigot." -- Theodore A. Kaldis <kaldis@remus.rutgers.edu>

2358. Re: lynx

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 16:18:53 UTC
From: mathew@mantis.co.uk
Message-ID: <7TD3y4w163w@mantis.co.uk>
Source record: 233763

schweigl@edvvie.at (Johnny Schweigl/2113674) writes:
> From article <7868@crash.cts.com>, by chuckie@pro-odyssey.cts.com (Chuck Schu
> > anyone know much on the atari lynx and how it is doing worldwide?
>
> Hmm. Nice thing, color, sound, could have been a success. If not Nintendo
> had thrown it's GameBoy into the market [...]
> [...] and up to now some 20 Games available, far more than for the lynx,
> new ones coming continuosly.

There are quite a few Lynx games out now. I was pleasantly surprised. I'm
almost tempted to blow some money on one... Maybe this summer...

> Lynx lost the battle, at least here in Austria. Must become smaller and
> cheaper and be there before Nintendo builds a color GameBoy.

It *has* become smaller and cheaper. The latest model of the Lynx is about
2/3 of the length, and 20% cheaper. They're also no longer forcing you to
get California Games along with the thing; I'd much rather have Gauntlet III.

I wouldn't buy a GameBoy for the same reason I won't buy a Mac.
Manufacturer's too obnoxious. I can put up with stupid companies like Atari
[ducks :-)] but deliberately monopolistic companies? No way.

mathew
--
"These kinds of remarks are wholly inappropriate and are the mark of a
bigot." -- Theodore A. Kaldis <kaldis@remus.rutgers.edu>

2359. Re: Read only (Was: SM124 Monochrome monitor problem)

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 16:21:51 UTC
From: mathew@mantis.co.uk
Message-ID: <5yD3y5w163w@mantis.co.uk>
Source record: 233764

johnj@hijg.prl.philips.nl (John Janssen) writes:
> I was in the same position for some years.
> I could read many newsgroups, but was not allowed to post.
> Even email outside the company was not allowed.
> This was for security reasons of the research center I was then.

I used to have Email access but not posting privileges. For the benefit of others in the same position, it's possible to post to Usenet by mailing your article to a suitable backbone site.

For example, you can post to comp.sys.atari.st by mailing your article to comp-sys-atari-st@ucbvax.berkeley.edu...

mathew
--
"These kinds of remarks are wholly inappropriate and are the mark of a bigot." -- Theodore A. Kaldis <kaldis@remus.rutgers.edu>

2360. Atari 1040ST system forsale

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 16:36:48 UTC
From: weaver@lendl.Kodak.COM
Message-ID: <1788@eastman.UUCP>
Source record: 233893
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ny.forsale

********** FOR SALE **********

Atari 1040ST (2.5 years old - good condition)
TOS operating system in ROM
Atari Basic and Logo
STOS Basic
2.5 meg (upgradable to 4 meg)
3.5" internal disk drive
20M external hard disk drive (controller supports 2 drives)
3.5" external disk drive
Atari color monitor
includes all cables and manuals

Everything for $1300 or BO. Please respond via e-mail or
phone (716) 227-7531 (home), (716) 726-6816 (work).

--
James A. Weaver | UUCP: ...!uunet!atexnet!kodak!lendl!weaver
CESD | Internet: weaver@lendl.kodak.COM
Eastman Kodak Company | Phone: (716) 726-6816
Rochester, NY 14653-5407 | AIT Support Center

2361. Message about the german translator program

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 16:57:20 UTC
From: johnb@churchy.gnu.ai.mit.edu
Message-ID: <JOHNB.91Mar19115720@churchy.gnu.ai.mit.edu>
Source record: 233767

Hello,

A while back I posted a question about the german to english program,
but I managed to destroy my mailbox and would like to know if the 2
people that replied to it would please mail me again... Thanx.

--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@albert.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

2362. new atari.archive uploads

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 17:01:47 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991Mar19.170147.26726@colorado.edu>
Source record: 233768

I uploaded the following files. Some are available now, some will be soon :-)

vsquared.lzh - Valgus Squared : similar to welltris (color game)
dterm_1c.lzh - new versio of Dterm
chicgfnt.lzh - replace the system font with a nicer chicago-style font
(includes font loader)
emula.lzh - emulate colro on a mono monitor and mono on a color one
(docs are in German)
st_tools.lzh - disk util similar to PC tools

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

2363. MiNT and GCC setup

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 17:11:54 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1991Mar19.171154.1322@hub.cs.jmu.edu>
Source record: 233799

OK, I'm sure that this has been asked many times before, but with
all of the recent revisions to GCC (1.39) and MiNT (?) I'm not
quite sure what files I need to set up a MiNT/GCC workstation.
What I'm looking to be able to do is spend as little time as possible
on our minicomputer here at JMU to do programming for UNIX multitasking.
I've heard that the MiNT libraries are relatively consistent with the
libraries on a UNIX system.

So to summarize, what files should I pull from atari.archive in order
to set up a functional MiNT/GCC workstation? If I get emailed the
solution, I will post it for everyone else.

JT

Internet: bayers@hub.cs.jmu.edu
Bitnet: help_jt@jmuvax1

2364. Re: GCR problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 18:37:34 UTC
From: pegram@kira.UUCP
Message-ID: <1991Mar19.183734.16305@uvm.edu>
Source record: 233897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <68295@brunix.UUCP>, by mjv@brownvm.brown.edu (Marshall Vale):
> In article <1991Mar8.193900.3518@uvm.edu> pegram@kira.UUCP (Robert B.
> Pegram) writes:
> [stuff about mouse and keyboard freezing]

> Before you go about replacing hardware, I'd recommend at least doing
> a virus check with the latest version of Disinfectant (2.4 if I'm not
> mistaken). Mouse freezes are the symptoms of some Mac viruses.

> It can't hurt!

> Marshall

Thanks, but that problem is unlikely, if possible 8-). In any case, the
mouse and keyboard problems have now appeared in regular ST mode. I
got a new Ikbd processor from Best Electronics, but that hasn't
helped. A reset *always* fixes things for a while, so I rather doubt
that the keyboard connection is intermittent, it's hard to check!
I am now gearing up to figure out which 6850 ACIA to remove and
replace (I *did* get one from Best 8-). If I foul things up, it's a
new STE for me 8-(). At least my trial run for desoldering, replacing
the connector in my mouse, went well. I recommend the Radio Schnook
desoldering iron 8-).
A couple of interesting things came from my talks to the Best
Electronics guy. One is that the Mega keyboard is almost a drop in
fit for the original (external PS and floppies) 520ST, (same large
connector) and is only a little more expensive to buy ($110 vs $90
8-). The other interesting thing is that there are two versions of
the keyboard processor. I have an '85 ST, but luckily it used the
later processor -002. If yours is a -001 version, you need a whole new
keyboard if it goes bad (I _hope_ that version was only on the
developer 520s, this is, after all, ancient history 8-).

By the way, sorry if I have seemed unresponsive, but we lost our news
feed here for most of last week 8-(.

ciao,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

2365. Re: 1.44mb drives ?

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 18:45:39 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar19.184539.2988@jato.jpl.nasa.gov>
Source record: 233773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <12368@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:
>
>just to compare the markets... how much can you expect to spend on:
>
>a) about 100mb hard disk (just drive) type seagate ST-xxxN (scsi or scsi2) ?

IDS in Irvine, CA (714/530-8677) has ST-2106N for $679. IME (a surplus liquidator) in Boston (800/999-1911) has Maxtor LXT-100 (95 MB) 3.5" hh SCSI for $299, Rodime 5180-S (144 MB) 5.25" hh SCSI for $399.

>b) for a 1.44mb floppy disk drive (just drive) ???

MA Labs in San Jose, CA (408/954-8188) sells 1.44 MB drives for $58.

I don't know that US prices will much help the Finnish poster, but they may be of interest to US readers.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2366. Re: 1.44mb drives ?

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 19:32:18 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar19.193218.9472@ecst.csuchico.edu>
Source record: 233782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

luoto@cs.Helsinki.FI (Markku Luoto) writes:

- just to compare the markets... how much can you expect to spend on:
-
- a) about 100mb hard disk (just drive) type seagate ST-xxxN (scsi or
- scsi2) ?

About $350 for a Quantum 105meg drive, 11ms. Check out back of
MacWeek or Computer Shopper. Hard Drives International (Tempe, AZ I
think) had them for $350 last I heard.

- b) for a 1.44mb floppy disk drive (just drive) ???

60-70 bucks? No controller or anything, just drive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2367. Re: WOW!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 19:48:09 UTC
From: kawakami@bigbang.Berkeley.EDU
Message-ID: <1991Mar19.194809.17138@agate.berkeley.edu>
Source record: 233774

In response to Mark Choi:

I think the only thing an ST notebook would need is a backlit screen and a suite of software to transfer/convert files from PC and Mac programs to ST programs and vice versa.

The essence of a portable computer is portability. Adding features like color monitor support seems extraneous. After all, how likely is it that one would carry the computer to an unoccupied (or occupied) SC1224 or SM124? A floppy is a thorny question. It's probably necessary because of market demands, but I'm sure many would do without.

Perhaps one thing to consider is a space for two Mac ROMs. And a contract with Dave Small.

Current PC notebooks are sold primarily to current computer owners. They run at $1500 up past $3000. If Atari wants to succeed, they will have to tap both the current Atari market and the PC market.

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

2368. Re: New standards for MiNT programs?

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 20:03:19 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Mar19.150319.25547@qut.edu.au>
Source record: 233898

In article <1991Mar18.140901.1919@doe.utoronto.ca>, david@doe.utoronto.ca (David Megginson) writes:

> It's time for us to start designing programs and libraries which will
> run under future versions of MiNT which support bigger and better
> file systems. A good idea might be to include some dummy system calls
> which MiNT-aware programs can use to replace Fsfirst(), Fsnext() etc.
> The new system calls should work the same for now, but require a much
> larger buffer for the program name. That way, in the future when MiNT
> supports better file systems, MiNT programs will not have to be recompiled
> to be able to support names like Nethack.Source.tar.Z. If we just put
> all of the calls in place now, our work will be easier in a year or two.
>
> Comments? Perhaps we should write a spec sheet for what programs/libraries
> should do to be upwards compatible with future MiNT versions. This is
> something that we can do together on the net, and all Eric would have
> to do is approve it and include it in the distribution.
>

Huh, why not use dirent ??? This seems reasonably capable and is portable to boot ???

>
> --
> //
> / David Megginson david@doe.utoronto.ca /
> / Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
> //

2369. Prolog summary

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 21:19:27 UTC
From: SNYDERS@process.com
Message-ID: <28155@dime.cs.umass.edu>
Source record: 233785

A while ago I asked about Prolog for the ST.

The following summarizes the replies I received:

Toy Prolog:

I received an English Doc for Toy Prolog. I can send this to anyone who is interested. Or perhaps someone can upload (or tell me how to) the doc to an archive as I can not store it here for long. - Thanks to Robin Gape.

Some people have mentioned that Toy Prolog is not too good. But so far I have found it useable and it has GEM support. It is more useable than xprolog but a bit slow.

Some people have clued me in to Prolog-68 by Jens Kilian the author of Toy Prolog. Jens writes:

I recently posted a new Prolog system for the ST to comp.binaries.atari.st. It is called 'Prolog-68' and is somewhere in Volume 13 on the panarthea server. It is about 26 times faster than TOY Prolog (12 KLIPS, honestly !) and will be made as compatible as possible to the standard Prolog systems.

There are two disadvantages of the new system:
- It's not complete yet, and doesn't have TOY Prolog's GEM interface.
- The documentation isn't complete either, and it's in German again :-(
There is an English README file, but I simply don't feel like writing a book (that's what the documentation will become) in a foreign language.
You don't need to ask about new versions or more complete docs [...] I'm far away from my ST at the moment ...

I have not looked at Prolog-68 yet but I probably will.

StonyBrook Prolog: Graham Higgins writes:

I have a port of StonyBrook Prolog. It's serious (needs a few Mb of space to play in) but you're going to have to be careful about assert/retract 'cos it ain't got a garbage collector yet. Documentation is extensive. Has a byte compiler, too.

SALIX prolog: Klamer Schutte writes:

I prefered xprolog over toy prolog (10+ times faster).
But don't call not-existing predicates!

Now i use SALIX prolog. It is a commercial (approx. DM 200) package from germany. Its fast and reasonably bug resitant. The gem interface is nice (It is in prolog and no to slow).

He did not send any company contact information.

Lots of info from Singapore:

If you are serious about using prolog you should get MPROLOG. M stands for modular as they have for Mac, IBM, VAX/DEC mainframe and the file is trans- portable across all plateform. I bought the Atari version for the School for postgraduate research 2 years ago. The price at the time thet I bought are: US$3000 or $5000 for VAX/DEC, US$1000 for IBM & MAC and US$800 for Atari. I can not remember the exact price but you may write to Logicware Inc, 5915 Airport Rd. Suit 200 Toronto, Canada L4V 1T1 for their current prices. The prog ram come with 2 Disks and 1000 pages (1-3/4" Thick A4 size) Manual. We have not use the program yet as I still could not find any Postgraduate candidate to take up my AI research project yet. Reading about this program in AI magazine make me decided on MPROLOG. For cheaper and less serious work you can also run Turbo Prolog (US$99) on Atari with IBM emulator. I have tried it with PC-Ditto (slow sofware version) it is toralabled. Now I have both PC-DITTO II and Super charger with 8087 co-pro but did not have chance to retry the Turbo Prolog again. I also have ExperProlog for Mac which may work with Atari/Spectre but again have not try out yet. University of Sydney using Arity Prolog with their IBM computers and Quintus Prolog with SUN Super Micro. Arity Prolog may also work with Atari/Supercharger/PC-Speed but I do not have access to Arity Prolog myself. Hope this helps,

I have not yet contacted Logicware regarding MPROLOG.

I will post a follow up with any new information I discover.

Thanks to everyone who responded.

- John Snyders

2370. Re: 40 folder problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 21:34:00 UTC
From: rcb@netcom.COM
Message-ID: <1991Mar19.213400.28693@netcom.COM>
Source record: 233783

In article <051358.839@timbuk.cray.com> fields@uktriton.cray.com (Mike Fields) writes:
>I have a 4Meg STe with a 40M FA.ST Hard drive, with about 100 folders.
>Occasionally
>files get corrupted, different files get into the middle of files..It
>looks very much
>like the problems when, with my 1040, I encountered the 40 folder
>problem.
>
>I have tried with foldr150.prg but that didn't seem to change anything,
>but it could
>be because the problem has already happened and until I ZERO the
>partition it
>will continue regardless.
>
>Anybody any ideas ??

It could also be the 'flakey DMA' problem. I had this problem when I
got my original STe and solved it by trading it in for another one.

>
>Thanks
>Mike Fields
>fields@uk.cray.com

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb

2371. Re: New standards for MiNT programs?

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 21:55:34 UTC
From: rosenkra@convex.com
Message-ID: <1991Mar19.215534.6339@convex.com>
Source record: 233781

In article <1991Mar19.105139.28070@jato.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1991Mar19.150319.25547@qut.edu.au> lunnon@qut.edu.au writes:
>>Huh, why not use dirent ??? This seems reasonably capable and is portable
>>to boot ???
>
>I'd agree, we should try to hide the Fsfirst/Fsnext layer completely and
>use the Unix *dir routines instead. (This seems reasonable, given MiNT's
>apparent intent to provide as much BSD functionality as possible...)

i agree with howard. only i think we should pick BSD or USG, but *not*
both. POSIX would be ideal (does it say anything about opendir/readdir/etc?
wait, i just checked... yes it does). i have to carry around ndir.h direct.h
dirent.h and all the others from BSD and USG for portability. let's stick
to posix, here, and do away with the duplicity.

posix synopsi are:

```
#include <sys/types.h>
#include <dirent.h>

DIR *opendir(dirname)
char *dirname;

struct dirent *readdir(dirp)
DIR *dirp;

void rewinddir(dirp)
DIR *dirp;

int closedir(dirp)
DIR *dirp;
```

typical use:

```
DIR *dirp;
struct dirent *d;
char *name;

if ((dirp = opendir(name)) != (DIR *) NULL)
{
while ((d = readdir(dirp)) != (struct dirent *) NULL)
do_something_with_d (d);
if (closedir(dirp))
check_errno_right_now ();
}
else
```

check_errno_right_now ();

issues: is int 32-bit or 16-bit (note that DTA uses 16-bit ints in its low-level structure)? will we support errno? zillions of (incompatible) versions (like lharc :-). note that readdir(3) provides space for the dirent so it gets wacked on subsequent calls.

i have more or less working (BSD-flavor) versions of these. it made porting BSD ls(1) easy. only trouble is it is slow as molasses for large directories. i think gulam's ls reads the FAT directly. it is great for recursive searches (i think i have a traverse(3), if memory serves). i try to hide Fsfirst/next as much as i can, though they do exist in MSDOS. not that both turbo C and MSC on the PC support the *dir functions (i think) so applications port to dos, too (if that matters). my versions use Fs*.

in general, i think sticking to posix as much as possible is what we really want. that's why it was developed, after all: portability. speed is another issue altogether. in fact, with these functions in place, it should be possible to use either GEMDOS Fs* or direct reads of the FAT and still have a portable program.

if u want, i can post these...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

2372. IFF converters?

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 22:25:36 UTC
From: youngmw@mentor.cc.purdue.edu
Message-ID: <8278@mentor.cc.purdue.edu>
Source record: 233784

Is there a good iff converter that someone could recommend?
I would like one that converts to Spectrum 512 format.
If anyone has a PD or shareware one could they upload it to
atari.archive?

Aaron

2373. OKIDATA color Printer 4 sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 22:55:16 UTC
From: delta@bucsf.bu.edu
Message-ID: <77329@bu.edu.bu.edu>
Source record: 233900
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
For sale:

Okidata OKI 20 color printer.
parallel interface and extra color
and black ribbons.
Asking for $150 or best offer.

e-mail this accnt or call 617-731-5088
```

2374. Re: WOW!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-03-19 23:56:55 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <AbteJ7u00VBAI1aY08@andrew.cmu.edu>
Source record: 233794

> Excerpts from netnews.comp.sys.atari.st: 19-Mar-91 Re: WOW!!!! John
> Kawakami@bigbang.Be (965)

> The essence of a portable computer is portability. Adding features like
> color monitor support seems extraneous. After all, how likely is it that
> one would carry the computer to an unoccupied (or occupied) SC1224 or
> SM124?
> A floppy is a thorny question. It's probably necessary because of market
> demands, but I'm sure many would do without.

The reason fo rht e external montior port is that at the price premuium on pays for a notebook, it may just become your only machine. In that case, it would be a benefit to be able to (ab)use all the software that was out there, including games and other colour only software. If it had an RF composite out, that would be o.k. too, but the monitor out would be better, so a multisync could be hooked up. Look at the PC notebook market. Most of them have 1.44 meg drives, 20-40meg hard drives, a VGA port, a huge software and installed user base, and an expansion slot. The atari would seem to have: no floppy drive, a 20 meg drive, no monitor port, a very small software base and an even smaller user base. The 512k ROM space is promising though. So is the PDS.
> Excerpts from netnews.comp.sys.atari.st: 19-Mar-91 Re: WOW!!!! John
> Kawakami@bigbang.Be (965)

> If Atari wants to succeed, they will have to
> tap both the current Atari market and the PC market.

This is the case, not only for notebooks, but for all their machines, Lately, however, they only seem to be going after that small portion of the smaller atari market that even cares about buying a new machine, so there sales fall and fall. And the possibility of carrying the notebook to a colour monitor is great if you assume that most ST owners would sell their current set up to afford the new machine. I use my TV with my Stacy all the time. (by the way, it was very agravating that the STacy does not have the STe motherboard, or RF interface. This was just pure stupidity. Especially in light of the fact that not only does in to have a battery, but the circuit board responsible for power control was scrapped as well. Lets hope they do it right this time.) I still want one, though!

2375. mintbash

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 00:05:16 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Mar20.000516.1086@cs.mcgill.ca>
Source record: 233752

I'm having trouble getting bash set up on my st using mint...
If you are using it, could you please send me your bash.rc and all
your other .rc files so I can look at them?

--
|S. Alan Ezust : McGill University School of Computer Science |
depeche@cs.mcgill.ca : Montreal, Quebec, Canada

2376. ST and shortwave radio question

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 00:19:53 UTC
From: stu890739@gcc.uucp
Message-ID: <630@gcc.uucp>
Source record: 233753

Does anybody know how if there is software available for me to decode radioteletype signals from my shortwave radio with my 520 ST(soon with 1 Meg)? What else is needed to bring the signals from the radio into the computer? Any help that anyone could give would be greatly appreciated!

| UUCP: ...!pitt!edinboro!gcc!stu890739
Chris Fleming | INTERNET: stu890739%gcc@edinboro.edu
Box 1873 |==========
Grove City College |
Grove City Pa 16127 | "...I didn't expect the Spanish Inquisition!"
| ----anonymous Grove City College student(s)?

2377. Re: lynx

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 00:41:26 UTC
From: psurge@cs.utexas.edu
Message-ID: <1194@grit.cs.utexas.edu>
Source record: 233786

In article <91077.233406SML108@psuvm.psu.edu>, SML108@psuvm.psu.edu (Scott the Great) writes:
>
> Atari Lynx $99/$149 Color, 1-8-??? players
^^^
I have been told that Toys-R-Us sells the original package that sold for $179 at the $99 price, but not here in Austin. Every Lynx I have looked at is still priced $179, and I will not buy one at that price (even if it is a good deal at that price anyway). Maybe I could work out some deal where someone can get it at the $99 price and ship it to me and I'll pay him/her back?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2378. Re: 40 folder problem

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 01:10:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar20.011050.725@actrix.gen.nz>
Source record: 233792

In article <051358.839@timbuk.cray.com> fields@uktriton.cray.com (Mike Fields) writes:
>
> Does anybody know whether the famous '40 folder problem' is fixed in later
> version of TOS ??
>
> I have a 4Meg STe with a 40M FA.ST Hard drive, with about 100 folders.
> Occasionally
> files get corrupted, different files get into the middle of files..It
> looks very much
> like the problems when, with my 1040, I encountered the 40 folder
> problem.
>
> I have tried with foldr150.prg but that didn't seem to change anything,
> but it could
> be because the problem has already happened and until I ZERO the
> partition it
> will continue regardless.
>
> Anybody any ideas ??
>
> Thanks
> Mike Fields
> fields@uk.cray.com

From what I know , if it was the Folder Problem you will get a Warning
with the New TOS 1.4/1.6.

But there could be a Problem with the ICD Booter, if you have Write
Caching on, Try turning this Off,
This I have seen quoted to otheres by ICD, you don't have any thing to
loose by trying it..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2379. Re: Where is the rest of ana systems modula-2?

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 01:47:59 UTC
From: psurge@cs.utexas.edu
Message-ID: <1195@grit.cs.utexas.edu>
Source record: 233787

In article <1991Mar11.002021.9440@jato.jpl.nasa.gov>, vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
> Does anybody know where ana_m2_4.arc and ana_m2_5.arc can be found? They're
> not on terminator. (Is terminator the same as atari.archive?)
>
> --
> vsnyder@jato.Jpl.Nasa.Gov
> ames!elroy!jato!vsnyder
> vsnyder@jato.uucp

I have ftp'ed those two files to Terminator many times, but they just seem to get lost into never-never land. I had to get them from some place in Europe, but I will try to upload those files again.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2380. Re: Where is the rest of ana systems modula-2?

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 01:58:39 UTC
From: psurge@cs.utexas.edu
Message-ID: <1196@grit.cs.utexas.edu>
Source record: 233788

Ok, I just posted ana_m2_4.arc to atari.archive. I did not send Part 5, mostly because I erased it, partly because it was the emacs editor (3.09 I think).

Hopefully this one will get there, all other attempts at posting this file have failed, they just seemed to get lost (hmmm...).

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2381. Re: Where is the rest of ana systems modula-2?

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 02:01:03 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar20.020103.10363@jato.jpl.nasa.gov>
Source record: 233796

In article <1195@grit.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>In article <1991Mar11.002021.9440@jato.jpl.nasa.gov>, vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
>> Does anybody know where ana_m2_4.arc and ana_m2_5.arc can be found? They're
>> not on terminator. (Is terminator the same as atari.archive?)
>
>I have ftp'ed those two files to Terminator many times, but they just seem to
>get lost into never-never land. I had to get them from some place in Europe,
>but I will try to upload those files again.
>

Weiner told me that ana_m2_4.arc is really ANA_M2_4.ARC. He doesn't know where ana_m2_5.arc is.

> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu
>
>"You're so open minded that your brain leaked out" - Steve Taylor

An apt description of the <network.thought.police>

>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<*

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2382. Drunk Phones too! (was Re: Drunk Mice!)

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 02:03:18 UTC
From: stu892103@gcc.uucp
Message-ID: <640@gcc.uucp>
Source record: 233754

In article <3258@unccvax.uncc.edu>, cs00bd@unccvax.uncc.edu (brian daniels) writes:
> Booted up my 1040st yesterday. Discovered serious case of
> "drunk mouse syndrome" (it moves jumpily/randomly/wrong direction etc..)
> [misc. deleted]
> Removed new (just bought and installed that morning) Panasonic cordless
> phone from the desk that the atari resides on.
> Mouse sobered up instantly.
>
> Apparently the keyboard controller chip is not fond of nearby radio
> transmitters.
> [misc. deleted]
> --
> Reality is what YOU make of it. Brian Daniels (cs00bd@unccvax.uncc.edu)
> "My opinions are mine and do not represent those of my host computer"
> --

Howdy,

I have also had a slightly similar experience. It all started when I got my Supercharger [IBM emulator, for those who don't know] a couple of months ago. I set it up and had been messing around with running different things and getting everything right and everything (other than some Supercharger problems) was going along pretty smoothly. Then, I heard the portable phone ring. I got up from the ST commanders chair and went to answer the phone. (You know that the portable phone is never where you need it.) When I found the phone, it was in it's base in the next room, and nobody was on the line. Ok, I thought, whatever. Being smart, I left the phone in the other room and went back to the trusty ST. I was using the mouse with an IBM program and about 10 minutes later the phone rang again, but I noticed that it sounded a bit strange. I answered it again and nobody was there, again.
Not long afterwards I discovered the problem, because it continued to get worse. When I would move the mouse, the phone would start it's nice shrill ringing. This became CONSTANT, whenever I would move the mouse. I thought that it was the Supercharger along w/the mouse because it had never happened before that. I guess that it could have been the mouse alone, though. Also, the fact that my 1040 now has so many cables running out of it that it resembles a mutant octopus may have contributed to the problem.

My solution is to shut the phone off. It only happens at seemingly random intervals and not that often. I think that the phone base is the key, as I have not relocated it and the phone will start whining no matter where the phone happens to be.

Well, that's my story...watch this space for more stories.

```
-------------------------------------------------------------------------------
Steven J. Greer | UUCP: ...!pitt!edinboro!gcc!stu892103
School:Box 2444 | INTERNET: stu892103%gcc@edinboro.edu
Grove City College |=============================================
Grove City, PA 16127 |I LOVE |
.............................| ||| |"It is unwise to meddle in the affairs
Home:--Box 25, Main St. | / | \ | of wizards."
Volant, PA 16156-0025 | ATARI | -J.R.R. TOLKIEN
-------------------------------------------------------------------------------
```

2383. Looking for good disk utilities

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 02:36:14 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Mar20.023614.5154@rodan.acs.syr.edu>
Source record: 233780

I'm looking for a program (or a set of programs) that will do
things like, backup a hard disk, check for corrupted and
deleted files (and recover them), optimize a hard disk, move
files around on a hard disk, etc...something(s) along the
lines of Norton Utilities, SUM Utilities, PC/Mac Tools, etc
for other computers. The thing is: I'm running Spectre,
ATSpeed, and of course ST...so, I'd prefer if the backup could
backup all partitions. I also want to be able to move DOS
files around on my msdos partition, in the event something
gets screwed up there (which seems to have happened frequently
in the past, especially with disk caches for Windows 3).
Any comments (good or bad) about programs will be appreciated.
--Gerry
ggreenbe@rodan.acs.syr.edu

2384. ST Books & Software for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 03:41:30 UTC
From: jhm@snitor.UUCP
Message-ID: <jhm.669440490@nixtdc>
Source record: 233757

Due to a severe storage space-and-money shortage, I would like to sell
the items listed below.
Each purchase has a $5 postage and handling charge added (unless you
live in Toronto), and lower prices for bundles of items can be arranged.
E-mail or leave a message on my home machine (416) 604-0310. (E-mail can
be flaky for UUCP sites.)

ST Books:

Learning C Programming Graphics on the Compute!
Amiga and Atari ST M. Sugiyama & C. Metcalf $15
Atari ST Machine Language Abacus
B. Grohman, P. Seidler, & H. Sliber $15
Atari ST Tips & Tricks Abacus
R. Bruckmann, L. Englisch, J. Walkowiak, & K. Gerits $10

Pascal Texts:

Pascal A Considerate Approach (2nd Ed.)
David Price $5
Oh! Pascal! (2nd Ed.)
D. Cooper & M. Clancy $15
Introduction to Pascal Sybex
R. Zaks $15

Despite the fact that OSS (now ICD) recommends Oh! Pascal!, I found
the Zaks text much more readable. (None even touches "Illustrating
Pascal", which I'm not selling.)

ST Programming Software:

Alice The Personal Pascal (a Pascal interpreter) $35
Personal Pascal (v2.02) $30
TackleBox ST (with first two updates) $35
(TackleBox requires $10 P&H; it's that big)
Tempus (1st edition) $10
Metacomco Make (also comes with an editor) (v2.16) $10

Alice is good; I taught myself Pascal with it (and the texts
above.) I'd recommend TackleBox to anyone; it's huge and it's
accurate. Even after switching to C, I find myself referring to GEM
functions in TackleBox.

Telecommunications:

Flash 1.52, patched up to 1.60 $10
Shadow 1.1 background transfer accessory for Flash $10

Kermit & Remote Accessory for Flash(does *not* work w/Shadow)$10
Michtron's Mi-Term (supports DFT, XMODEM & ASCII) $10

Word Processing & DTP:

Microsoft Word w/GDOS fonts $5
Publishing Partner (v1.01) with LaserWriter screen fonts $20

What can I say about Publishing Partner? Not as versatile as PageStream,
but more robust. It's done yeoman work for me (three commercial manuals).

Games:

Bards Tale I with Hint Book $15
Techmate Chess game $10

--
John McMullen
jhm@snitor.UUCP or Siemens Nixdorf Information Systems
jhmcmullen@watyew.waterloo.edu 2235 Sheppard Ave., Willowdale
(which forwards to jhm@snitor) Ontario M2J 5B5
--
John McMullen
jhm@snitor.UUCP or Siemens Nixdorf Information Systems
jhmcmullen@watyew.waterloo.edu 2235 Sheppard Ave., Willowdale
(which forwards to jhm@snitor) Ontario M2J 5B5

2385. Re: IFF converters?

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 04:09:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <310@uqcspe.cs.uq.oz.au>
Source record: 233798

In <8278@mentor.cc.purdue.edu> youngmw@mentor.cc.purdue.edu (Michael) writes:

>Is there a good iff converter that someone could recommend?
>I would like one that converts to Spectrum 512 format.
>If anyone has a PD or shareware one could they upload it to
>atari.archive?

There is a GIF to SPECTRUM converter on atari.archive, so just find a IFF to
GIF! You'll probably have such tools at your University.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2386. Re: The Jack Tramiel Memorial Library

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 04:47:57 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <45867@ut-emx.uucp>
Source record: 233789

I am interested in purchacing a second Atari 1040ST. The system
must have the following:

* 1 meg of memory (or more)

* Color monitor

* DS Floppy drive

A printer is an added plus.

---
sean@cc.happy.utexas.edu

2387. Wanted Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 04:50:12 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <45868@ut-emx.uucp>
Source record: 233790

I want to by a second Atari 1040ST. The system MUST have one Meg of memory, and a Color Monitor. A printer, and TOS 1.2 or higher is a plus.

Thanks,

sean@happy.cc.utexas.edu

2388. ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 05:08:28 UTC
From: michaelw@cie.uoregon.edu
Message-ID: <1991Mar20.050828.27857@ariel.unm.edu>
Source record: 233793
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

520 ST System for sale:

Includes:

520ST CPU
Floppy Drive
Color Monitor
Panasonic KX-P1080i Printer
box of tractor-feed paper
Cables
Joystick
WordPerfect 4.1 (Orig. Disks, Manual, minus Thesaurus Disk)
Miscellaneous Software (70 disks, commercial and PD)
Modem (Auto Answer, Non-Auto Dial)
Flash 1.52 (Communications Program)

Any reasonable offer for all or part of the package will be considered.

If interested, send mail or call Michael at (503) 344-9392.

2389. This is just a test.

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 08:28:20 UTC
From: eang62@castle.edinburgh.ac.uk
Message-ID: <9103200828.aa24513@castle.ed.ac.uk>
Source record: 233795

```
This is jsut a test
HMS
```

2390. memory upgrade woes on a Mega 1

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 11:06:58 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1236@idcapd.idca.tds.philips.nl>
Source record: 233776
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am experiencing some problems in upgrading a Mega 1 to a Mega 2.5. I did replace bank 1 consisting of 4 x 414256 (256Kx4 chips) by 16 x 411000 (1Mx1). The missing A9 line (not used on the 414256) is connected to the 411000 via a series R of 33 ohm.

Result of all this: the ST recognizes the new bank 1 as a 128k bank, giving me a total of 640 kbytes. In addition a very interesting moving pattern of vertical bars appears on the screen. The bars are approximately 8 pixels wide. I get the impression that this screen pattern is due to non-refreshed dram locations. Apparantly the ST thinks (?) that 64 k drams are used for bank 1, resulting in a refresh cycle on 8 address lines (256 address refresh cycle) instead of the 9 address and 512 refresh cycle a 1Mbit memory cell requires.

My question: does Atari use a different MMU chip in the Mega 1 with 414256 chips which cannot handle the 1Mbit cells? This would mean I am stuck with 1Mbyte. I'd love to see Spectre running with some more memory and Multifinder.

Any help appreciated

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
____

2391. Re: GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 11:49:17 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91079.134917GERLOFF@DB0TUI11.BITNET>
Source record: 233791
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <0bsiSby00VADAIpl4O@andrew.cmu.edu>, es2a+@andrew.cmu.edu (Eric Stuyvesant) says:
>
>I'm running gcc from RAMdisk on my 4 Mb system, and am playing a
>balancing game between disk space and memory. I have been getting an
>error from GCC, namely "Virtual memory exhausted." Does this really
>mean "disk space exhausted," as it seems to imply, or does it mean "not
>enough memory?" It doesn't seem to matter which version of gcc I use,
>be it 1.37 or 1.39.
>

It means that gcc hasn't enough memory to work. He says virtual memory, because gcc was first designed for UNIX, where you have virtual memory because of paging and/or swaping.

Greetings, Olaf
----

* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG) * BITNET : GERLOFF@DB0TUI11 *

* Impossible things will be executed immediately, *
* miracles take a little longer! *

2392. Laser printer recommendation sought

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 16:49:37 UTC
From: ajw@watson.hf.intel.com
Message-ID: <1991Mar20.164937.20433@intelhf.hf.intel.com>
Source record: 233777

This is a repost, as our news servers are up the creek AGAIN.

I'm looking to buy a laser printer, and would like to be able
to hook it not only to my 1040ST but also to an AT-class machine.

I need a postscript capability.

My budget starts getting a bit tight around the $3000 mark.

Does anybody have any strong recommendations and/or avoidables
they'd like to share? Email preferred - I'll summarize.

-- Alan Waldock, from but not on behalf of Intel Corporation
ajw@watson.hf.intel.com ...uunet!intelhf!watson!ajw

2393. Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1991-03-20 18:34:53 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991Mar20.183453.17083@ecst.csuchico.edu>
Source record: 233779

I am Looking for an older style Spectre Cartridge. Is anyone
selling there Spectre 128 Cartridge please leave me mail at
neonman@ecst.csuchico.edu
The Mac Roms may not need be included, Please leave me a message,
and a price.

2394. STE DMA bug

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 15:11:59 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1311.27f053cf@sleepy.bmd.trw.com>
Source record: 233701
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well I finally got bit last night. The wonderful STE DMA (read harddrive) bug got me. After doing a couple hours of work on the computer with probably 25 or so disk accesses it gave me the "somethings wrong with the disk drive" alert. I then could no longer see the partitions even though the hard disk driver would run. I have an ICD plus host adapter and a syquest drive.
Does this error (the STE DMA problem) always hammer the disk in the same manner? If so, what is necessary to go and recover the drive. No I didn't have a backup as I've had it only 2 weeks and wasn't sure if I liked my layout yet. (Lesson learned though :-( ).
I'll be contacting Atari about a warranty problem in the mean time.

Thanks for any help.

Jim Harres jharres@doc.bmd.trw.com

2395. Re: Metafile --> DVI

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 15:13:12 UTC
From: marc@sequoia.cray.com
Message-ID: <040625.9584@timbuk.cray.com>
Source record: 233702

In article <1991Mar26.051302.6007@nmt.edu>, eahsnsr@nmt.edu (Eric A. Hobbs) writes:
|>
|> While I'm on the subject of conversion programs, is there an ST
|> program that will convert from Metafiles to DVI?
|>
|>
|> -------------
|> Eric A. HOBBS!
|> eahsnsr@JUPITER.nmt.edu
This solution may be a little `round the houses', but you could use the GEM2PS utility to convert the metafile to PostScript, and use dvips to convert your .DVI file. Of course, this only works if you have access to a PostScript printer... :-)

GEM2PS can be found on atari.archive (I think) and dvips can be found virtually ANYWHERE! I've not tested GEM2PS, but I use dvips every day.

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

2396. Problem using HP II P laserprinter with 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 15:19:31 UTC
From: heiden@kboeng.enet.dec.com
Message-ID: <1991Mar27.150249@kboeng.enet.dec.com>
Source record: 233703

While trying to print to an HP II P laserprinter using the parallel
port I'm running into two annoying errors:
1. The printer is only recognised by the system if:
first the printer is powered on and then the
system is booted. This wouldn't be a problem,
but
2. after some time without printing anything (around
20 - 30 minutes), the system just stops running.
System needs a reboot to come into live again.
Does anybody made similar experience and found solutions to
these problems ? My setup is:
1040 ST with 2.5 Mbyte , TOS 1.4, Neodesk 3.0,
SH204 and SM124

Any help is appreciated. Matthias Heiden
--
digital equipment GmbH heiden@kbomfg.enet.dec.com
advanced system process development
Sudetenstrasse 5
W - 8950 Kaufbeuren (Germany) work: +49 8341 913392
--

2397. Re: Xlisp and windows

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 15:40:16 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar27.154016.8546@doe.utoronto.ca>
Source record: 233704

In <ERICCO.91Mar26232949@sdaf1.ssl.berkeley.edu>, Eric C. Olson writes:
> I've started developing an object oriented window system for the
> Atari. Has somebody already done this? If so, what was your
> approach (and how can I get it)? If not, perhaps you'll be amused
> at my attempt.
>

Well, obviously you will want this system to be able to multi-task.
Instead of writing the code yourself, you might think about using
Eric Smith's MiNT, which adds BSD-type extensions to TOS. You can
re-compile XLISP with GCC and ES's MiNT library to use MiNT by default.
MiNT will make it easier to put BIOS i/o into windows, manage multiple
threads of the same program, etc. etc.

BTW, to try out your ideas, try using XLISP under MGR. MGR is a
windowing system where all graphics, window management etc. is done
with escape sequences, and it runs on the ST under MiNT (ie. you draw
circles, open and resize windows, pass messages, etc., the same way
that you turn inverse video on and off on the vt52!!). You could write
all of the MGR code IN XLISP first (just print the appropriate escape
sequences to the screen), and then hard-code it into C if you want to.
The advantages of using MGR are that you can concentrate on the high-
level logic of your project instead of the nitty-gritty details of getting
BIOS output into GEM windows, etc. Also, your XLISP code will be portable
to Unix or Mac machines running MGR (Minix may soon have MGR too), so
you are looking at a much larger potential user base.

It sounds like an excellent idea, and I hope that it works out for you.
You will need at least 2 megs to use MiNT and MGR, I should add.

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2398. Mega's in Canada?

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 15:49:22 UTC
From: david10@garfield.cs.mun.ca
Message-ID: <1991Mar27.154922.11262@garfield.cs.mun.ca>
Source record: 233705

After looking at my local dealer's price list from January, I noticed that the only model listed in the Mega line was the Mega 4 STE (which, at $2495 CAN, is a bit out of my price range :^{( ). Are the Mega 1 STE and (preferably) the Mega 2 STE available up here in the Great White North? If so, where are they sold and for how much?

Thanks in advance,
Dave C

--
+---+
| Dave Churchill DoD #266 * * * "I'm always sober enough |
| david10@lyman.cs.mun.ca * * * to know when I'm drunk." |
| david10@garfield.cs.mun.ca * * * - Andy Capp |
| My opinions are just that - mine. * * * |
+---+

2399. Re: Help with atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 16:16:55 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Mar27.161655.15195@santra.uucp>
Source record: 233706

In article <GARRICK.91Mar26173454@greyrock.jobs.mso.colostate.edu>
garrick@jobs.mso.colostate.edu (Kevin O. Garrick) writes:
>group and have read quite a bit about atari.archive, but I am unable
>to find any information on how to find it. Could someone please send
>a short reply telling me where atari.archive is and what I need to do
>in order to use it? I would really appreciate it. Thanks.
>
>Kevin Garrick
>garrick@greyrock.mso.colostate.edu

The complete address for atari.archive is atari.archive.umich.edu
and all you have to do is:

ftp atari.archive.umich.edu <ret>

and when the connected... answer arrives and the "your name: (garrick)"
follows, type in "anonymous" <ret>, and then it asks your password,
type in "garrick@greyrock.mso.colostate.edu".
Then "guest login OK, restrictions appear" appears, and the prompt
"ftp>" follows.
You are in now.
This is called "anonymous FTP", (FTP = File Transfer Protocol), and it is
widely used for up- and downloading PD, SW and FW -> free stuff.

The basic ftp commands you need are:
cd changes the directory like in MS-DOS or Unix
dir or ls lists the contents of the directory, wildcards can be used
bin sets the transmission to binary mode, use for packed files and
executable programs and other non-ascii files.
asc sets the transmission to ascii mode, default
get transfers the file given after this command to you
put transfers your file to the remote-end
mget like get, but takes many, wildcards can be used
mput like put, ...
quit you know...

You can get help about the rest of the commands by typing "?" or "help" in
ftp.

In atari.archive there is a file in the /atari/ -directory called Index,
that holds the names and descriptions of the files available.

It may well be completed now, few days ago there was still some work to do.

ftp is a quite good tool, just find out about it. Try to find a manual or
something about it, it is worth it!

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2400. Re: ST Pad specs

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 16:30:30 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Mar27.163030.4500@ccu.umanitoba.ca>
Source record: 233707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2881@atari.UUCP> trh@atari.UUCP (T R Hall) writes:
> You may feel skeptical, but as the designer of the two machines
>announced, I can tell you that "TOS ... with handwritting recognition" is
>FACT, not conjecture. The HCR code will be in the ROMs (and was, in the Demo
>at CeBIT), and tied into the operating system and desktop such that a gesture
>in the Menu Bar area will bring up a window (as invisibly to existing
>applications as possible) into which Hand-written characters are drawn. As you
>write, the characters are converted to ASCII; when you are satisfied, the
>characters are sent (via the Keyboard input stream) to the application. This
>way, _*existing*_ applications will have HCR capabilitites.

This sounds pretty nifty, but will the machine also allow a
normal keyboard to be plugged in? The HCR interface would be very
handy for portable use, but I can type a lot faster than I can write,
and it would be nice to have the option available.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

2401. Re: 1 year warranty and stuff

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 16:57:37 UTC
From: bud@ms.uky.edu
Message-ID: <1991Mar27.165737.5581@ms.uky.edu>
Source record: 233708

In article <8218@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>
>never fom the us mogals
>----

Hmmmm. Hard to argue with THAT.

Bud

--
Dr. William K Glunt | Are you ABNORMAL?
Heh heh nice ring to it!| Then you are probably better than most people!
U of Kentucky math dept | Are alien space monsters bringing a STARTLING NEW
home phone 606 258 8864 | WORLD? from _The book of the SubGenius_

2402. Connecting to a Non-atari monitor?

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 17:29:40 UTC
From: malay@sae.com
Message-ID: <246@jupiter.sae.com>
Source record: 233709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help! How can I connect a Zenith Data Systems ZVM-135 RGB Monitor to an
Atari 1040STE? Here's the ZVM-135's connector pinout:

1 - Negative horizontal or negative composite sync*
2 - Positive horizontal or positive composite sync*
3 - NC
4 - Positive vertical or positive composite sync
5 - Green input
6 - Blue input
7 - Red input
8 - NC
9 - NC
10 - Green feedthrough
11 - Apple X1 Input
12 - Apple X2 Input
13 - Apple X3 Input
14 - Negative vertical or negative composite sync
15 - IBM intensity
16 - Ground
17 - NC
18 - Audio input
19 - Ground
20 - Composite video input
21 - Red feedthrough
22 - Blue feedthrough
23 - NC
24 - NC
25 - Apple X8 input

*NOTE: Composite sync must be supplied to both the horizontal and vertical
sync inputs.

Specifications:

inputs ..... DB-25 type connector
R,G, and B signals TTL level analog positive
Composite - TTL positive or negative
Horiz sync - TTL positive or negative
Vert sync - TTL positive or negative
Ground
Audio - .5V to 1V rms.
Audio ground.
Apple III video - (4)
IBM intensity

Composite video.

This monitor is switchable from RGB to Composite. It has an DB-25 RGB connector and a set of RCA phono type jacks for composite. There was a message floating around (dated 4 Jan 87) that showed how to connect a Sony XBR monitor to an ST and it works (I've seen the result). I realize that I could just use the composite input with the STE but I would like to use the RGB for obvious reasons. Anybody got any clues????

Bob Malay
malay@sae.com

2403. MEGA-4 + sc1224 (+ maybe MEGAFILE-60) FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 17:35:29 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <16181@cuphub.cup.edu>
Source record: 233710

Big ST System for sale...

MEGA-4 + COLOR(1224) MONITOR (maybe + MEGAFILE-60)

******* BEST OFFER ! ! ! ********

Less than One year old.

Please reply via E-Mail as I am posting this for a friend.

--
+---+
!AvaST-Development uucp: kar7481@pitt!cuphub.cup.edu !
!Dan Karbowsky,R&D !
!102 Lee Drive Belle Vernon, PA 15012-2016 !
+---+

2404. TT Gif Shower

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 17:53:45 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1991Mar27.175345.13203@noose.ecn.purdue.edu>
Source record: 233711

Hello. My user group, Purdue Atari Users Group, is going to be able demo an Atari TT in two weeks. I am looking for any good TT demos and espically any able to show Gif pictures in the TT higher resolution modes. Please let me know by e-mail if anybody has any TT programs to impress the group.

Thanks in advance

Drew Whitehead

2405. pink Energizer bunny

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 18:31:47 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <MbwCIHy00Uh742L7EB@andrew.cmu.edu>
Source record: 233712

here is a program out there that at random intervals, and whenever there is a disk access, does the following:
you hear a very faint police siren that gradually gets louder and louder. When it reaches max volume, a little police car drives across your screen, the pitch changes as the car flies past, and then diminishes in volume. The humour of the thing quickly dies, as the interval is set to a much to frequent setting, but it is fun to put in someones bootdisk, and screw with there head for a day or so. The first time it happens, boy do their eyes bug out. The pink Energizer bunny (from a previous post) would be about the same thing. Someone should do it.

-geisha-

2406. Re: Art Program Request Summary

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 18:43:13 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <0bwCT1K00Uh7M2L8dO@andrew.cmu.edu>
Source record: 233713

personally, I hate DEGAS with a passion. I thionk the user interface sucks the big red wazoo, and although the feature that it has are nice, it is missing some things which really are necesary, such as bezier curves. But I will sell you mine if you want it!(to each his own) If so, make me an offer.

-geisha-
just to be helpful, there is a pd/shareware, I'm not sure which, as it doesn't say in the info box, and I got no text files with it, but it's too good to be free(!) called DT paint. It is a monochrome desk accessory with pipes to other applications. It has just about everything, including editable bezier curves, and as a desk accessory, it is boucoup handy. It ready many formats, but is primarily a IMG editor. It can edit files at any rs., up to 300dpi even. Needless to say, it can work with documents bigger than the screen. It has it's own menu bar, even though it is a DA!, and a cool tool palette that is small but very functional, the best combination. The version that I have only works in mono though.
Also, avoid canvas. It bites. Well for something programmed by a 15 year old in his spare time, it's way cool, but as a real productivity package, it just does not cut it. It blows the socks off DEGAS, though, with sorta 4096 colours on screen, and animation and pseudo 3D capabilities.
Try the new stuff from LEXICOR if you have the money, they look very good.

2407. Re: TT & GCR 3.0 ???

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 18:43:42 UTC
From: mjv@brownvm.brown.edu
Message-ID: <70001@brunix.UUCP>
Source record: 233714

In article <12499@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:
> Is there anybody out there with a TT & spectre GCR 3.0 (the newest ??)

Er, no but I do have GCR 3 and a Mega4. TT's just aren't here (US) yet.

> - Does it really work ?? How? ... any problems with mac software/peripherals

In the Gadget's newsletter, Dave claims it works just great on the TT. As for version 3 of the software, it works wonderfully!! All the major programs work without a hitch.

> - what kind of a floppy drive format does 3.0 use...

Standard Mac 800K (HFS) and 400K (MFS) disks. However, Gadget's have gotten the Mac to think it has one of the new SWIM disk controller chips in it. On the Mac, it allows you to use 1.44 floppys and read Ms-dos disks. So this means that you can easily copy files from ST to Mac with programs such as Apple File Exchange or DosMounter.

> - how about TT's hard disk (scsi) does it work on TT&dma hard disk ??

Not quite sure what you're asking here...

> - what about my old st1040f with tos 1.1 or 1.2 or something like that ???

Yup, works fine. Although I'd recommend you get at least 2 megs of software and a hard drive to do anything decent.

> - can it (gcr) use the mac type lan in TT ???

The next update of the software will work with the LocalTalk TT port.

> is it worth buying ??

Oh YEAH! Works great, great support and....it's worth the money.
If you have anymore questions, just ask!

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Prophecies of Agnes Nutter, Witch

2408. Re: amiga emulators

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 18:59:38 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <MbwCiO_00Uh7M2LBta@andrew.cmu.edu>
Source record: 233715

Every one repeat after me. There is no such thing, there is no such thing, there is no such thing....

-geisha-

P.S. The only thing that comes close as far as I know, is a program called* an amiga emulator, that puts up the thought bubble for a little bit, and then proptly posts the GURU message on the screen (Plus a natsy anti amiga message). Not to much different that the real thing. Maybe it is an amiga emulator after all. Cute.

2409. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 19:23:29 UTC
From: trh@atari.UUCP
Message-ID: <2885@atari.UUCP>
Source record: 233716

mc4c+@andrew.cmu.edu (Mark Choi) writes:

>> As the designer of said notebook-ST(e), I have held off introducing
>> the subject, but as long as you brought it up ...
>> ...
>Hey, guy, good work!
> But... Why no monitor port, I want colour graphics! (1)
>....And a floppy drive
>is a must. almost all PC notebooks got 'em, and if Atari ever wants to
>sell to anyone other than current atari faithful, they had better follow
>the competition. (2)

> ....DS/DD is archaic! We need 1.44 meg, not just for this
>notebook, but for all ST/TT's. (3)
> ....Also, without a cartridge port,
>unless D.Small makes his internal emulator, there will be no Mac market.
>This is too bad. (4)

> ....I write this in the hope that enough (5)
>external pressure will force a redesign.

Hopefully, if I post this I won't have to repeat it too often:

1) I didn't include a monitor port for a couple of reasons:
A) Power
The graphics shifter/video drive circuitry uses almost as much
power as the rest of the system put together. Since the machine
is specifically designed for PORTABLE usage, I made the (fairly
reasonable) assumption that you aren't going to carry a color/mono
monitor around with you.
B) Space
Hey, I tossed out ANYTHING I didn't feel was required in a PORTABLE
machine, to make the machine as small as possible.

2) If you look at the so-called competition (Intel-based machines) I think
you will find that the "note-book" sized units include EITHER a floppy
or a hard disk, but not both. Since this machine was mosty intended to
allow desktop-ATARI users to take specific data/applications with them
on the road, I felt that loading data/programs into the internal Hard
Drive would not be a hardship. Would you rather carry a hard-drive
machine, or a floppy machine with a bunch of floppies that you have to
swap in-and-out?
As far as data transfer, both the Notebook and Pad versions of the
machines will include file-transfer software in the ROMS, transfering
over parallel-ports to other ST's, and serial ports to non-ATARI
machines (hopefuly with an existing protocol, so Atari won't have to

write [shudder!!] MS-DOS software).

3) Look for high-density floppies, both in desktop machines and in an external (probably battery-operated) floppy drive for the ST notebook (or whatever its final name is). We may be slow, but we ain't Blind/Dumb.

4) Both the STPad and STBook have an "expansion" port that includes all address and data lines, bus control lines, R/W and a number of ROM select lines. ALL of the signals needed for the "cartridge port" are present on "expansion port", so a conversion device need only consist of two connectors, a PC-board, and a housing. I'm sure some enterprising developer will make such available at a reasonable price. Even better, maybe "cartridges" will be upgraded to take advantage of new features.

5) Maybe we should take a vote: Should we let everybody add their 2 cents to the design, increase the size of the machine, delay it a few months/ years, increase the price, etc? :) :) :) :) :) 8) 8) 8) 8^) 8^) 8^)

Oh, incidently, in the reprint from Tom Harker (ICD) he mentions that the note-book machine has JEIDA cards. He was a little confused; The note-book machine has the hard-drive as storage, the PAD machine has JEIDA cards, but NO hard-drive (the pad is intended to be hand-held; one twist and BOOM! the hard-drive would crash).

TRH

[PLEEEEAAAASSSEE note the smileys above! don't send me votes/suggestions/etc; it's hard ENOUGH to get through my mail/news each morning.]

2410. Re: pink Energizer bunny

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 20:28:27 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Mar27.202827.27865@terminator.cc.umich.edu>
Source record: 233717

In article <MbwCIHy00Uh742L7EB@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>
>someones bootdisk, and screw with there head for a day or so. The first
>time it happens, boy do their eyes bug out. The pink Energizer bunny
>(from a previous post) would be about the same thing. Someone should do
>it.
>
> -geisha-
Someone put it on one of the mac servers here that serves about 200 machines.
All you could hear was that damn bunny with the drum.

weiner

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a beefy tostada
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

2411. Re: newsletter

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 21:35:14 UTC
From: laird@think.com
Message-ID: <1991Mar27.213514.17733@Think.COM>
Source record: 233718

In article <1189@nikhefh.nikhef.nl> a15@nikhefh.nikhef.nl (Peter Heymens Visser) writes:
>
> ****** - LYNX - Magazine - ******
>
>We are planning a LYNX-maganzine.

There is a Lynx newsletter out currently, called Atari Portable Entertainment. I don't have the address with me (sorry) but I will try to locate it. It would make sense for you guys to coordinate with APE, since there are three or four issues of APE out already. If anyone else knows how to contact APE, please fill in for me. Thanks!

2412. Re: pink Energizer bunny

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 21:37:11 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Mar27.213711.25638@colorado.edu>
Source record: 233719

In article <MbwCIHy00Uh742L7EB@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>
> here is a program out there that at random intervals, and whenever
>there is a disk access, does the following:
> you hear a very faint police siren that gradually gets louder and
>louder. When it reaches max volume, a little police car drives
>across your screen, the pitch changes as the car flies past, and then
>diminishes in volume. The humour of the thing quickly dies, as the
>interval is set to a much to frequent setting, but it is fun to put in
>someones bootdisk, and screw with there head for a day or so. The first
>time it happens, boy do their eyes bug out. The pink Energizer bunny
>(from a previous post) would be about the same thing. Someone should do
>it.
>
> -geisha-
The file is at atari.archive.umich.edu in atari/graphics as siren3.arc
and the delay is cofigurable.

- todd

--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

2413. Switching A SS drive to DS

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 22:03:12 UTC
From: stevendd@sage.cc.purdue.edu
Message-ID: <8889@mentor.cc.purdue.edu>
Source record: 233720

I finally desided to upgrade my single sided drive, I just got the new drive today. I thought all I had to was swap drives. The plug from the small board in the drive case isn't the same as the one one the drive. The connector on the board is for 14 pins, the drive connector is 34 pins. I rember reading some of the early single sided drives used an old kind of connector (guess what kind I got). If you know how to convert the plugs I would be very appreciative.

Thanks.
- Doug

2414. Zmodem and Xmodem for VAX

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 22:08:03 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991Mar27.220803.10544@eagle.lerc.nasa.gov>
Source record: 233738

Hi. A couple of months ago, someone here posted a message saying that he has access to zmodem and xmodem programs on the VAX. Would that person kindly reply to me via email, please. I am fed up with transmission by Kermit and would like a faster transfer, preferrably by zmodem. Thanks.

Clarence T. Chang
fsctc@csduts1.lerc.nasa.gov

2415. Re: Laser printer recommendation sought

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 22:09:14 UTC
From: laird@think.com
Message-ID: <1991Mar27.220914.19658@Think.COM>
Source record: 233721

In article <1991Mar20.164937.20433@intelhf.hf.intel.com> ajw@watson.hf.intel.com writes:
>This is a repost, as our news servers are up the creek AGAIN.
>
>I'm looking to buy a laser printer, and would like to be able
>to hook it not only to my 1040ST but also to an AT-class machine.
>
>I need a postscript capability.
>
>My budget starts getting a bit tight around the $3000 mark.
>
>Does anybody have any strong recommendations and/or avoidables
>they'd like to share? Email preferred - I'll summarize.

I can recommend GCC Technologies' BLP II and BLP IIS. For $1999 list
the BLP II is a 4 ppm printer, with 2 Mb RAM expandable to 4 Mb by plugging
in off-the-shelf SIMMs. It also has a SCSI port for attaching a hard drive
for font downloading and precomputing. The BLP IIS, for $2899, is an 8 ppm
printer with the same features. Both printers are based on an LED engine,
so instead of a laser beam with lenses and a rotating mirror they've got a
row of LED's drawing staight onto the drum. Very nice, clean design, and
the output quality is excellent.

The only drawback is that the printers come standard with only a LocalTalk
interface, so you would either need to add LocalTalk to your PC and ST
(PromiseLAN, anyone?) or add the serial and parallel interface option to the
printer ($100 or so). You can contact GCC Technologies at 800/422-7777.

>
>-- Alan Waldock, from but not on behalf of Intel Corporation
> ajw@watson.hf.intel.com ...uunet!intelhf!watson!ajw

2416. Re: Genealogy programs for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 22:19:08 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Mar27.221908.29842@cbfsb.att.com>
Source record: 233722

In article <1991Mar26.223141.10238@rti.rti.org>, ret@rti.rti.org (Raymond Thomas) writes:
> I have seen at least two commercial genealogy programs written
> for the ST, but havn't yet seen any reviews on them. Before
> rushing out and beta testing them myself I would be interested
> in hearing peoples experiences with genealogy on the ST.
> Specifically, what programs they have used, and how they liked
> them.
>
My 0.02 worth. I looked into this last year. The ST versions are not very
nice, at least compared with MAC and MS/DOS.

The Best for the buck is PAF from the Mormons. MAC and MS/Dos for $39 each.

Mac ones run well on Spectre 128.

Ms/Dos ones run adequately on PC-Ditto (software emulator), and very well
on the hardware emulators.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

2417. deskjet 500/wordplus

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 23:05:07 UTC
From: ix@cosmo.UUCP
Message-ID: <6645@balu.UUCP>
Source record: 233723

Hi everyone,
i need a printer driver for the combination wordplus/hp deskjet 500
and a graphic hardcopy program.
I would be grateful, if somebody would send it to me by e mail:

js%ulf@cosmo.uucp

Thanks!
Juergen Seeger

2418. Re: Can't connect a 1040st to a TV Set :-(

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 23:09:32 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250015@hpindda.cup.hp.com>
Source record: 233724

```
>in comp.sys.atari.st/rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins)
>writes:
>
>In article <XD26y2w163w@bluemoon.uucp>, dddean@bluemoon.uucp (David D. Dean) writes:
>> It turns out that they (The Atari Company) did not include an RF modulator
>> for their 1040st line. DARN!!! That really ticks!
>
>On a related note, is it possible to add a RF modulator to an older ST?
>I've noticed that there is space on the motherboard for it, but nothing is
>there.
>

The Atari monitor connector has a line for composite video. This is essentially
regular NTSC signal without being modulated to a TV frequency. You can buy or
build a cable that will go from the monitor port to a composite connector
(usually a regular RCA jack) Some TV/monitors can use a composite signal
directly. For TVs that can't, a composite -> channel 3/4 modulator should be
obtainable at the local Radio Shack.

Hope this helps.
```

2419. Re: Help with atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-27 23:51:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <483@uqcspe.cs.uq.oz.au>
Source record: 233725

In <1991Mar27.161655.15195@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

>The complete address for atari.archive is atari.archive.umich.edu
>and all you have to do is:

>ftp atari.archive.umich.edu <ret>

or, if that fails, try the port address:

ftp 141.211.164.8

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2420. Roland MT-32 Music Card

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 01:36:49 UTC
From: echeverr@sal-sun8.usc.edu
Message-ID: <16156@chaph.usc.edu>
Source record: 233726

Does anybody out there have the Roland MT-32 on their computer? If so, I would love some info and references about it, i might be interested in buying one.

&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&

"I feel the need, the need - for speed!"
- Tom Cruise and Anthony Edwards,
Top Gun
=======
_____ _ /
Ron A. Echeverri | | \ /
BSAE 1994 Univ. of So. California |he |-<lack \heep
e-mail: echeverr%sal8.usc.edu@usc.edu | |_/ /
/

2421. Re: TT REVIEW

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 02:37:35 UTC
From: baffoni@aludra.usc.edu
Message-ID: <16160@chaph.usc.edu>
Source record: 233727

In article <2884@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>If you have a VME card, you lose the Serial 1 and Serial 2 connectors,
>unless you mess with your case (and probably void your warranty): the
>connectors appear in the (otherwise empty) VME slot.
>
>As for "checklist engineering," we did it this way because the serial port
>is free if you're not using the LAN connector: if you don't use the LAN
>port, would you rather have that serial port, or nothing?

I realize that the LAN and Serial 2 are run by the same _chip_, but what about physical ports themselves:

If you have a VME card, you lose the Serial1 and Serial 2 connectors: But does that also mean that you lose the LAN connector as well? Or are you just refering to the connector with all the modem signals (except RI)? If you lose the LAN too, that would be a silly thing to do: you can either hook yourself into a network OR you can use <insert hardware extra like RAM, etc.>, but you can't use both. You shouldn't have to make that kind of a choice!
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Thanks!

-Mike

2422. Atari ST 4M RAM, 20M Harddisk, Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 03:00:22 UTC
From: a9@public.BTR.COM
Message-ID: <2227@public.BTR.COM>
Source record: 233728
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ba.market.computers,rec.music.synth

```
Please call the owner directly. Do not reply to me.
call after 6:00 PM: (408) 296-0922. Helena
----------------------------------------

Atari ST520 with 4M RAM, 16Mhz accelerator, 20MB **HARDDISK**
*TWO* 720K floppies, monitor , modem, PRINTER etc
PLUS LASER C with Debugger, LWD Basic, Assembler,, Wordprocessors,
spreadsheet, PC-Ditto, Games and lots of other software....

Hardware & Software. All goes as a package ..
only $700 or best offer.
Excellent Condition; Working Like New!

HARDWARE:
--------
4 megabyte RAM; 16 MHZ accelerator chip; mouse, external
20 megabyte hard disk; two 3.5"/720 kilobyte floppy drives;
color monitor; Avatex 1200 bauds external modem; real time
clock; internal fans for cooling; power supplies and floppy
drives enclosed in heavy-duty metal case; MIDI port; serial port;
parallel port; communications port; TV set port; Morrow MP100 daisy
wheel parallel printer (with a box of ribbons); Jacobson Anderson
serial printer/terminal/typewriter; 50 cps, dot- matrix Texas
Instruments 8 pin printer, all interconnection cables included.

SOFTWARE LANGUAGES:
------------------
68000 Assempro Assembly; Laser C Compiler/Linker; Laser C Debugger;
LDW Basic Compiler/Linker; ST Basic Interpreter; ST Logo.

SOFTWARE UTILITIES:
------------------
Revolver memory manager; Universal item selector II directory/file
manager; Turbo ST accelerator; Z-time real time calendar/clock
manager; Aerco EasieST utilities; PC ditto for MS-DOS applications
compatibility.

SOFTWARE APPLICATIONS:
---------------------
Flash communications package; Wordplus wordprocessor; Wordplus
merge mailer; Wordplus dictionary merger; VIP Professional
1-2-3- like spreadsheet; HelpCALC spreadsheet templates for
VIP Professional; dbMan database manager; Hippoconcept idea
processor/outliner; Express letter processor; Easydraw draw
package; Macromouse automatic-mouse programmer; STkey keyboard
```

programmer; Learning C graphics; stereo CAD-3D CAD package;
Cybermate CAD package; Lionhart PERT scheduler; Lionhart Planner 1;
Lionhart Planner 2; ST GEM operation system programming.

EDUCATION:

Learning Trigonometry; Typing Tutor; The Cartographer Maps.

GAMES:

Joust; Megaroids; Frozen Legacy; Sundog; Flight Simulator II;
Hippo Almanac; Super Huey; Hippo Jokes; Neochrome.

REFERENCE BOOKS:

.ATARI ST Machine Language
.ATARI ST Internals
.GEM Programmer's Reference
.ATARI ST: GEM AES Technical Reference Guide
.Programming Graphics on the Amiga & ATARI ST with C Language

Please call after 6:00 PM: (408) 296-0922. Helena

2423. SC1224 monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 03:23:51 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1991Mar27.222351.1@woods.ulowell.edu>
Source record: 233729

For sale: SC1224 color monitor for sale. Very good condition. $250 + shipping. Call 508-683-5348 after 6pm est if interested. Thank you.

Brian Cote

samsung!aspen.ulowell.edu!coteb (uucp)

coteb@woods.ulowell.edu (usually what the from header says, but it usually doesn't work, but the top two do!!!)

2424. Type faster than write? (was Re: ST Pad specs)

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 03:54:51 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27F1690C.15033@maccs.dcss.mcmaster.ca>
Source record: 233730
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Mar27.163030.4500@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>[...]
> This sounds pretty nifty, but will the machine also allow a
>normal keyboard to be plugged in? The HCR interface would be very
>handy for portable use, but I can type a lot faster than I can write,
>and it would be nice to have the option available.
>[...]

I agree that you can probably type a paragraph of prose faster than you can write it out by hand. But what about a mathematical proof or the solution to a physics problem with all its special symbols? I also move the cursor up and down a lot when I type, and that takes quite a bit of time, relatively speaking. I think in some circumstances, I would be more productive if I could use a pen instead of a keyboard. I think I can type a paragraph faster than I can write it, but I think I could write a page faster than I could type it.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2425. Re: Problem using HP II P laserprinter with 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 04:02:24 UTC
From: logajan@ns.network.com
Message-ID: <1991Mar28.040224.18060@ns.network.com>
Source record: 233731

heiden@kboeng.enet.dec.com (Matthias Heiden) writes:
>While trying to print to an HP II P laserprinter using the parallel
>port I'm running into two annoying errors:
> 1. The printer is only recognised by the system if:
> first the printer is powered on and then the
> system is booted. This wouldn't be a problem,

This also happens with the HP Deskjet series of printers. For some reason, the Atari parallel port interface chip will lock the printer strobe bit down (or was it the busy bit?) if it is pulled low for any lenght of time (fractions of a second.)

The HP printer is a very heavy load until it is powered up. Once the Atari bit flips, even if the load is removed, it stays flipped.

There is a software program around that will go in and toggel the bit and get things running again. There are also parallel port buffer drivers available. But I opted for a one transistor in the printer cable solution.

Included here is a repost of my solution to this age old problem :-)

****** repost *****

HP DeskJet Plus / Atari ST power-up sequence problem -- solved!

I have discovered that if the Atari ST parallel (printer) port STROBE line (normally high) is pulled toward ground (low) by a heavy load (such as a powered-off HP DeskJet Plus), the ST STROBE line will thereafter stay low until the load is removed (by powering up the DJ+), and until software intentionally sets the STROBE line high again. (Weird note: the STROBE line has to be pulled low for something on the order of 1/2 second or longer for it to "stick" low -- I do not know why this is.)

Once the STROBE line gets stuck low, the DJ+ responds with a BUSY set high. The Atari TOS will not send any data to the printer while the BUSY line is high -- so no printing can take place.

There are six solutions to this grid-lock (I recommend #6):

1.) Power up the DJ+ first and the ST second. (Then the ST will never see a heavy "low" load on the STROBE line.)

2.) Push the Atari RESET button. (The reset sequence sets the STROBE line high, clearing the problem.)

3.) Have a software routine which sets the STROBE line high. (No sense putting this in the auto folder to clear it on reboot, since reboot itself clears the problem -- until next time.)

4.) Power cycle the DJ+ with a print job in the ST "queue". (You will lose the first part of the print job, and I think the print job must be a minimum length of bytes long to get it over the DJ+ power-up self-test delay.)

5.) Momentarily ground the BUSY line with a print job in the ST "queue". (I'm not sure if you will lose the first byte of your listing with this method.)

6.) Install a PNP transistor in the STROBE line. This fix is much simpler than it may seem. Also it simultaneously solves the heavy loading problem the DJ+ puts on the Atari STROBE line. (Without the transistor, the loading on the STROBE line appears to push it near the 0.8 volt level limit. The DATA lines do not seem to have same problem, their low levels seem to be well within limits -- so no buffering seems needed.)

You need:

- One 2N2907 (or practically any PNP transistor)

- Access to the Printer cable wires for pin #1 (STROBE) and any ground pin (pins 18-25 on the Atari end, or pins 19-30 on the DJ+ end.) I managed to do this inside the cover of the Centronics-type connector.

Step #1 Disconnect the STROBE wire from pin #1.

Step #2 Connect the Emitter (E) wire of the transistor to the Printer side of the wire/pin#1 split you did in step #1. (It depends upon which end of the cable you put your transistor into.)

Step #3 Connect the Base (B) of the transistor to the Atari side of the wire/pin#1 split you did in step #1.

Step #4 Connect the Collector (C) of the transistor to one of the ground pins (18-25 Atari end, or 19-30 DJ+ end.)
[Caution: Metal cased transistors often have the case electrically connected to the Collector -- hence the case will most likely be grounded -- avoid having the case touch anything that should not be grounded.]

Step #5 Close up and/or wrap up. Make sure the transistor case and connections are not touching anything they shouldn't be touching.

Figures:

-----> Ground
!

```
/ C
B !/
from Atari STROBE >----!
!\
\ E
!
----------> to Printer STROBE
-------
/ B \
/ E \ Metal Can style transistor -- common pin
== ! configuration -- bottom view.
\ C /
\ /
-------

----
! C \
! B ! Plastic Flat sided style transistor -- common
! E / pin configuration -- bottom view.
----
```

Appendix:

Speed on the parallel printer port.

The Atari does screen dumps at about 1250 bytes/second.

The Atari does text dumps at about 714 bytes/second.

A GFA Basic program I wrote dumps graphic bytes to the DJ+ at
about 2174 bytes/second. Since an 8 by 8 inch graphic picture
with 300dpi density requires 720,000 bytes -- you can see that the
dump alone should take almost 6 minutes for even the GFA program.

This all suggests that one might want to take advantage of the
DJ+'s mixed mode graphic commands, where "blank" space is jumped
over. Software should be able to "count" over these locations
much faster than it would take to dump them in dumb mode.

THE END.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2426. Re: STE distribution disk wanted.

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 04:45:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40635@cup.portal.com>
Source record: 233732

David Williams asks:
>I bought an STE a few months back, and I didn't receive a floppy
>disk with it - or a book. Yes, I bought it from a dealer, but

...

>Now, I am worried I am missing out on something. Can someone
>send me an archive of the files supplied with the STE - or point
>to to an ftp site that has them? Any useful information from
>the manual would also be appreciated.

Why not just call Atari Customer Service and request the disk and
manual..? (It can't hurt to ask...)

(408) 745-2367 FAX (408) 745-2088

BobR

2427. Could this be the phantom typist?

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 05:26:21 UTC
From: logajan@ns.network.com
Message-ID: <1991Mar28.052621.18307@ns.network.com>
Source record: 233733

Okay, I admit not paying attention the last ten times this was discussed,
but:

If I disable interrupts (set SR to $2700) but don't shut down the
keyboard ACIA (don't send $13 to $fffc02) then I can get the ACIA
into a weird state if I hit a key on the keyboard while the interrupts
are still off.

Whatever was the first key pressed in this state will continue to
be presented from the ACIA after interrupts are turned on again
(set SR to $2300).

The ACIA seemingly spits out that "stuck" character every half second
or so, and will continue to do so until another key on the keyboard
is hit.

The other way I have found to "kill the phantom" is to send the reset
command to the ACIA ($3 to $fffc00 then $96 to $fffc00) just before
I turn interrupts back on.

Could this be the phantom typist?

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2428. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 07:55:33 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Mar28.075533.11530@jato.jpl.nasa.gov>
Source record: 233734

In article <2885@atari.UUCP> trh@atari.UUCP (T R Hall) writes:
[a lot of good stuff, deleted]

> 4) Both the STPad and STBook have an "expansion" port that includes all
> address and data lines, bus control lines, R/W and a number of ROM
> select lines. ALL of the signals needed for the "cartridge port" are
> present on "expansion port", so a conversion device need only consist
> of two connectors, a PC-board, and a housing. I'm sure some
> enterprising developer will make such available at a reasonable price.
> Even better, maybe "cartridges" will be upgraded to take advantage of
> new features.

Awesome. So, cartridge-type expansion port that actually allows R/W
access, eh? Great, it's about time. Um, if *all* the address lines are
present, does this mean the CPU is now allowed to address its full 16MB
address space? Or does the GLUE still bus-error on writes outside the 4MB
limit?

Geeze, I guess I'm missing something by not getting onto GEnie...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2429. Empire

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 07:58:49 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1991Mar28.075849.24430@lynx.CS.ORST.EDU>
Source record: 233735

Do any of you out there know of a port to the ST of the Un*x game "Empire"?
My roommate just ftp'd the IBM version, and he has read that there is also
an Amiga version. Addresses of ftp sites would be most appreciated...

Thanks,

John Thaanum thaanuj@prism.cs.orst.edu

2430. Rogue

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 08:48:48 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <46296@ut-emx.uucp>
Source record: 233736

I've updated to Tos 1.4 and the game Rogue no longer works. I bought
a brand new copy, only to return it to the store.

I wonder if it's the program's fault (after all, it was written long before
the Tos updates), or something else.

If you have Rogue working properly on a Tos 1.4 system, please e-mail me.

Thanks,

Sean Sterling Foiles / Univ. Texas Comp Sci Grad / sean@happy.cc.utexas.edu

2431. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 10:19:34 UTC
From: priol@irisa.fr
Message-ID: <1991Mar28.101934.24671@irisa.fr>
Source record: 233737

From article <2885@atari.UUCP>, by trh@atari.UUCP (T R Hall):

> 1) I didn't include a monitor port for a couple of reasons:
> A) Power
> The graphics shifter/video drive circuitry uses almost as much
> power as the rest of the system put together. Since the machine
> is specifically designed for PORTABLE usage, I made the (fairly
> reasonable) assumption that you aren't going to carry a color/mono
> monitor around with you.

Have you an idea about the battery life for the ST Book ?

--
Thierry PRIOL Phone: 99 36 20 00
IRISA / INRIA U.R. Rennes Fax: 99 38 38 32
Campus Universitaire de Beaulieu Telex: UNIRISA 950 473F
35042 RENNES CEDEX - FRANCE E-mail: priol@irisa.fr

2432. Re: Closing Windows

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 12:41:11 UTC
From: elmar@lut.ac.uk
Message-ID: <1991Mar28.124111.25763@lut.ac.uk>
Source record: 233739

Organization : Loughborough University, UK.
Keywords:

In article <1991Mar26.120552.29295@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>> every once in an while I had the problem that a window wouldn't
>> respond the first time I clicked eg. the closer. I figured it was
>> a rare bug burried in GEM.
>>
>>
>> So the question is, if there is any way around this problem that one
>> has to click twice to close the window ? Do other people have this, too ?
>>
>
>
>I have the problem when I use VIP PROFESSIONAL; I just keep clicking until
>it closes!!
>
>Steve Shawl

Propsero Pascal gives similar problem. I rather use 'close file' option from
the file menu. I've notified Prospero about the matter quite long ago and they
have not solved it in their latter versions.

Rahin

2433. Re: Info about WHATTAHE demo?

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 14:07:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar28.140744.25208@actrix.gen.nz>
Source record: 233740

Distribution:world

In article <1991Mar25.184418.3705@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> In article <2806@shodha.enet.dec.com>, jamie@defoe.enet.dec.com () writes:
> >I'd MSA some demos myself (I've got maybe 30 disks worth of demos) but
> >the MSA program
> >seems to require TWO disk drives. Me with just one drive is left cold!
> >
> >If anyone has a version of Magic Shadow that works with a single drive
> >then please let me have a copy and I'll start uploading these demos
> >myself.
> >
> >Some of the best are : European Demo, Mindbomb, Skidz Row, Decade, Dark
>
> I believe the latest version of MSA is 1.03, and I have MSA'ed many disks
> with only one drive by using a large ramdisk (to write the .msa file to).
> If this does not work for you, perhaps your version is dated? I could
> probably email you my version, or you could get it from atari.archive.
>
> See ya!
>
>
> --
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@fsucs.cs.fsu.edu |
> ---------------------------------+-------------------------------------

Try ULTRA, this lets you set the Config, for the disks that you are using
but works the same as Magic Shadow..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2434. Re: Thoughts on DC Utilities

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 14:38:03 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar28.143803.25644@actrix.gen.nz>
Source record: 233741

Distribution:world

In article <59676@aurs01.UUCP> whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:
> The March ST Informer had rave reviews for the new DC Utilities
> package, so I picked up a copy. In general the programs are
> pretty good and useful, but there were a few bugs, and a couple
> of missing features.
>
Items Removed***
> Anyone else have any reflections on DC products?
>
> -Jonathan the verbose
> **
> Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
> Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT
>

Well I did have a few problems with Squish and DC Plus.
I could not Squish Magic Formater, a DC PD program, mind you this is
the only program that has caused a problem so far.

Get a few problems with DC Plus, you can't set the Base Directory,
of the files that you wish to ARC/LZH from,
and if more than 2 pages of Extracted data, you get some funny things
going on, like click on a File, and a another file comes up in its place,
try to click on a Folder to open the files in it, no go,

Will not let you have more than 2 folders deep, in a LZH File, is this
the LZH Limit ?, unabel to save default paths, path is set from where
the Program is run from

But still they are Very good progams..

One thing that I like about DC, is they don't just keep updating there
stuff every week or days, with some otheres its out of date as soon as you
get it ???
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2435. Re: STE DMA bug

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 15:17:15 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar28.151715.26024@actrix.gen.nz>
Source record: 233742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Distribution:world

In article <1311.27f053cf@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:
> Well I finally got bit last night. The wonderful STE DMA (read harddrive)
> bug got me. After doing a couple hours of work on the computer with probably
> 25 or so disk accesses it gave me the "somethings wrong with the disk drive"
> alert. I then could no longer see the partitions even though the hard disk
> driver would run. I have an ICD plus host adapter and a syquest drive.
> Does this error (the STE DMA problem) always hammer the disk in the same
> manner? If so, what is necessary to go and recover the drive. No I didn't
> have a backup as I've had it only 2 weeks and wasn't sure if I liked my
> layout yet. (Lesson learned though :-( ).
> I'll be contacting Atari about a warranty problem in the mean time.
>
> Thanks for any help.
>
> Jim Harres jharres@doc.bmd.trw.com

Well this has happened to me, was helping a friend that has just got
a STE, and was using my Drive connected to a Mega File 30, had
problems with this, the Mega File 30 would not connect to me Drive with
a Supra Host adapter
It had to be Atati to Mega File 30, then my Drive, this I can't understand..

Well after the 3rd STE, all different faults, The Directories of the
Mega File and mine where damaged, This was caused by the last but one
STE , we now have a STE that works..!!

With a use of a program, was able to Fix the Mega File 30.

But the big problem is that the data in the Directory of my 'C', Partition
are moved 2 bytes to the left, a total of say 6 sectors.

Is there a Util that can move the Data back , all the sector editors
that I have tried just over type, there is no insert mode !!

I don't realy want to retype over 3000 bytes..

Can some one Help !!

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2436. Re: sundog

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 16:35:52 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59685@aurs01.UUCP>
Source record: 233743

In article <8217@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>what the hell is that game about???????

Sundog is my all time favorite game for the ST. It is an early effort from FTL (their first?), the folks that brought you Dungeon Master and Oids.

As the game starts, you have been released from indentured service in the Mines, being told that you have inherited a space ship from a distant uncle, who you've never heard of. Unfortunately, you have also inherited his contract to build a city on a distant planet. If you want the ship, you have to complete the contract.

You start out on the planet where the new city will be, and your first task is to find the city's site. Upon finding it, you will be given a list of materials that you need to bring from other cities, including Cyrogens...frozen workers who will build the city. In early levels you can find most of what you need on your base planet, but as the game progresses, you have to explore other worlds in other solar systems.

The game has lots of elements. You have to keep your ship properly outfitted with components. These components often get damaged as Pirates try to steal your cargo in interplanetary travel. Locally, various cities offer specialized goods, such as hand weapons (which you need to ward off muggers), "custom" components for your ship, illegal drugs (which you can experiment with or sell for profit... or ignore completely) and so on.

There are lots of ways to play the game, but I don't want to give too much away. You must be a savvy negotiator to get good prices on contraband, a good businessman to get the proper supplies for your city and still make a profit, a good navigator to judge when the best times to visit other star systems, a good fighter to survive your bouts with the pirates, and a lucky SOB to survive to win!

All of the worlds have their own personalities, and half the fun is exploring them.

Considering that you can find this game CHEAP these days, you should really check it out...and resist the temptation of reading the cheat files that are around (they not only defeat the purpose of the game, but are also just WRONG about several things). The fun in this game is not just in winning it, but experiencing the extremely detailed universe that has been created for you.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>

Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

2437. Re: ST Pad specs

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 16:53:46 UTC
From: pegram@kira.UUCP
Message-ID: <1991Mar28.165346.17417@uvm.edu>
Source record: 233744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <27E916DD.17265@maccs.dcss.mcmaster.ca>,
by johns@maccs.dcss.mcmaster.ca (Conan the Barbarian):

most of article omitted...

> The CeBIT article came from a local BBS. The specs on the ST Pad
> and ST Book came from Atari's BBS here in Markham. They even set up a
> special area for these computers on the BBS already.
>

Speaking of CeBIT, what news of TT Sys V R4? I heard it was supposed
to be introduced there, I know Amiga Sys V R4 is there. I am just a
little cynical about an Atari Unix introduction any time soon - come
on guys, make me eat those words! 8-)

Ciao,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

2438. Re: Undo key on Uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 16:59:25 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Mar28.165925.16052@menudo.uh.edu>
Source record: 233745

swood@vela.acs.oakland.edu (Scott Wood - EVENSONG) boldy writes in article
<5528@vela.acs.oakland.edu>
>I was using a new terminal program today, and I noticed that the Undo key
>sent some kind of character to the DecServer over the phone that allowed me
>to run multiple sessions. Now, on Uniterm the Undo key is bound to the
>escape sequence. I have tried to see if the macros would take a undo, but
>it does not seem to work. Anyone have any ideas how I can get to this
>character? I have tried just about every control combination.
>
>swood
>

Now if you are using a DecServer to acess your systems, then do the
following at the local> prompt:

1) Define port local switch whatever_key_stroke_you_want

i.e. define port local switch ^_ (this is control-underscore)

the define makes it permanent for the port but it is not active until
you relog in to that port so....

2) set port local switch whatever_key_stroke_you_want

i.e. set port local switch ^_

now, do the define first or every time you do that "magic" key
combination, you will be brought out to the local> prompt...

Have fun....

P.S. I typically run 4 different sessions and I just pop back and
forth..

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2439. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 17:45:27 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Mar28.174527.25534@umbc3.umbc.edu>
Source record: 233746

In article <2885@atari.UUCP> trh@atari.UUCP (T R Hall) writes:

I hope you don't mind if I comment on your views... ;-)

> Hopefully, if I post this I won't have to repeat it too often:
>
> 1) I didn't include a monitor port for a couple of reasons:
> A) Power
> The graphics shifter/video drive circuitry uses almost as much
> power as the rest of the system put together. Since the machine
> is specifically designed for PORTABLE usage, I made the (fairly
> reasonable) assumption that you aren't going to carry a color/mono
> monitor around with you.
> B) Space
> Hey, I tossed out ANYTHING I didn't feel was required in a PORTABLE
> machine, to make the machine as small as possible.

This is an item I feel is not worth talking about as well. The machine is
portable, so who cares if it hooks up to a monitor or not. I think the
original poster wants a machine to replace his current machine, so he can
have a "double-duty" machine, not two separate ones.

> 2) If you look at the so-called competition (Intel machines) I think
> you will find that the "note-book" sized units include EITHER a floppy
> or a hard disk, but not both. Since this machine was mosty intended to
> allow desktop-ATARI users to take specific data/applications with them
> on the road, I felt that loading data/programs into the internal Hard
> Drive would not be a hardship. Would you rather carry a hard-drive
> machine, or a floppy machine with a bunch of floppies that you have to
> swap in-and-out?
> As far as data transfer, both the Notebook and Pad versions of the
> machines will include file-transfer software in the ROMS, transfering
> over parallel-ports to other ST's, and serial ports to non-ATARI
> machines (hopefuly with an existing protocol, so Atari won't have to
> write [shudder!!] MS-DOS software).

This is where I think you are wrong. The Panasonic CF-170 (or Tandy 1500HD,
same machine) has both a 20 meg hard drives and a 1.44meg disk drive built-in
to a really nice notebook machine. The hard drive is a nice 2.5" Conner
CP-2024 and is really fast (14ms). It also has room for a 2400baud modem
internally, and after looking inside, I found that they could have added more
if they wanted to.

> 3) Look for high-density floppies, both in desktop machines and in an
> external (probably battery-operated) floppy drive for the ST notebook
> (or whatever its final name is). We may be slow, but we ain't

> Blind/Dumb.

I don't know why you guys can't just go totally with 1.44meg drives. Gee, a high density controller for the PC can be had for $30, so the parts can't be that expensive.

> 4) Both the STPad and STBook have an "expansion" port that includes all
> address and data lines, bus control lines, R/W and a number of ROM
> select lines. ALL of the signals needed for the "cartridge port" are
> present on "expansion port", so a conversion device need only consist
> of two connectors, a PC-board, and a housing. I'm sure some
> enterprising developer will make such available at a reasonable price.
> Even better, maybe "cartridges" will be upgraded to take advantage of
> new features.

While I feel its nice that the machine does have expansion, I dread the idea of another interface thingy hanging off the machine. With my ST, I had a machine around 3 feet wide counting all the crap hanging off the ends.

> 5) Maybe we should take a vote: Should we let everybody add their 2 cents
> to the design, increase the size of the machine, delay it a few months/
> years, increase the price, etc? :) :) :) :) :) 8) 8) 8) 8^) 8^) 8^)

Before making machines, maybe you should...

(1) Ask some people what they want.
(2) Check out the competitors machines.
(3) Think.

I know doing these might add some time to the process, but other people seem to do it and come out with machines in a decent time-frame.

> Oh, incidently, in the reprint from Tom Harker (ICD) he mentions that
>the note-book machine has JEIDA cards. He was a little confused; The note-book
>machine has the hard-drive as storage, the PAD machine has JEIDA cards, but NO
>hard-drive (the pad is intended to be hand-held; one twist and BOOM! the
>hard-drive would crash).

While it would be nice if the laptop had the JEIDA card socket, I really don't think it would be necessary. Anyway, how expensive is it to add one of those sockets to the machine. The whole PC card setup only costs $79.95, so it can't really cost that much.

> TRH
>
>[PLEEEEAAAASSSEE note the smileys above! don't send me votes/suggestions/etc;
>it's hard ENOUGH to get through my mail/news each morning.]

If sounded harsh, please don't take it to be mean, but after 6 years of dealing with this crap, I feel that I have a right to say something.

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2440. Re: Copying protected disks

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 18:38:31 UTC
From: cew@isi.edu
Message-ID: <17340@venera.isi.edu>
Source record: 233747

In article <1991Mar25.232949.6618@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>I have some software from belly-up folks, on protected disks. I'd like to
>make backups. I'm not trying to rip off somebody's copyright.
>
>Are there any programs that copy protected disks?

I use "Copy II ST" from Central Point Software, Inc., 9700 SW Capitol Hwy. #100, Portland, OR 97219, telephone (503) 244-5782. I don't use it a lot, but it has worked for the few games I have that had protected disks. I don't know if they've come out with new versions for Mega STs or TTs.

--
Craig E. Ward <cew@venera.isi.edu> Slogan: "nemo me impune lacessit"
USPS: USC/Information Sciences Institute
4676 Admiralty Way, Suite 1200
Marina del Rey, CA 90292

2441. GCR + 1.44Mb floppies

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 18:41:46 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Mar28184146@ghiggins.hpl.hp.com>
Source record: 233748

Anyone know whether Spectre GCR handles the 1.44Mb floppy ugrade?

Cheers,

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

2442. Atari ST Graphics and C

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 20:48:40 UTC
From: ad0834@leah.albany.edu
Message-ID: <1991Mar28.204840.4726@sarah.albany.edu>
Source record: 233749
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello -

I'm wondering if anyone could give me some information on
Atari ST AES/VDI calls. I am using the Sozobon C development system
and I have the bindings for these calls, but I can't seem to find
anything on what the calls actually are! Everything I read seems to
assume that I own a copy of the ST Development Toolkit, which I don't.

Does anyone know of any documentation I might be able to find
online which would explain how to use these calls?

- Thanks

Andy Dickinson

--
Internet : ad0834@leah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 161 Lark St., Albany NY 12210 - 1427 Ph : (518) 426 - 7907
* * * SUNY Albany Coalition to End the Gulf War : [Info : (518) 426 - 7907]
* * Capital Dist. Draft and Milatary Counselors : [Info : (518) 434 - 4037]

2443. Re: Empire

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 20:58:41 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Mar28.205841.26192@arc.ab.ca>
Source record: 233750

In article <1991Mar28.075849.24430@lynx.CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>Do any of you out there know of a port to the ST of the Un*x game "Empire"?
>My roommate just ftp'd the IBM version, and he has read that there is also
>an Amiga version. Addresses of ftp sites would be most appreciated...
>
>Thanks,
>
>John Thaanum thaanuj@prism.cs.orst.edu

There is a commercial version of this from Interstel that is really quite good and allows up to 3 players (2 can be either human or computer) and has a very nice user interface.

Bob

2444. Re: Hybrid Arts Sequencers?

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 21:05:08 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Mar28.210508.26331@arc.ab.ca>
Source record: 233551

In article <1540012@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:
>Has anybody used the Hybrid Arts "EditTrack II" or newer "EditTrack
>Gold" sequencers? I'm thinking of replacing my obsolete sequencer
>with something a little newer, and I'm attracted to Hybrid Arts
>because I own their EZ-Score software. My needs are fairly basic, I'm
>looking for something that has:
>
> o Graphical sequence/track editing
> o "Song" editing by measures or sequences
> o User-definable quantization
> o Import/Export standard MIDI files
> o Runs on 1040ST (1M RAM) with color monitor
>
>I'm also considering Dr. T's Tiger Cub software, but it doesn't seem
>to have any kind of song editing, and 12 tracks seems a bit limiting.
>
>Please post if you have any comments on the Hybrid Arts packages or
>any other suggestions.
>
Well I have SMPTE-TRACK II (EDITTRACK II with SMPTE) and a friend of mine has
Tiger Cub. I think these are both very good packages but the Hybrid Arts
package can definetly do a LOT more that Tiger Cub. I suspect both of them will
do what you want (Not sure what you mean by "Song" editing). It certainly does
the rest.

Bob

2445. Re: Unix on the TT

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 21:29:16 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Mar28.212916.2930@santra.uucp>
Source record: 233552

In article <2620@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Is it possible to buy a TT and run Unix (and possibly) X Windows right now
>as I type? And again, is the LAN port being used yet?
>
First to LAN: If you use Spectre, the Mac-emulator in your TT, you can
use LAN as AppleTalk, just plug and play, it is 100% compatible!
Other ways: I haven't found anything yet...

And Unix: My friend received mail from his friend, and there was following
information:
200Mb harddisk with Unix installed -> to replace the TT internal drive
= $1600.00

I hope I remember correctly. I don't remember any details about this
Unix-package...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2446. Re: Thoughts on DC Utilities

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 21:30:15 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <59FJZ1w162w@fquest.fidonet.org>
Source record: 233553

dodgson@sol.cs.wmich.edu (Harry Dodgson) writes:
> [lots of stuff deleted]
> - -My main problem with DC Squish is that sometimes when
> - -I unsquish a program, it leaves a squished copy in the folder
> - -that I can't delete. I guess it sets a read only bit, but I
> - -can't seem to clear it.
> > DC claims this is a TOS problem (I use V1.2). What happens is
> > that TOS leaves two files in the folder with the same name (a
> > Squished and unSquished version), and then gets confused when
> > trying to erase one. The solution is to rename one, and then
> > reboot. Then you can get rid of the offending file. A bit of a
> > hassle. DC says that they will consider circumventing the problem
> > in the next version by using their own delete routine instead of
> > relying on TOS.
>
I thought this only happened when you were using it on an accessory or
auto folder program that was currently in use and TOS denied access to.
Seems to me that if there were a way around this that they certainly
would have found it, maybe not. I've seen people try to rename the files
and delete them, but that doesn't help. Just reboot without that .ACC or
.PRG, do your stuff, then boot with it again. If its not accessories or
auto folder programs you are talking about then you should be using
PFXPAK, it will give you better compression (I haven't been able to
compare the latest DC-Squish's compression to PFXPAK, in fact, I'm not
sure what version I did the comparison with, maybe 1.0. I can find out
if its important).... Glad to read some comments on the new DC-Utils, I
was gonna buy it at the San Antonio dealer a couple weeks ago, but they
were out. Anyway...

The preceding opinions are my own and not those of anyone else who
might be registered on fquest.fidonet.org. All flames can be sent to
alt.flames since we don't read that here.

2447. Re: ST Pad specs

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 21:30:49 UTC
From: jerry@polygen.uucp
Message-ID: <1021@stewart.UUCP>
Source record: 233554

steve@thelake.mn.org (Steve Yelvington) writes:
>
>They've been working on Windows for most of a decade and still
>haven't got the technology straightened out.
>

Just because they keep improving it doesn't mean they can't straighten out the technology. What does that phrase mean, anyway? Is GEM technology "straightened out"?

>
>Just what I *don't* want in a
>Dynabook: a buggy, ugly, crash-prone user interface that runs on top of
>MessyDos and requires at least a '386 running at 20mHz to be tolerably
>fast.
>

Buggy? And I suppose you think that GEM on the ST is beautiful, bug-free, and ultra efficient. Crash-prone? I've been using Windows 3.0 since it was released, and it hasn't crashed yet. Requires a 20MHz 386 to be tolerably fast? Bullsh*t. Ugly? Well, that's a matter of opinion, and IMHO GEM is the ugliest GUI of the bunch.

As far as the OS is concerned, you shouldn't feel this need to bash on MS-DOS. After all, TOS and DOS are practically the same OS, ported to different machines. Just look at the major system calls for both OSes -- exactly the same.

>
> Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
>
--
+-------------------+----------------------+---------------------------------+
JERRY J. SHEKHEL	POLYGEN CORPORATION	When I was young, I had to walk
Drummers do it...	Waltham, MA USA	to school and back every day --
... In rhythm!	(617) 890-2175	20 miles, uphill both ways.
+-------------------+----------------------+---------------------------------+
| ...! [princeton mit-eddie bu sunne] !polygen!jerry |
| jerry@polygen.com |
+---+

2448. Your article(s) (Was: Re: union demo 2)

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 21:42:45 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Mar28.214245.3088@santra.uucp>
Source record: 233555

In article <8216@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>any body have number 2.i saw number 2 once it is nice and i am looking for
>a copy of it.i have number 1 it is nice.but 2 will blow you mind with the
>graphics and sound.wow!!!if you have it fess up dudes.if you want a copy of
>one let me know.i will mail it out if you send 2 or 3 buck for a disk and
>mailer.

It is good thing to have people like you who are ready to do a lot for free
to keep Atari up and rise it even higher...

BUT: Would you kindly learn to write your messages in a non-machine way,
they are not so very easy to read in their present format.
Or, are you using something that disables <SHIFT>-key and does not allow
more than one space at a time?

I don't know really whether you are looking for version 2.i or 2...
You want a copy of it.i... What is that?
What exactly means that something is nice.but?
What the hell is sound.wow!!!if? Sound file that follows .iff pictures?

No hard feelings...
Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2449. JRI RAM+ SIMM memory upgrade board disk (or info about) wanted..

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 21:53:13 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <eBHJZ2w162w@fquest.fidonet.org>
Source record: 233556

I bought a used JRI RAM+ SIMM memory upgrade board (type C) for my 1040STf and 2 1-meg SIMMs. I bought it used from a local guy. Anyway, the disk that came with it had gotten trashed somewhere along the line. He is gonna try and get another one for me. In the meantime, I was wondering if anyone out there could at least tell me what programs come on the disk, and perhaps even UUEncode it and mail it to me. I'm not sure if its technically legal to do that. I can't tell without looking at the disk to see what restrictions are spelled out. I doubt that anyone should really care though. What possible use could anyone that didn't own a JRI board get out of it, and who would it hurt? Anyway, any help in E-Mail would be appreciated...

The preceding opinions are my own and not those of anyone else who might be registered on fquest.fidonet.org. All flames can be sent to alt.flames since we don't read that here.

2450. Who has Spectre GCR 3.0 _IN STOCK_ right now?

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 22:14:06 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991Mar28.221406.25577@rodan.acs.syr.edu>
Source record: 233557

If you know, PLEASE tell me, everyone seems to have it on back-order.

Thanks,
---jb (jfbruno@rodan.acs.syr.edu)

2451. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 22:52:50 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <UbwbD2G00WAyIU_HhG@andrew.cmu.edu>
Source record: 233558

> Excerpts from netnews.comp.sys.atari.st: 27-Mar-91 Re: Two New Computer
> Announ.. T R Hall@atari.UUCP (3687)

> If you look at the so-called competition (Intel-based machines) I think
> you will find that the "note-book" sized units include EITHER a
> floppy
> or a hard disk, but not both. Since this machine was mosty
> intended to
> allow desktop-ATARI users to take specific data/applications
> with them
> on the road
This is just not true. I have looked at the intel based notebooks, and
they do usually have both. Oh well. I just disagree with the design
concept here. To get ten hours of battery life by tossing out everything
including the kitchen sink, is not "innovative power management" or
however it was refered to in the news release.
> Excerpts from netnews.comp.sys.atari.st: 27-Mar-91 Re: Two New Computer
> Announ.. T R Hall@atari.UUCP (3687)

> Look for high-density floppies, both in desktop machines and in an
> external (probably battery-operated) floppy drive for the ST notebook
> (or whatever its final name is). We may be slow, but we ain't
> Blind/Dumb.

Does this mean that the notebook floopy controller *WILL* support 1.44
meg drives? Also, if you are lookinig at a battery powered floppy, and
batterylife was the problem with putting a floppy in the notebook, why
not just add more batteries to the notebook? As for the last statement
Atari employees like yourself seem to be terrific. But Atari the
company. It *is* Blind/Dumb! And excruciatingly slow as well.
> Excerpts from netnews.comp.sys.atari.st: 27-Mar-91 Re: Two New Computer
> Announ.. T R Hall@atari.UUCP (3687)

> Both the STPad and STBook have an "expansion" port that includes all
> address and data lines, bus control lines, R/W and a number of ROM
> select lines. ALL of the signals needed for the "cartridge port" are
> present on "expansion port", so a conversion device need only consist
> of two connectors, a PC-board, and a housing. I'm sure some
> enterprising developer will make such available at a reasonable price.
> Even better, maybe "cartridges" will be upgraded to take advantage of
> new features.

This, however, is great news, and cool as hell. I bet GBS *will*
redesign the board, if the price point for the notebook is right. If so,
and the Atari notebook (STacey feminine, my suggested name) will seel
well as the first truely poratable mac, as well as a good PC, and Atari

as well. Maybe then people would get interested ion software for native modes, as well as software for their emulations, and the software market for the ST would take off.

> Excerpts from netnews.comp.sys.atari.st: 27-Mar-91 Re: Two New Computer
> Announ.. T R Hall@atari.UUCP (3687)

> Maybe we should take a vote: Should we let everybody add their 2 cents
> to the design, increase the size of the machine, delay it a few months/
> years, increase the price, etc? :) :) :) :) :) 8) 8) 8) 8^) 8^) 8^)

No, just listen to the market out there, and do what is necessary to sell to that market. If the machine needs a redesign to sell, then it does. If not, then... . I do not think that targeting it soley at the current Atari community is wise. We are small, getting smaller, and the number of ST people who will buy the notebook is even smaller. Granted we may all want to, but most bought the ST for price, and we are not monied enough to buy every new machine that comes out. Look at TT sales. If it takes a few months delay to allow you to sell 5 times the number of machines, it is worth it. If it took Atari years to add a floopy drive, something is wrong. Also, if you keep smiling that much, your jaw will fall off :^|.

Lastly, as far as monitor support, you mention, as do others the carrying around of monitors is not likely. You miss the point. In the PC world, the VGA port is used to dock the machine to a desk setup, where the advantages of a desk setup, and its wall power, etc., and the advantages of CRT over LCD are most appreciated. I would not carry a monitor with me, but I would like to plug in a monitor at home. Also, If no monitor circuitry if provided, an RF circuit would do, adn draw less power. If power was the concern, then it could be made in such a way that the monitor circuitry operated off a seperate (external) power supply, and so that restriction is bypassed. Or a greyscale LCD could have been used for colour modes. In a world of VGA PC's EGA doesn't make it very well. Hopefully either an expansion board, or the Lexicor board will allow external monitor support.

Only my $.04 worth, but I think it is important.

-geisha-

2452. Re: Connecting to a Non-atari monitor?

Newsgroup: comp.sys.atari.st
Date: 1991-03-28 23:46:02 UTC
From: bill@mwca.UUCP
Message-ID: <1831@mwca.UUCP>
Source record: 233559
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <246@jupiter.sae.com> malay@sae.com (Bob Malay) writes:
>Help! How can I connect a Zenith Data Systems ZVM-135 RGB Monitor to an
>Atari 1040STE?
[specs deleted]

Whether this will work depends on what sync rates it is capable of supporting;
it certainly has the right connections. Judging by the model number (135) and
supported modes, it almost sounds like the Philips/Magnavoc CM135 which is now
being sold by Atari (minus the composite and digital RGB options) as the
SC1435...
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

2453. Re: Problem using HP II P laserprinter with 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 00:14:27 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250016@hpindda.cup.hp.com>
Source record: 233560

in comp.sys.atari.st / heiden@kboeng.enet.dec.com (Matthias Heiden) /
7:19 am Mar 27, 1991 / writes...

>While trying to print to an HP II P laserprinter using the parallel
>port I'm running into two annoying errors:
> 1. The printer is only recognised by the system if:
> first the printer is powered on and then the
> system is booted. This wouldn't be a problem,
> but
> 2. after some time without printing anything (around
> 20 - 30 minutes), the system just stops running.
> System needs a reboot to come into live again.
>Does anybody made similar experience and found solutions to
>these problems ? My setup is:
> 1040 ST with 2.5 Mbyte , TOS 1.4, Neodesk 3.0,
> SH204 and SM124

Hmmmmmm. I have a similar setup and have not experienced any of the symptoms
you describe. I can turn on the printer at any time, and it can sit around for
hours on end with no trouble. My setup:

520ST, TOS 1.4 (was 1.0 for awhile), 2 meg, 2 DS/DD, 65 Meg HD, Mono + Color,
Neodesk 3.0, HP LJ IIP w/2.5 Meg

Your first problem sounds similar to problems reported by people using the
HP DeskJet printer. There are several PD fixes available for this problem.
Ask around.

Your pal,
Mike Goo

2454. Re: Dr. Who Pics

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 02:07:04 UTC
From: bigd@dorsai.com
Message-ID: <H3sJZ3w163w@dorsai.com>
Source record: 233561

> I am looking for any picture of the Tardis (the telephone box) from the
> BBC show "Dr. Who". Any ST-readable format will be OK (ie. PI/PC?, IFF,
> GIF, TNY, etc.). Any help from users out there would be greatly
> appreciated.

The Gooey (GUI) BBS @ 212-876-5885 has a file section just for British TV shows, including Doctor Who. A large number of .GIFs are online....

2455. Mice

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 02:26:24 UTC
From: darling@cellar.UUCP
Message-ID: <PyTJZ1w163w@cellar.UUCP>
Source record: 233562

Someone asked about alternative mice for the ST. I've been through 3 counting that miserable clunker that came with the machine, and I really like the Golden Image Optical mouse I've got now; it's the most durable, the most comfortably shaped, and the switches are on a hair trigger. Highly recommended.

2456. Need Forms for Publishing Partner

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 03:11:41 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Mar29.031141.10218@menudo.uh.edu>
Source record: 233563

Ok.... So I swallow my pride... *sigh* but does anyone have any forms
that can be used with publishing partner or with Word Writer ST? Or
even Ascii? I am looking for some legal forms, especially a bill of
sale and a lein. Anyone have any or any recomendations? I will also
take one for a Mac (Sheesh!) if you have one......

Thanks.

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2457. Re: Re: Atari ST Graphics and C

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 05:51:06 UTC
From: steve@thelake.mn.org
Message-ID: <A3194164860@thelake.mn.org>
Source record: 233564
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

[In article <1991Mar28.204840.4726@sarah.albany.edu>,
ad0834@leah.albany.edu (Andy Dickinson) writes ...]

> I'm wondering if anyone could give me some information on
> Atari ST AES/VDI calls. I am using the Sozobon C development system
> and I have the bindings for these calls, but I can't seem to find
> anything on what the calls actually are! Everything I read seems to
> assume that I own a copy of the ST Development Toolkit, which I don't.
>
> Does anyone know of any documentation I might be able to find
> online which would explain how to use these calls?

Online? Not much. The Tim Oren ``Pro GEM'' series should be available
at atari.archive.umich.edu; it's a GEM programming tutorial. You also
should make a point of grabbing all the GEM C code you can find.

(This is a good point at which to insert another appeal for authors
of PD programs to publish their source code.)

Books to look for include the Abacus ``Atari ST GEM Programmer's
Reference'' and Bantam's ``Atari ST Application Programming'' (which is
out of print).

Try your college library and don't forget about interlibrary loans.

Using the Bantam book as a guide, I wrote a set of AES bindings a couple
of years ago and fully intended to complete the job with VDI bindings and
documentation, but set the project aside when Ian Lepore's GEMfast
libraries appeared. Maybe I should have done the docs anyway.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2458. Re: Empire

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 06:00:11 UTC
From: techno@lime.in-berlin.de
Message-ID: <2IHPKWH@lime.in-berlin.de>
Source record: 233565

Empire has been implemeted by Interstel Inc. . Unfortunatly it is not PD.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2459. Re: memory upgrade woes on a Mega 1

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 08:52:13 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Mar29.085213.646@abode.wciu.edu>
Source record: 233566

Hi Neil,
Actually several of the items you mentioned actually do exist.
Namely the PS3000 (I bought two, and yes... one of them looks great on top of
my Mega ST4), Mega ST1 and the 4160STe.
The PS3000 is a JVC-built SC1224 (yes... a color monitor) with a
built-in SSDD floppy drive.
The Mega ST1 I had limited availability in parts of Europe (Germany I
think, someone correct me if not).
The 4160STe does exist (I set some up at the NAMM show); although it
is just a 1040STe with 4m of SIMM's added. It cheaper for Atari, the dealers
and the users to just let the dealers and users to upgrade a 1040STe to 4m.
Bye.............

Luis
/s

--
"""""""

2460. Re: Response to Mr. Choi re: Notebook machines

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 09:03:22 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Mar29.090322.26898@informatik.uni-erlangen.de>
Source record: 233567

trh@atari.UUCP (T R Hall) writes:

> Otherwise, why not be a reasonable human being, and make CONSTRUCTIVE
>criticism, based on (gasp!) actual knowledge? This does NOT mean "say only
>nice things", be as critical as you like, but do so to try to improve the
>product.

You asked for it, you get it: I'd like to have an external mouse port
for the ST Notebook. At CeBIT, I was told that there would be none.
I don't vote for a mouse bundled with the notebook; I've been told
that mice are real power-hungry. But there should at least be the option.
The reason I ask for this is that most people that were allowed to
have a little hands-on practice with the ST Notebook didn't like the
mouse replacement gadget very much (well, at least most of the people
I talked to at CeBIT, including many developpers).

I think you've done a tremendous job with the ST Notebook as far as
I can tell from what I know now. My first reaction was: "Can I take
it with me right now?" I've fallen in love with this machine at the
very first sight.

The PAD prototype, however, appeared to be unstable at CeBIT. It didn't
recognize a single letter I wrote. I was told that this was due to electrostatic
charge or something, but well...

Let me express that I am very pleased with the way things are going now
@atari. Keep it up.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2461. Re: 1040STE's

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 10:23:32 UTC
From: buggs@cup.portal.com
Message-ID: <40668@cup.portal.com>
Source record: 233568

Are the MegaSTes released in the US yet?
I'd like to trade up to one from a Mega4, anyplace do this?

Ed June
Fido 1:133/308

2462. Atari 1040ST Sys

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 10:45:07 UTC
From: waltm@cup.portal.com
Message-ID: <40669@cup.portal.com>
Source record: 233569

For Sale:
Atari 1040ST
1 meg ram
1 external disk drive (720k)
Color Monitor
System Stand
60 meg hard drive
1200 baud external modem

Lots of software including:
Megamax Laser C
Alice Pascal interpreter with Personal Pascal compiler
Wordperfect 4.1
Many Games
Barbarian, Space Quest III, Dungeon Master

Books and manuals for just about everything.

Total package price: $1,500

If interested, mail me at waltm@cup.portal.com, or phone me at 415-854-3237,
Sundays from 8am-10am. Ask for Walt.

2463. Time Bandit...

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 13:48:56 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <9652@cg-atla.UUCP>
Source record: 233570

In article 33676 Sean asked for help on Excalibur, a puzzle in Time Bandit
I tried to mail some info to Sean but I'm not sure if the address worked.
But while I'm posting ... can anybody offer some hints to level 3C of
Guardian. There is a riddle that has to be answered , correctly of course,
before you can advance and this has me stumped. I've been able to solve all
the other puzzles. Any help is appreciated.

--
AGFA Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. rectum? Shit, nearly killed 'em!

2464. Re: Standardized GEM look and feel

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 13:50:55 UTC
From: steveh@tharr.UUCP
Message-ID: <1992@tharr.UUCP>
Source record: 233571

In article <A0b2wzfm@mwowm.mantis.co.uk> mathew@mantis.co.uk writes:
>In <1991Mar21.100227.13538@convex.com>, William Rosencranz writes:
>> there is no real GUI standard like there is in
>>the mac world or even the PC/windows world, i suppose. there is no what
>>i would consider "look and feel" standard for gem applications, IMHO.
>
>There are Look and Feel guidelines in the standard GEM Programmer's
>Reference Manuals from Digital Research.
>
>What do you expect? Look-and-feel Police to strap you down and force you
>to RTFM?

Unfortunately the guidelines aren't as far reaching as those of Apple's in their Inside... series. (If you want to write a good GEM application, get yourself a copy of them and adapt their rules to GEM.

Look and feel police wouldn't be such a bad idea either. An accreditation scheme for software that 'This product has been certified user friendly and conforms to Atari guidelines' perhaps? Unfortunately, I think GEM has wandered off on its own for a bit too long...

Steve.

2465. Re: Switching A SS drive to DS

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 14:22:08 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar29.142208.17661@actrix.gen.nz>
Source record: 233572

Distribution:world

In article <8889@mentor.cc.purdue.edu> stevendd@sage.cc.purdue.edu (Doug Stevens) writes:
> I finally desided to upgrade my single sided drive, I just got the new drive
> today. I thought all I had to was swap drives. The plug from the small board
> in the drive case isn't the same as the one one the drive. The connector on the
> board is for 14 pins, the drive connector is 34 pins. I rember reading some of
> the early single sided drives used an old kind of connector (guess what kind I
> got). If you know how to convert the plugs I would be very appreciative.
>
> Thanks.
> - Doug

Well you will find a small PCB with a CPU fitted on it, all this has
to be removed, and you relace this with the 34 IDC connector,
this CPU was a Atari copout for some drive that stept at 6 ms, the CPU
take the Atari 3 ms , step pulses and buffers things up and gives out
6 ms step pulses, Note, one other feature is that you can't go over
80 tracks with this CPU fitted, and there is no side select fitted
either.
So remove the lot, and wire the 34 pin connector to the Main PCB...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2466. Re: Help with atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 14:42:36 UTC
From: paulm@unix.UUCP
Message-ID: <128@unix.UUCP>
Source record: 233573

In article <1991Mar27.161655.15195@santra.uucp>, s37837k@saha.hut.fi (Jari Lehto) writes:
[...]
>
> The complete address for atari.archive is atari.archive.umich.edu
> and all you have to do is:
>
> ftp atari.archive.umich.edu <ret>
[...]

I here that BART is back on line but I have yet to get some response from
it. Could some one please post the UUCP address of atari.archive.umich.edu.

I can get to uunet so an address relitive to that would be great. I have
sent 3 requests for help but have not even received any bounced mail. That
must mean that I'm getting somewhere but the requests are falling in the
'bit bucket'.
Thanx in Advance,
Paul Moreau

UUCP: ..!ccicpg!unix!paulm
^^^^
BTW: my machine will soon have a real name not just unix.

2467. Transatlantic Lynx

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 14:49:17 UTC
From: mathew@mantis.co.uk
Message-ID: <ucskZ8w163w@mantis.co.uk>
Source record: 233574

A couple of questions...

1) What's the going rate for a new-style Lynx in the US? I don't mean the absolute cheapest price, just the sort of price I could expect to get one for by shopping around a little.

2) Is there any difference between the US version of the Lynx and the UK version?

mathew
--
If you're a John Foxx fan, please mail me!

2468. Re: amiga emulators

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 14:57:28 UTC
From: daniel@hexagon.se
Message-ID: <3303@hexagon.se>
Source record: 233575

Mark Choi writes:
)Every one repeat after me. There is no such thing, there is no such
)thing, there is no such thing....

Actually, I saw such an emulator at a local BBS once. The archive was approximately 300 kb, but I downloaded it anyway (at 300 bps!)--we all know why--but the gizmo required an extra drive and a BLiTTER, and since I had a 1040 STfm, I had none of these.
The README claimed that the emulator would emulate (!) an Amiga 1000 but not the HAM mode, and not the sound, and not... Perhaps it should have stated what it would emulate instead. I never got that clear. ;-)
Also, a copy of the Amiga Workbench was required.

The manual stated that there would be a commersial version available soon (this was the PD ver.), but I haven't heard anything since. Probably they gave up and bought an Amiga. Seems the easiest thing to do, and you can use both computers at the same time. (That's *real* multitasking, folks!)

Disclaimer: I live in my own reality, which isn't neccessarily yours. :-)

--
Daniel Deimert, daniel@hexagon.se or ...!sunic!kullmar!pkmab!hexagon!daniel

2469. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 15:06:06 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Mar29.150606.11735@chinet.chi.il.us>
Source record: 233576

In this discussion, I somehow haven't picked up whether that wonderful expansion connector is going to be driven by light-duty things, the way the Mega connector is, or by drivers with some fan-out (and isolation) capability. The way discussion has gone, I fear the former (but don't know). And it has been mentionsd several times in the past that the 'weakness' of the Mega port made it hard for people to connect things to it. (come to think of it, likewise the parallel port, but that's not the point here).

One thing that I think would make a big difference in sales of these machines is software that would allow a connection to a PC such that the laptop could act as a remote keyboard for the PC, and also transfer files both ways quickly. Preferably built in to the laptop, and preferably able to install anything needed on the PC end itself. I'm thinking of Laplink here, and rather than inventing it again, Atari might not do badly to see if something could be worked out with the Laplink people.

I care very much about the sales of ST-compatible laptops; I have a rather nice application written for such machines. I'll join the chorus of "There has to be a cheap & easy way to put software into it". That just doesn't apply as strongly to PC-compatible ultra-lights, where there's probably already a machine that runs essentially the same programs to dock it to. You can take along a travelling copy of software from the 'home base' machine. Doesn't work for a non-PC-compatible, and will CERTAINLY be seen as a negative. Try to get into the mind of someone who has to load the ST version of Word Perfect onto his '386 box in order to transfer it to a laptop so he can play with a report while he's on a trip. Sure he'd only have to do it once, but I don't think he'd be thinking pro-Atari thoughts as he did. One entirely plausible idea is to have a floppy as part of a 'base unit' that would tend to stay home, as long as it was standard equipment.

How's this: a combination power brick, floppy drive and external video adapter, that plugs in to the expansion connector?

Don't anyone get too excited; these are just some ramblings. And by the way, who's the magic person who has to say 'this will happen' and make these officially-announced future Atari products? And has that person said that?
Steve saj@chinet.chi.il.us

2470. Character sets?

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 15:41:02 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <4qukZ1w162w@fquest.fidonet.org>
Source record: 233577

I've never messed much with character sets on the ST. Never had any
installed but the system default. Never thought about it much. UNTIL, a
guy showed me a little program the other day. It was called MACINTOS, I
think. It was like 4270 bytes long, went in his auto folder, and changed
the font to a Mac-type font. It changed the font on the GEM menus on the
desktop and the font all through programs that were run. So..
I got to thinking about installing an ANSI character set to make a
VT-100 terminal work better with a PC ANSI BBS, etc. So, I'd kinda like
to get some feedback about what character set editors are out there.
And do you need a utility to install them, or is it possible to make a
free-standing little program like the MACINTOS thingy that does it all?
Are there any collections of fonts floating around (like maybe with an
ANSI set?). I did get the character set editor that came across
comp.binaries the other day. Thats a start. I guess send any info in
E-Mail, unless you think its something everyone would want to read.
Thanks

The preceding opinions are my own and not those of anyone else who
might be registered on fquest.fidonet.org. All flames can be sent to
alt.flames since we don't read that here.

2471. Re: Response to Mr. Choi re: Notebook machines

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 15:44:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1300895357@thelake.mn.org>
Source record: 233578

MARK: KNOCK IT OFF, MR. KNOW-IT-ALL COLLEGE BOY.

A representative of Atari Corp. ought to be able to disclose information about a new machine here without being rudely berated. This is Usenet, not some user-fight BBS run by adolescents.

It's hard enough to get information out of Atari Corp.* It doesn't help when you go out of your way to make Atari folks feel unwelcome when they do participate here. You're doing the longtime readers of this newsgroup a serious disservice.

TRH: Thanks for the information and your participation.

---

*I'm still waiting for that TT press kit.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2472. Re: Character sets?

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 15:51:25 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <e9ukZ2w162w@fquest.fidonet.org>
Source record: 233579

mspacek@fquest.fidonet.org (Mark Spacek) writes:
> I've never messed much with character sets on the ST. Never had any
> installed but the system default. Never thought about it much. UNTIL, a
> guy showed me a little program the other day. It was called MACINTOS, I
> think. It was like 4270 bytes long, went in his auto folder, and changed
> the font to a Mac-type font. It changed the font on the GEM menus on the
> desktop and the font all through programs that were run. So..
> I got to thinking about installing an ANSI character set to make a
> VT-100 terminal work better with a PC ANSI BBS, etc. So, I'd kinda like
> to get some feedback about what character set editors are out there.
> And do you need a utility to install them, or is it possible to make a
> free-standing little program like the MACINTOS thingy that does it all?
> Are there any collections of fonts floating around (like maybe with an
> ANSI set?). I did get the character set editor that came across
> comp.binaries the other day. Thats a start. I guess send any info in
> E-Mail, unless you think its something everyone would want to read.
> Thanks

Uhh, regarding my just-now-posted message.. I forgot to mention that I
am using a mono monitor. Thought that might make a difference. I think
that Macintos program only runs on mono, but I'm not sure. Sorry about
posting this twice like this....

The preceding opinions are my own and not those of anyone else who
might be registered on fquest.fidonet.org. All flames can be sent to
alt.flames since we don't read that here.

2473. Help with MiNT and Neodesk

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 17:09:37 UTC
From: dave@CC.GATECH.EDU
Message-ID: <9103291709.AA17191@cervantes.cc.gatech.edu>
Source record: 233580

I like using MiNT with the Background Program Desk Accessory
in GEM. I now have NeoDesk, however, and would like to know how to
run MiNT from the AUTO folder and have MiNT run NEODESK (just like the
GEM.PRG program starts GEM and loads the D.A.).
Any help would be greatly appreciated.

-dave

AYLESWORTH,DAVID VINCENT
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{allegra,amd,hplabs,ut-ngp}!gatech!cc!dave
Internet: dave@cc.gatech.edu

2474. Atari STe internam drive....

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 17:56:53 UTC
From: johnb@churchy.gnu.ai.mit.edu
Message-ID: <JOHNB.91Mar29125653@churchy.gnu.ai.mit.edu>
Source record: 233581

Greetings all....

I have once again encountered problems with my STe. It seems that my internal drive has decided that it doesn' want to work any more... It ucks, caue I dont have a harddrive, so I cant even boot up... Is there some known problem with the drives in the STe? It spins up on powerup, and when the boot process tries to read the drive it makes a buzzing sound and cant access it... Thi really sucks, since I opened the machine to put in memory.... Argghhh!

John

--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

2475. Dungeon Mater I for sale

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 18:59:14 UTC
From: gaines@mars.njit.edu
Message-ID: <1991Mar29.185914.21527@njitgw.njit.edu>
Source record: 233582

Hi,
The above says it all. $10 including shipping.

==========
"They can fly rings around the moon, | Mike
but we're years ahead of them on the highway" | gaines@mars.njit.edu
==========
System 7 on an 800K floppy? HA!
==========

2476. Re: Basic hardware upgrade help / resources sought

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 19:17:17 UTC
From: bill@mwca.UUCP
Message-ID: <1832@mwca.UUCP>
Source record: 233583
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Mar26.174120.47166@cc.usu.edu> slp9m@cc.usu.edu writes:
>...Here are the most urgent issues:
>...
>4. Mouse alternatives. I hate the switches in my original Atari
>mouse. Are there other mice that work?

For those of you who aren't aware, Logitech has come out with the "Logitech ST" mouse - I know that B&C Computervisions in Santa Clara has it ($59.95), and Microtyme advertised it recently in one of the magazines. The Logitech mice for the PC are well-regarded, I have no reason to believe the ST mouse isn't equally nice. It's good to see a major company jumping into the ST marketplace...

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

2477. Mercury Authorship

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 19:26:44 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Mar29.192644.6885@lsuc.on.ca>
Source record: 233584

I'm a writer of Public Domain software. The real thing. I don't release tons of source code every year, but I've put out more than most other people in the world. That's not a huge boast, it's more an ironic joke. The truth is that there isn't much real Public Domain software released *anywhere* in the world at all. I'm proud to say that Henry Spence is the most prolific coder of Public Domain C that I know of and he lives in my city (Toronto, Ontario, Canada). Maybe it has something to do with weather. Anyway, for my own code, I don't care if somebody strips off my "credits" and claims the code for themselves. Anybody who really wants to know if a piece of code is mine can verify most of it. Most of it has been recorded fairly permanently on BIX and other fairly permanent installations. The point of my code is to help give people who use *my* code an "unfair advantage". They make money? Fine. I expect to make my own money anyway on other code I write.

But all this is, unfortunately a rare attitude. Most people who "release" code put on all kinds of restrictions on usage and requirements. I hate that. If you want to add restrictions I think you should keep your code off the Networks. Maybe you can pass it around on local BBS's, but Networks exist under and "understanding" that things that are passed around are for *everybody's* benefit *equally*.

Now, getting to the problem: I've just started to look at the source code to the Mercury UUCP clone with the intention of porting it to Sozobon C. Now, the author claims Copyrights and is distributing as Shareware, with the usual beg for money. Ok. I'm not exactly keen on Shareware, but it's fair enough generally. I've paid some good money to *some* Shareware authors already, despite the fact that my own finances are pretty tight. I appreciate hard work. I should. I've worked pretty hard myself. But as I look at this Mercury package, something strange stands out. There are NO credits given to ANYBODY else. The author claims FULL ORIGINALITY of his code. But when I looked at a couple of the files, some of the code looked sort of familiar. Gee. Didn't I see some of this before somewhere else?

As I said before, speaking only for myself, I don't care if someone strips off my credits regarding code that *I've* released to teh public domain. But if you do this to my "commercial" code I'll rip-your-lungs-out-sucker! And I generally go along with such sentiments in other peoples works. So here's my question: Does anybody feel that the author of Mercury has "illegitimately" removed credits of other peoples work? IE: has he removed credits off code from programs written by other people where the original authors specifically asked to keep their credits? If they didn't care, then I won't either, but if they did

care, well, I'll want to consider the matter before I send money. . . .
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

2478. Re: Uniterm & Kermit

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 21:04:04 UTC
From: wrightgr@mwk.uucp
Message-ID: <290.27f35764@mwk.uucp>
Source record: 233585

>>>Help! I'm having big problems trying to get Uniterm to download
>>>files with kermit. Can someone send me a detailed message on what to
>>>do?
>>>
>>I'd be interested in any advice people have as well. I download some-
>>thing to my ST, and when I try to unarc it, the arc usually comes up
>>with a comment like "This uses 13 bits I can only handle 12." Can anyone
>>tell me why the files I try to downloaded after ftp'ing keep getting
>>smashed? The text files are ok, its just the binaries that are getting
>>creamed.
>
> Sometimes I had a similar problem while downloading bigger archives from
> our VAX. The transfered file was about 30% bigger than the original and
> (guess!) it got broken, no matter what sort of archive. I'm shure the
> kermit settings were correct. After wasting some time with unsuccessful
> downloads, I decided to use another program which also has a built-in
> kermit, but I miss the enhanced features of uniterm.
> Anyone got an idea what could be wrong? (Btw. sometimes the transfer
> completed successfully, using the same settings!?)

This might be a little late, but I've been away for a few weeks. Anyway, if your going through a VAX system you have to change the format of the file to fixed length records before you download. If you don't, it changes all linefeeds to carriage return-linefeeds. I don't know how other systems handle it.

There is a program called BILF for the VAX to do the conversion for you. BILF changes your file from stream-linefeed format to 512 fixed format and vice-versa. I don't like using 512 fixed length though because it pads the end of the file with nulls to fill out the last record. I wrote my own conversion program to use 1 byte fixed length records so that when you get it downloaded it has the correct length in the directory listing.

Hope this helps,
Greg Wright
--
Internet: wrightgr@mwk.uucp /M\ The M.W. Kellogg Company
UUCP: uhnix1!mwk!wrightgr KELLOGG 601 Jefferson
lobster!mwk!wrightgr \W/ Houston, TX 77210-4557
BITNET: mwk!wrightgr%moe.rice.edu@harvunxw.bitnet (713) 753-3414

2479. Re: Standardized GEM look and feel

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 21:08:12 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.670280892@mrcnext>
Source record: 233586

mathew@mwowm.mantis.co.uk (mathew) writes:

>> there is no real GUI standard like there is in
>>the mac world or even the PC/windows world, i suppose. there is no what
>>i would consider "look and feel" standard for gem applications, IMHO.

>There are Look and Feel guidelines in the standard GEM Programmer's
>Reference Manuals from Digital Research.

>What do you expect? Look-and-feel Police to strap you down and force you
>to RTFM?

>mathew
---
one of the things I _like_ about the ST is that I can make it look like
about anything I want. There's no fascist lockstep on the user interface.
I can fire up gulam and make a imitation unix machine. Pcommand will act
like msdos, as if I ever would want that (can you say "boring"?). There
are all sorts of nifty GEM add-ins, and no silly little wall at 640K.

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

2480. Re: Character sets?

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 23:16:45 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.670288605@mrcnext>
Source record: 233587

mspacek@fquest.fidonet.org (Mark Spacek) writes:

> I got to thinking about installing an ANSI character set to make a
>VT-100 terminal work better with a PC ANSI BBS, etc. So, I'd kinda like
>to get some feedback about what character set editors are out there.
>And do you need a utility to install them, or is it possible to make a
----
along the same line--is there any fast, easy, prepackaged way to get
Uniterm to use a more standard character set?
--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

2481. Re: Character sets?

Newsgroup: comp.sys.atari.st
Date: 1991-03-29 23:59:20 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Mar29.235920.9562@jato.jpl.nasa.gov>
Source record: 233588

In article <chuck.670288605@mrcnext> chuck@mrcnext.uiuc.edu (charles bridgeland) writes:
>mspacek@fquest.fidonet.org (Mark Spacek) writes:
>> I got to thinking about installing an ANSI character set to make a
>>VT-100 terminal work better with a PC ANSI BBS, etc. So, I'd kinda like
>>to get some feedback about what character set editors are out there.
>>And do you need a utility to install them, or is it possible to make a

If you're a moderately competent programmer you can do this easily enough.
You can link the font data in with your program, which is what this MACINTOS
program you were talking about does.

> along the same line--is there any fast, easy, prepackaged way to get
>Uniterm to use a more standard character set?

What do you mean by "more standard" ? Uniterm 2.0 does a full vt220
emulation; uses the standard vt series character set, and also comes with
the ISO 2022 character set. You can't get more standard than that. If
that's not a good enough answer for you, then redefine the question...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2482. Excerpts from Gadgets' newletter

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 00:47:44 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12210@uhccux.uhcc.Hawaii.Edu>
Source record: 233589

The following was excerpted from Gadgets by Small newsletter number five:

MegaTalk (SCSI and serial communications board)

The Gadgets MegaTalk board is a multifunction expansion board for Atari Mega ST computers. MegaTalk plugs into the Mega's expansion slot, has two serial ports and a Mac SCSI port...With our fully compatible BIOS drivers, you can connect up to three serial devices to the ST at the same time. For instance, using Strata Softwares' STalker DA, we've connected three modems to one ST, and connected to CompuServe, GEnie, and BIX - all at the same time!
The MegaTalk is capable of exceptional speed - up to 921,600 baud (92,160 cps). The BIOS software which goes in your AUTO folder, allows ST software at usual baud rates (110, 300, 600, 1200, 2400, 4800, 9600, 19,200). You can kick in second gear, starting with 38,400 and go to 57,600. For those industrial strength transfers, put it in overdrive and run at 230,400 baud (Appletalk speed), 460,800 or 921,000 baud!
It is compatible with the upcoming TT high-speed serial port, and is base on the same Zilog SCC chip. If/when Atari releases a network for the TT, MegaTalk should plug in; we already support the Atari Lan specification. In the meantime, we are providing info to Atari developers so they can adapt some of the present ST networks to MegaTalk, to let you share resources (hard disks, laser printers, etc.) between several machines.
The MegaTalk ports are 100% Mac ready; you can plug straight into any Mac peripheral. It works like you think; plug in your Mac mini DIN-8 cables, run Spectre 3.0, select "LaserWriter" from Chooser, and start printing. Or plug into a Mac network and use it, including file servers, LocalTalk Postscript printers, and so on...
In addition, for the first time ever, Mac MIDI programs now work with Spectre GCR, with standard Mac MIDI interfaces. We have tested both the Apple and Passport MIDI interfaces, and they both work fine, as well as many popular Mac MIDI programs, like Finale, Vision, Master Tracks Pro, and Beyond.
The MegaTalk SCSI port has the same 25-pin connector you'd find on a Mac Plus or any Mac. Just plug in your Mac hard disk, and/or any other SCSI peripheral and off you go. It's that easy!
Besides hard disk, we've also tested a ThunderWare LightningScan hand scanner; it works fine. And we've plugged in a Mac CD-ROM drive; we now have gigabytes of Mac software handy.
The MegaTalk retails for $299.95 each; a pair of MegaTalk boards retail for $549; you save $50!

GBS SST030 (Motorola 68030 and 68881/68882 accelerator board)

The SST is a 68030 processor accelerator and high-speed memory board for the Atari ST. The current board configuration is only for the Mega ST, which has lots of inner space for the board (and more importantly, for the heat the

board generates). By the way, we are planning a board for the "smaller" ST's.
What's on the board:

68030 : The speed of the '030 depends on how much you want to
spend. We plan to sell the basic package with three
options: no 68030, or a 16 or 33 Mhz 68030.

68881/2 : The SST also has a socket for a 68881/2 floating point
chip, which will radically accelerate programs that use
it. The 33 Mhz option includes the 68882 coprocessor.

SIMMs : The board has eight SIMM sockets to allow you to add up
to eight megabytes of SIMM memory. We offer two memory
options: no SIMMs or four one megabyte SIMMs.

socket : a 96 pin Euro-DIN expansion socket for add-on boards.

If you run your programs in the low four megabytes of ST memory, they're going to bog down to eight Mhz, period. So we will provide a few utilities to help you make sure your programs are running in "fastRAM" if you have it. This is the sort of thing where you put our program into the AUTO folder and forget about it; it's easy to install.
Along with the above-mentioned things, we also plan to include a 64-pin socket, a spare 68000, TOS 1.6, a manual, a floppy, and a couple of other miscellaneous items. And, since eight meg of SIMMs pull lots and lots of power, we may also end up including a power supply to handle the increased demand, but we don't know for sure yet.
We're going to market the SST in an upgradable configuration. First, get the basic package and a 16 Mhz 68030. Later, add fastRAM for more speed. Later, upgrade the 68030 to a faster model, and so forth.
Installation requires the removal of the 68000 in your Mega ST, soldering in a socket (which we include), and plugging in our board into the socket. We strongly encourage you to have your dealer install the SST; clipping and soldering 64 pins on a Mega motherboard is not for novices. For those of you without local dealers, we are planning on having designated "authorized Gadget dealers" who will install your SST in your Mega for you.
The basic package SST without 68030, coprocessor, and SIMMs, is $599.
Price of SST options:

A: 16 Mhz 68030, $200
B: 16 Mhz 68030 and 4 1MB SIMMs, $460
C: 33 Mhz 68030, 68882 coprocessor, and 4 1MB (80 ns) SIMMs, $800

Planned availability of the SST '030 is April 1990.
For further information, contact:

Gadget by Small, Inc.
40 W. Littleton Blvd, #210-211
Littleton, CO 80120
(303) 791-6098 [Monday, Wednesday, Friday 8:30am-2:30pm MST]
(303) 791-0253 [Fax, 24 Hours]

--------------------------[end of excerpt]-----------------------------------

The size of the MegaTalk and SST '030 boards are estimated to be about 4"x5" and 6"x6", respectively. Other items covered in the newsletter include the Spectre 3.0 (now with Atari TT/68030 and MegaTalk support, keyboard improvements, French and German menu option, 1.44 meg floppy NOT supported yet, but planned), and a compatibility list of about 450 Mac software.

Jack

2483. HELP! Mono monitor died

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 01:00:41 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1991Mar30.010041.11418@lynx.CS.ORST.EDU>
Source record: 233590

My SM124 died a few days ago. I was typing a paper and the screen suddenly went blank. The power light went off, too. I replaced a blown fuse, but every fuse blows out.

Can someone help? Please?

vovut@prism.cs.orst.edu

2484. Grey-scale multisync monitors

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 01:14:22 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12211@uhccux.uhcc.Hawaii.Edu>
Source record: 233591

Some people were interested in multisyncing grey-scale VGA monitors which
might be adaptable to the ST computers. A list of specs follows:

Manufacturer phone number
model horiz scan vert scan list (typical) price
==========

Princeton Graphic Systems (call local info in Norcross, Ga for phone)

Max-15 15-36Khz 45-120Hz $389 ($240)

o autosynchronous; capable of 1024x768 interlaced
o TTL/RGB analog inputs, sub-mini DB-15 cable supplied
o display size 230mm x 173mm (optimal)
o 90-132V AC switchable to 200-264V AC, 46-61Hz
o Warranty: 1 year labor, 2 years parts

Comments: currently unavailable for about 10 weeks, until a
new manufacturing facility is completed. based in
Georgia. warranty service in Georgia.

TVM Professional Monitor Corp 800 822-8168, (714) 985-4788

MG-11 15-38Khz 45-90Hz $349 ($225)

o autosync; capable of 1024x768 interlaced
o TTL/RGB analog inputs, sub-mini DB-15 cable adaptor supplied
o display size 250mm x 180mm (optimal)
o distortion: linearity <= 5%, pincushion <= 2.0mm
o user controls:
side - brightness, contrast, power switch
rear - horiz and vert pos, horiz and vert size, horiz sync
rear - TTL/analog switch, TTL mode dipswitches (4)
front - screen background invert switch
o 100-125V AC switchable to 200-240V AC, 50/60 Hz, 65 Watts max.
o Warranty: 2 years

Comments: fresh shipment just arrived to distributors. new US
facility in Ontario, California to be completed in '92.
able to fax spec sheets. warranty service in California.
branch office in Vancouver.

Tatung Company of America 800 827-2850 ext. 213, (213) 979-7055

MM-1295/1495 15-35/38Khz 50-70Hz $349/369 ($225/???)

o CRT size 12" for MM-1295, 14" for MM-1495
o autosync; capable of 800x600
o display area 210mm x 160mm (MM-1295), 240mm x 180mm (MM-1495)
o TTL/RGB analog inputs
o User controls:
side - brightness, contrast, power
rear - horiz and vert center, horiz and vert size, vert hold
rear - TTL/analog switch
o 90-132V AC switchable to 180-260V AC, 50/60 Hz, 70 Watts max
o Warranty: 1 year

Comments: only MM-1295 in stock. other models may not be imported to to US because of lack of demand. warranty service in California.

3Lynx 800 243-5969

Intellisync 15" MonoVGA (specs unknown)

Comments: sales rep can't provide specs.

Other monitors by NEC (GS2A) and Goldstar (1405+) scan on discrete freqs and may not be able to properly sync to all the ST/TT video modes. Monitors listed above are of paper-white (grey-scale) color, although particular H17/H31 phosphor used was unspecified.

All information should be checked and corroborated before making any purchase decision.

Jack

2485. "Mr. Choi" responds to Atari

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 04:30:08 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <gbx1FEm00WAw48BY40@andrew.cmu.edu>
Source record: 233592

Warning: The following may be regarded as a complete waste of bandwidth.
Stop reading now or don't blame me.
> Excerpts from netnews.comp.sys.atari.st: 29-Mar-91 Re: Response to Mr.
> Choi re.. Steve Yelvington@thelake (788)

> MARK: KNOCK IT OFF, MR. KNOW-IT-ALL COLLEGE BOY.

> A representative of Atari Corp. ought to be able to disclose information
> about a new machine here without being rudely berated.

YOU BIG BABY.
If you read my post, I find it hard to see how you can think anything I
say berated TRH, let alone rudely (can one do otherwise?).
> Excerpts from netnews.comp.sys.atari.st: 29-Mar-91 Re: Response to Mr.
> Choi re.. Steve Yelvington@thelake (788)

> It doesn't help
> when you go out of your way to make Atari folks feel unwelcome when they
> do participate here. You're doing the longtime readers of this newsgroup
> a
> serious disservice.
I did nothing of the kind. I merely pointed out what I saw to be the
good points and bad points of this machine, based on a lot more than
just "let's compare it to the 520ST" attitude so many people have. I
have occasion to work with just about every major platform out there,
including the ST (Stacy4 and MEGA4, so don't say I do not have an
"interest in Atari", as TRH proposes!), Amiga 500 and 2500, 80x86 DOS
machines, DECstation 3100's, NeXTstations, every mac ever put out, from
the 128 to the IIfx, VAX under VMS, VAX under Unix, PDP xx's, sun
SPARCstations, and even a Silicon Graphics station and a LISP machine
from time to time. So what? I am not trying to show off my digital
omniscience? In fact most of the people on this net have more knowledge
about computers in their removed appendixes than I do! But I do know
what is out there, what has succeeded in the market, what has not, and I
have a pretty good track record in predictions in this regard. What is
Atari's track record? If it comes right down to it, the only success
they ever had was the 2600. That is not to say that their machines were
not fantastic, but they had no market share. And who the hell cares how
long you have been reading messages on this board? What the hell
difference does that make. Do you own it, due to your old-timer status?
And how am I doing anyone a disservice? They may disagree with me, but
am I stealing the food from their mouths, am I killing their first born,
give me a break. If you don't like what I say, then don't read it. Geez,
you'd think this was soc.women or something :^). Oh, so I suppose now,
because of what I said, Atari is going to cancel the notebook, and start

making PC-clones! My responses were amicable and polite in reference to all individuals involved. If I insult Atari Corp., and that is a crime, then most of the people on this board are criminals as well. Atari has cried wolf way to often for me to just jump when they say so.

> Excerpts from netnews.comp.sys.atari.st: 28-Mar-91 Response to Mr. Choi
> re: No.. T R Hall@atari.UUCP (4289)

> Could it be, Mr. Choi, that you haven't the faintest idea
> what-in-the-fuck you are talking about?

> *stuff deleted*

> You talk about note-books equipped with hard-drives, floppies, ISA
> bus'es etc. How many NOTEBOOK (NOT laptop/luggables) machines any ALL of
> these,
> or even more than ONE of these... .

> We need to make an actual machine, not constantly change to
> add in the latest pipe-dream.

1) No this could not be :^). It was just an idle speculation, No need to jump down my throat. It was hardly as large a leap of logic as you have made.

2)Look at the adds in Computer Shopper, babe. The VAST majority of notebooks (which means smaller that 10x15, usually much so, less than 8x10, and weighing less than 6 or 7 pounds) do have 1.44 meg floppy drives, 20 meg hard disks, AND external VGA support. Some even have an ISA slot. Granted, they have a battery life of only 3.5 - 4 hours, but they DO have these things. These *are* actual machines. Your above contentions are both misinformed, and misinforming. I expected better. And you think you know the market. You scare me.
> Excerpts from netnews.comp.sys.atari.st: 28-Mar-91 Response to Mr. Choi
> re: No.. T R Hall@atari.UUCP (4289)

> G) US availablility
> This machine was ALWAYS designed for the US market. It was NOT
> designed to REPLACE a desktop machine; it is designed to COMPLEMENT a
> desktop
> machine, for most people. Circuitry, layout, housing are all being
> designed to
> help with FCC regulations.

This is what they said about every single machine they have ever put out. How many were actually released in the US first? Is the Stacy debacle all that far behind us. Remember that TT thing?
> Excerpts from netnews.comp.sys.atari.st: 28-Mar-91 Response to Mr. Choi
> re: No.. T R Hall@atari.UUCP (4289)

> In case you haven't guessed, I am REALLY annoyed with Mr. Choi's
> whinings. He doesn't take the time to find out what the machine actually
> is,

> yet is prepared to tear apart it's design. He doesn't take time to even
> understand our market, yet is prepared to tear apart HIS SUPPOSITIONS of
> our
> marketing strategy.

> Mr. Choi, if you know so much about what would be the perfect machine
> (as you appear to think) GO AHEAD, MAKE IT, AND MAKE LOTS OF MONEY. I
> ENCOURAGE IT. IT IS THE WAY CAPITALISM WORKS.

Where did I make one incorrect statement about the machines designs? You have not yet pointed to one error I made in this regard. I disagree with parts of the concept. This is not the same thing. I did take time to find out what the machine was. Why else did I post you looking for more info? I did not tear apart it's design, only aspects thereof. And you claim I do not understand your market. Where is your proof of this. Meanwhile I could find pooploads of evidence that Atari and the Tramiels do not understand the computer market. As far as your last barrage is concerned, I am a socialist so there :^). Actually, this is very annoying. It is the same stupid argument made by bad actors to defend against bad reviews. If the critic could act, (s)he would be acting, (s)he would not be a critic. I do not need to have the necessary background in engineering or the capital to start a entrepreneurial venture to be able to use a machine, or to suggest improvements thereto. IS THIS NOT WHAT THE ST WAS SUPPOSED TO BE ABOUT, ON BOTH COUNTS.
I also do not need to be able to build a machine to know what this machine would have to be. Are you offering me a job in you R&D think tank? I, along with a number of other *frequent* posters here COULD make you a machine that would sell, IMHO.
> .Excerpts from netnews.comp.sys.atari.st: 28-Mar-91 Response to Mr. Choi
> re: No.. T R Hall@atari.UUCP (4289)

> Otherwise, why not be a reasonable human being, and make CONSTRUCTIVE
> criticism, based on (gasp!) actual knowledge? This does NOT mean "say
> only
> nice things", be as critical as you like, but do so to try to improve the
> product.

How was what I said non-constructive? Are you a bit to emotionally involved to get an objective view, here? If you look at my posts, it is obvious that what I said was to improve the product, I even stated as much. This last little bit seems more like a burst of hot air to make you seem more open minded than you are, than a real response to anything I wrote.
> Excerpts from netnews.comp.sys.atari.st: 28-Mar-91 Response to Mr. Choi
> re: No.. T R Hall@atari.UUCP (4289)

> Maybe you just enjoy being nasty?

Who was nasty? Read YOUR post.
I just legitimately believe that the machine would be a huge success, both in the Atari world and without, if the things I suggested were done. Without them, I think it will be a small fish in a very small

pond, and not live up to it's potential. You disagree, fine. This is Usenet, and we are entitled to our thoughts and opinions. You, however, seem to think that you are more entitled to yours than I am to mine. I do not like to rant and rave on the net over personal affronts, but too many misstatements and assinine remarks were made in both the Steve Yelvington and TRHall letters to let slide. I am sorry for this bandwidth explosion, but that is going to happen every now and then on a pseudo free net. In closing I would like to remind Steve Y. and TRHall, assuming they ever even read all of what I wrote, that I said repeatedly that I liked this machine and that I wanted one. I just wished it were a bit more functional, and useful. How many people do you really believe are going to plop down 2 grand for this baby, and another $700-$2000 for another desk machine, with a lot of duplicated functionality. You seem to claim that one can not get a desk machine into a notebook, but the editors of various PC mags seem to disagree with you, putting out a large amount of articles about how notebooks now can be your only machine, are as powerful as desktops, etc.. If you wish to make personal disparaging remarks, shoot them with all due haste into me e-mailbox. If you want to make constructive comments, post to the net. Why do you have to vent your personal poop in front of an audience? TRHall, if your attitude is exemplary of the rest of Atari engineering, and management, then I think I may have made a bad purchase 5 years ago when I got my ST, a bad purchase 3 years ago when I got my MEGA 4, and the biggest blunder of a life time, when I mortgaged my soul to get a STacy 4. I should have waited, put my money in bonds, and used the earnings from everything I put into Atari to get a NeXT. If your attitude, and you crass display of emotionalism is a reflection of the company for which you work, then you suck, and deserve every loss in market share you have gotten, and will get. If not, I wish Atari all the luck in the world. I will stay loyal till I am told by enough of those in Atari such as yourself to go ahead and leave. Then, anyone want a STacy? This is supposed to be a good stance for a computer company to take to its users? No wonder your marketing stinks!

2486. Re: Mercury Authorship

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 04:40:42 UTC
From: logajan@ns.network.com
Message-ID: <1991Mar30.044042.4997@ns.network.com>
Source record: 233593

jimomura@lsuc.on.ca (Jim Omura) writes:
>as I look at this Mercury package,
>something strange stands out. There are NO credits given to ANYBODY
>else. The author claims FULL ORIGINALITY of his code. But when I
>looked at a couple of the files, some of the code looked sort of
>familiar.

>So here's my question: Does anybody feel that the author of
>Mercury has "illegitimately" removed credits of other peoples work?

Part of Mercury UUCP (the outcalling version of UUCICO) was orginally written by me in GFA Basic and published in the public domain. Thus the Mercury author was within his full rights to use it as he saw fit.

In fact, he contacted me beforehand, and I specifically suggested that he could do as he pleased with it, *INCLUDING* take my name off it.

However, my name was still in the Mercury code I saw several months ago even though the new author had improved it by (using reverse engineering) adding the complicated code to allow incoming calls and probably other functional improvements.

I can't speak for anyone else, but I'm quite happy with the way Mercury was developed and published

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2487. Whoops, sorry

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 04:45:35 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Ubx1TjW00WAwE8BZ1S@andrew.cmu.edu>
Source record: 233594

```
Sorry about that double post, paste, and post are awfully close on
these Andrew menus!
While I'm here, obligatory Atari related post:
Does anyone out there have any opinions on the parsec graphics adapter
for the ST?
```

2488. rant and rave

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 05:39:03 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Mar30.053903.646@watmath.waterloo.edu>
Source record: 233595

I notice a couple of noisy kids have joined our group recently.

I have found that my level of satisfaction with this group is
higher if I get more "information" and less bickering.

For those who don't know, it is possible on my mailer, and maybe
yours too, to exclude postings from certain individuals with a
line like this added to your KILL file.

/noisy@somewhere.edu/h:j
/noisy@somewhere.com/h:j

The "h" at the end means hunt through the header for the string,
and the "j" means to junk the message. You can go further, by

/noisy@somewhere.edu/a:j
/noisy@somewhere.com/a:j

and any message that contains the string Anywhere in the message
will be junked.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

2489. Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 10:10:29 UTC
From: uuvvuu@mixcom.COM
Message-ID: <440@mixcom.COM>
Source record: 233596

I just purchased a used 1040 ST and SC1224 about a week ago and have a
few questions. Okay, really just one question: Which telecommunications
package do you use and why?

My observations so far:

UniTerm A really spiffy interface with some functions just where
I want them, others a mile away, or lacking altogether.
The emulations are immaculate from what I can tell,
but lack of Zmodem, or even batch Ymodem is a big
no-no for me.

Interlink Lots 'o features with a so-so interface. At least
everything seems available reasonably quickly. Why
I don't have control over whether or not a LF is
inserted when I hit CR in the buffer window is beyond
me. I'm currently using v1.82; I've heard that the
latest is v1.85 but it's buggy. The emulation .EMU
files I have seem old and definately have bugs; the
protocols work reasonably well. Dialing menu is too
short for me. I'd like a built-in _full_-featured
Zmodem.

ST TalkPro v2.0 is supposedly still unfinished, but again
supposedly has a lot of nice features. I haven't seen
it to comment. Have any of you?

Vanterm I was told to look into this product. I have yet to
see it or to hear any more than, "get it". Should I?
Why?

Since telecommunicating is the #1 thing I do with my computer, the
associated software is of prime importance to me. Any help with this
would be greatly appreciated. Please post, my E-mail quota is full (yes,
we have off-site quotas here).

Thanks!

--
Craig L. Stodolenak "Then have sent to my chambers two young boys,
mixcom!craig%uunet.uu.net a pumkin, and the schnauzer. After this meet-
craig@mixcom.com ing I shall wish to be depraved." -- E. Weiner

2490. SPC Pics from Umich, corrupt?

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 12:23:16 UTC
From: avalon@exeter.ac.uk
Message-ID: <30.Mar.91.12
Source record: 233597

The other day I downloaded several SPC pictures from bart, but when I tried to view them on my ST, using a specshow programme I found on bart, only the top quarter of the pictures was visible...the rest was a mess of lines...could the files be corrupt, or is my viewing programme just buggered?

Thanks,
Scott
.

2491. Mr. Pietrzak responds to: "Mr. Choi" responds to Atari (a flame)

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 15:22:23 UTC
From: pietrzak@skybridge.SCL.CWRU.Edu
Message-ID: <1991Mar30.152223.22472@usenet.ins.cwru.edu>
Source record: 233598

Mr. Choi. I've just read through your thesis on how you have been persecuted on this board, and by Atari in general. In the last week, you have been quite active in writing to comp.sys.atari.st; let me summarize what you've said:

Saturday, March 23rd
Subject: Re: ST Pad specs
A message describing how pen-based computing has been established in the PC world, plus your opinion:
>I doubt Atari will really go the whole 9 yards with this. They have just
>jaded me too often in the past. I have STacy, so I know what Atari doesn't
>do right :^(!

Saturday, March 23rd
Subject: Re: Two New Computer Announcements - CeBIT
A message giving your "wish list" of what you want in a notebook PC, now that they've designed one at Atari. Plus, your opinion:
>BTW, I have STacy, and so I know how badly Atari can screw up in the
>portable market!

Monday, March 25th
Subject: Re: Two New Computer Announcements - CeBIT
A reply to a previous description of the design choices of the notebook ST. You refute them, and point to the PC world as well. Plus, your opinion:
>This thing would sell like mad if they could get it out in time (ie.
>before apple comes out with its soon to be released mac notebook) but
>I doubt atari learns anything from the past, and so I do not think this
>will happen.

Monday March 25th
Subject: Re: Two New Computer Announcements - CeBIT
In your disgust of current Atari hardware (especially the notebook ST) you bring up the point that Atari may be attempting to perform monopolistic practices, forcing people to buy Stacys instead of notebook STs. Plus, your opinion:
>I know th ST can be *used* in these other fields, but it is not versitile
>enough, and nopt good enough in any of these fields, except DTP/MIDI to
>really catch on. The hardware is O.K. for a lot of it, but the
>software/OS stinks.

Thursday, March 28th
Subject: Re: Two New Computer Announcements - CeBIT
An Atari employee attempts to explain design procedures for your earlier requests. Again, you refute him, pointing to your wish-list of notebook PCs, especially the external monitor request. Plus, your opinion:
>[...] But Atari the company. It *is* Blind/Dumb! And excruciatingly

>slow as well.

Which brings us to the message I am replying to.
Saturday, March 30th
Subject: "Mr. Choi" responds to Atari
You reply to several posts from people angry at you. You "defend you honor" with a long reply, again refuting most of the discussion of design considerations, as well as commenting on their style of posting.
Some of your opinions:
>My responses were amicable and polite in reference to all individuals
>involved.

>Your above contentions are both misinformed, and misinforming. I expected
>better. And you think you know the market. You scare me.

>If you look at my posts, it is obvious that what I said was to improve
>the product, I even stated as much.

>If you read my post, I find it hard to see how you can think anything I
>say berated TRH, let alone rudely (can one do otherwise?).

My point? Sir, you are WHINING. You have WHINED in every single post you put on the board last week, and you are WHINING in this one. Your style is corrosive; your opinions are self-centered; your "facts" are dubious, come from third-party sources, and are used incorrectly. You want something you cannot have, and are throwing a tantrum of great proportions to a network which sends your messages over the entire world.

Stop it.

2492. Opinions on gcc

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 15:39:07 UTC
From: jason@cs.odu.edu
Message-ID: <JASON.91Mar30153907@lancelot.cs.odu.edu>
Source record: 233603

I recently noticed that an st version of gcc was available,
and I would like to know something about it before taking the time to
download and set it up. One thing I'm interested in is support for
AES/VDI system calls and how easily programs written with other st
compilers can be converted to work with this one. There is also a
mound of gcc related files at the archive site; does anyone have a
list of what's needed?
--
Jason C. Austin
jason@cs.odu.edu

2493. BIGCOLOR.PRG

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 16:15:49 UTC
From: lwwarpup@vela.acs.oakland.edu
Message-ID: <5571@vela.acs.oakland.edu>
Source record: 233599

Has anyone else had any problems with the BIGCOLOR color monitor emulator? It boots up ok only about 20% of the time. I am running on TOS 1.0, but it is supposed to work with all TOS version. Any suggestions?

--
/-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-\
| "It's only wafer thin." | Lonnie Warpup | Internet: |
| -"The Meaning Of Life" lwwarpup@vela.acs.oakland.edu |
\-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-/

2494. memory problems

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 20:48:31 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <1991Mar30.204831.12866@ims.alaska.edu>
Source record: 233600

While chasing some problem that caused intermittent lockup w/ black screen, after trying heat and cool spray, and getting random bomb numbers, I finally removed the ZRAM, removed the MMU, treated the little pins w/ Cramolin (neat stuff), and reinserted. I tried to be carefull and worked on a static mat, tried to account for the little interrupt insulation that the ZRAM uses on one pin, but still ended up with .5M instead of the normal unenhanced 1M. I found this very discouraging.
Is there a specific pin that addresses each bank of memory, and where, as exactly as possible might it be on the mmu? Or should I bark up another tree entirely? I also fiddled with the video shifter in the ZRAM removal if thart could be implicated.
Thanks for any help. Stuck on my wife's 1M st... J Harris

2495. Re: Help with atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 20:51:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1986926206@thelake.mn.org>
Source record: 233601

[In article <128@unix.UUCP>,
paulm@unix.UUCP (Owner and User) writes ...]

> I here that BART is back on line but I have yet to get some response from
> it. Could some one please post the UUCP address of atari.archive.umich.edu.
>
> I can get to uunet so an address relitive to that would be great. I have
> sent 3 requests for help but have not even received any bounced mail. That
> must mean that I'm getting somewhere but the requests are falling in the
> 'bit bucket'.
> Thanx in Advance,
> Paul Moreau
> -----
> UUCP: ..!ccicpg!unix!paulm
> ^^^^
> BTW: my machine will soon have a real name not just unix.

I haven't checked the maps, but I wouldn't be surprised to find that ``unix''
is registered *somewhere* ... I would advise that you not even try to send/
receive mail until you pick a permanent name.

Assuming you don't have a smart mailer, you should be able to use the
bang-path To: ccicpg!uunet!atari.archive.umich.edu!atari to reach BART.
Start your message with the following line:

path uunet.uu.net!ccicpg!<whatever-you-decide-on>!paulm

... and BART should be able to find you.

If you have a smart mailer, just user atari@atari.archive.umich.edu

BART doesn't send error messages, so you won't get any bounced mail unless
an intermediate site can't find the Internet (which isn't likely if you have
a path to UUNET).

Good luck!

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2496. TRHall and Notebook

Newsgroup: comp.sys.atari.st
Date: 1991-03-30 22:25:40 UTC
From: Duncan.Lewis@samba.acs.unc.edu
Message-ID: <3161@beguine.UUCP>
Source record: 233602

Having departed the ST arena for the slightly greener pastures of the (*gasp*) Amiga world, I find it refreshing to see a new face on the net from Atari. I'd really like to get more information on this Notebook pc since I still have alot of interest in a portable notebook like ST. I see this more as an accssory to an ST-desktop system tho.

I wonder if there's a 68040 station on the horizon for Atari? Maybe a workstation with some real horsepower. I found the TT a disappointment of sorts. Time for 24 bit color and big resolution. Anyways back to Mr. Hall, can you point me and others to a soruce of info on thsi notebook?

Thanks
-Duncan

--
==========
Extended Bulletin Board Service, Research & Development
Office of Information Technology, University of North Carolina at Chapel Hill
internet: bbs.acs.unc.edu or 128.109.157.30

2497. Re: Mercury Authorship

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 00:10:28 UTC
From: jan@janhh.hanse.de
Message-ID: <1027.03.91@janhh.hanse.de>
Source record: 233604

From article <1991Mar29.192644.6885@lsuc.on.ca>, by jimomura@lsuc.on.ca (Jim Omura):
> [...] Now, getting to the problem: I've just started to look at the
> source code to the Mercury UUCP clone with the intention of porting
> it to Sozobon C.

A complete rewrite or porting *ix tools is a more promising approach in
my view. Maybe you want to stay in contact with us German folks so we don't
do things twice. We already have quite a few extensions/replacements.

> [...] But as I look at this Mercury package,
> something strange stands out. There are NO credits given to ANYBODY
> else. The author claims FULL ORIGINALITY of his code. But when I
> looked at a couple of the files, some of the code looked sort of
> familiar. Gee. Didn't I see some of this before somewhere else?

Well, the UUCICO is based on the Mailtruk by John Logajan and credit is
given in the Source. For the rest of the C code take a closer look: the
reversed parameters in standard things like eg. strcpy tell me that he
can't have used more that a couple of lines from somebody else without
getting in a real mess. (aeh, more than he already did)

I'd be glad if he _had_ used some code written by somebody else. Sigh.

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

2498. Re: Need a cooling fan for my 1040ST with ZRAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 00:23:00 UTC
From: adamd@rhi.hi.is
Message-ID: <2994@krafla.rhi.hi.is>
Source record: 233605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1991Mar26.192606.8264@cs.wayne.edu> pbh@jake.cc.wayne.edu (Patrick Haggood) writes:

>> J. Harris writes about how his ST with ZRAM stops running after a few
>> hours, then when left off for 2-3 hours, boots fine.

>I've been having the same problems with my ST. I figured it was heat,

It could be heat affecting the memory board, heat from the power supply
spreading through the metal shielding and motherboard, or the Atari power
supply is pushing its limits.

By far the most heat in the computer is the power supply. I haven't
calculated the power loss in that supply but it doesn't look very efficient.
There are two choices available. A fan was already mentioned. The best place
in a 1040 for a fan is just to the right of the power supply, blowing upwards.
A good fan would draw most of its air from the side where the power supply is.
Venting slats also have to be opened up in order to get a reasonable airflow.

I chose the other (and probably simpler) solution. I removed the power supply
altogether and fitted a diskdrive power connector where the switch used to be.
Plug in any off-the-shelf power supply and go. All the heat is outside where it
belongs, also there is no danger of accidently pulling out the (DC) power cord
because it is a snap fit. I have room in the computer box now for an internal
hard disk and am not restricted to using the standard Atari PSU with all its
shortcomings. If the standard PSU must be used it can be mounted in an aluminum
box. To avoid RFI leakage it is a good idea to use a screened cable for the DC
power and close with metal the hole where the AC power cord used to plug in.

I hope this will help someone.
--
Adam David. (adamd@rhi.hi.is)

2499. Re: rant and rave

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 01:43:13 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Mar31014313@wookumz.gnu.ai.mit.edu>
Source record: 233612

In article <40715@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
L.J... does your "kill file" include "potty mouth" comments from our
revered "Atari representatives"...?

Funny how they can drag a discussion down into the muck with personal
attacks and foul language.. ("piss in my coffee"... "you haven't the
faintest idea what-in-the-fuck you're talking about") and still have
the resident Atari cheerleaders jump to their defense...

It's also funny how some users of this newsgroup can drag a discussion
down into the muck by continually pissing in everyone's coffee and
babbling on and on when they haven't the faintest idea
what-in-the-fuck they're talking about.

Is this any way for representatives of a major computer company to talk
to the public..? We're all in pretty serious trouble if we have to
accept abuse like this just to have the "honor" of their presence here...

No one is forcing you to read the messages by anyone from Atari, just
put atari.UUCP in your kill file and you won't have to take any more
abuse, at least from them. You'll still get abuse from the rest of us
unless you stop bitching and griping and start posting something
useful here.

By the way, most of the Atari folk here are on Usenet on their own
time, NOT as representatives of Atari (or have you failed to read the
disclaimer attached to their messages?) Personally I really appreciate
their presence here and wish assholes like you would quit giving them
reasons why they should discontinue that presence.

Your friendly resident Atari cheerleader,
entropy

2500. Re: rant and rave

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 03:53:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40715@cup.portal.com>
Source record: 233606

L.J... does your "kill file" include "potty mouth" comments from our revered "Atari representatives"...?

Funny how they can drag a discussion down into the muck with personal attacks and foul language.. ("piss in my coffee"... "you haven't the faintest idea what-in-the-fuck you're talking about") and still have the resident Atari cheerleaders jump to their defense...

Is this any way for representatives of a major computer company to talk to the public..? We're all in pretty serious trouble if we have to accept abuse like this just to have the "honor" of their presence here...

BobR

2501. Re: Standardized GEM look and feel

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 04:37:22 UTC
From: rosenkra@convex.com
Message-ID: <1991Mar31.043722.10904@convex.com>
Source record: 233607

when i wrote the "innocent" statement that there is no real GUI standard for GEM, i was thinking along the lines of Motif(et al)-like standards which are widely distributed and for the most part widely accepted and adopted. sure, all atari GEM application that use windows have the closer box in the same place, the sliders in the same place, etc. most of them even function the same. but there is more to a GUI standard than just how windows look on the screen.

a GUI standard has pros and cons. the major pros are:

o app "looks" and runs the same under many different platforms
(and yes, i understand that GEM applications only really run
on GEM systems: ST and PC)

o (hopefully) applications can be ported easily to other platforms

these are EXTREMEMLY important pros in the big picture. it makes using applications very easy since learning curve is climbed only once. it makes writing applications more difficult, but in the long run easier since the ports are easier.

the cons are:

o restricted from lots of "cute" programming which is non-portable

o speed may be sacrificed

o some things can't be done or are awkward on a specific applicaion
domain (e.g. DTP, music, etc)

to this end, i still don't think there is any real standard. and there is no well adopted documentation on such a standard i can point to. if there is, few programmers follow it because it restricts "cute" porgramming practices (which i have nothing against, BTW, and often, on the ST at least, the thing which makes a program successful). the desktop is as close to a standard as we have, IMHO. and it is not that bad, either, though it is difficult to use if you are a heavy duty programmer (>1000 lines per week). of course, on the ST you have the distinct advantage of reverting to a command shell with a single double click on your favorite shell.

and if there IS a widely available document dealing exclusively with programming practices for GEM, i would sure like to hear about it, whether it comes from atari or elsewhere. note that i have most every book ever published (in the US) on the ST, including all those which are out of print (abacus, sybex, etc etc). i also have the developers docs.

enuf said...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

2502. Re: Type faster than write? (was Re: ST Pad specs)

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 04:45:43 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Mar30.234656.24009@news.cs.indiana.edu>
Source record: 233608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Once you get use to TeX you can type math faster and neater than you can write it long hand. Also, although text editors are not good symbolic algebra systems, they can go substitutions so they are of some use.

2503. Re: Character sets?

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 05:05:09 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar31.000509.14071@mailer.cc.fsu.edu>
Source record: 233609

In article <4qukZ1w162w@fquest.fidonet.org>, mspacek@fquest.fidonet.org (Mark Spacek) writes:
>
> I've never messed much with character sets on the ST. Never had any
>installed but the system default. Never thought about it much. UNTIL, a
>guy showed me a little program the other day. It was called MACINTOS, I
>think. It was like 4270 bytes long, went in his auto folder, and changed
>the font to a Mac-type font. It changed the font on the GEM menus on the
>desktop and the font all through programs that were run. So..
> I got to thinking about installing an ANSI character set to make a
>VT-100 terminal work better with a PC ANSI BBS, etc. So, I'd kinda like
>to get some feedback about what character set editors are out there.

Neodesk 3.0 comes with a PD font editor, and a small auto program that can replace the system font at boot time. Alternately, you can use a different font just within Neodesk (but have the regular one when you run programs). Pretty nifty.
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

2504. Re: Mr. Pietrzak responds to: "Mr. Choi" responds to Atari (a flame)

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 07:15:40 UTC
From: carter@cat7.cs.wisc.edu
Message-ID: <1991Mar31.071540.8421@daffy.cs.wisc.edu>
Source record: 233610

What i would Like to know, is why can't everyone just leave others alone.

If someone has something to say, let them say it. Just because you feel something isn't of worth, then hit the N or Q or K key OK?

I hardly believe my eyes, sometimes. Those of you who critque others on simply writing messages, regardless of topic.

The technology you have access to you take for granted, thats a shame. Few people realize the things they do and the impact they have on rn.

--Please, let people speak, and leave them alone.

--Gregory

2505. My MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 07:21:48 UTC
From: carter@cat7.cs.wisc.edu
Message-ID: <1991Mar31.072148.8500@daffy.cs.wisc.edu>
Source record: 233611

I ripped open my MEGA STE and disected it...I will post the goodies I found in there as soon as I get back...I also wrote this neato program to switch to 16Mhz upon bootup...

I'll Post them sometime soon...

--Gregory

2506. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 09:54:14 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1991Mar31.095414.21978@actrix.gen.nz>
Source record: 233613

In article <2885@atari.UUCP> trh@atari.UUCP (T R Hall) writes:
> As far as data transfer, both the Notebook and Pad versions of the
> machines will include file-transfer software in the ROMS, transfering
> over parallel-ports to other ST's, and serial ports to non-ATARI
> machines (hopefuly with an existing protocol, so Atari won't have to
> write [shudder!!] MS-DOS software).

I thought the ST's parallel port is output only. Surely one would
transfer data from the notebook/pad into a regular ST as well.

Just my NZ$0.02 (~ US$0.01)

--
Alex Valdez

2507. Re: ST Pad specs

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 10:52:27 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b4p1pw@jonh.wimsey.bc.ca>
Source record: 233614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1991Mar28.165346.17417@uvm.edu>, Robert B. Pegram writes:
>
>Speaking of CeBIT, what news of TT Sys V R4? I heard it was supposed
>to be introduced there, I know Amiga Sys V R4 is there. I am just a
>little cynical about an Atari Unix introduction any time soon - come
>on guys, make me eat those words! 8-)

I understand there's some screen-shots of the TT running Atari
Unix up on GEnie. A friend of mine said it was shipping, and requires
8 meg and 100+ meg of hard drive (what, no floppy version? ;-}).
The TTx has not been announced yet. Please note, this information
is from Canada, and so may not accurately reflect conditions in the U.S.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

2508. Atari Cheerleaders

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 14:02:51 UTC
From: darling@cellar.UUCP
Message-ID: <gJFoZ3w163w@cellar.UUCP>
Source record: 233615

trh@atari.UUCP (T R Hall) writes (somewhat ironically):

> Could it be, Mr. Choi, that you haven't the faintest idea
>what-in-the-fuck you are talking about?

[self-important ranting deleted]

> You talk about note-books equipped with hard-drives, floppies, ISA
>bus'es etc. How many NOTEBOOK (NOT laptop/luggables) machines any ALL of
these,
>or even more than ONE of these.

TRH, do you really BELIEVE this? Why don't you wake up and smell what
you're shovelling?

I'm writing this on a Dell 320N (20MHz 386SX notebook computer) that
is also 8.5"x11", and guess what? It HAS an internal 1.44MB drive.
AND a 60 MB 19ms hard drive. AND 5MB RAM. AND an internal Fax/Modem.
AND a low-power VGA edge-lit LCD that diplays 16 shades of grey. AND
a VGA monitor port. It goes on.

> In case you haven't guessed, I am REALLY annoyed with Mr. Choi's
>whinings. He doesn't take the time to find out what the machine actually is,
>yet is prepared to tear apart it's design. He doesn't take time to even
>understand our market, yet is prepared to tear apart HIS SUPPOSITIONS of our
>marketing strategy.

This sputtering attack demonstrates perfectly why Atari has so much
trouble competing in this day and age. TRH has the gall to attack
someone who theorizes about the marketing strategy (apparently having
struck a nerve), but in doing so, he demonstrates utter ignorance of
the capabilities of similar machines.

The fact that people with this lack of awareness design computers
explains A LOT about Atari's problems.

> Otherwise, why not be a reasonable human being, and make
CONSTRUCTIVE
>criticism, based on (gasp!) actual knowledge?

Like I said. Ironic, isn't it?
> Or perhaps you aren't participating in the group because of
>interest in/support for Atari?

Ah, now we see it. Anyone who doesn't kiss Atari's ass when they
commit yet another marketing blunder is automatically a heathen, is
that it?

TRH, the REAL Atari enthusiasts are those of us who acknowledge the strengths of the machines they made before the company was infiltrated with incompetent hacks who are completely ignorant of what's going on in the industry, not the people who blindly accept and believe that the company can do no wrong, and then wonder why there's no support for their new toys.

I bought my Mega ST because, for my purposes, there was no better choice. I can't say that about the machine you describe.

T.A.Darlington

2509. Re: "Mr. Choi" responds to Atari

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 18:32:44 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Mar31.183244.29191@ccu.umanitoba.ca>
Source record: 233616

In article <gbx1FEm00WAw48BY40@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
[...]
>annoying. It is the same stupid argument made by bad actors to defend
>against bad reviews. If the critic could act, (s)he would be acting,
>(s)he would not be a critic. I do not need to have the necessary
>background in engineering or the capital to start a entrepreneurial
>venture to be able to use a machine, or to suggest improvements thereto.

Nice analogy; I've always thought art critics were a pretty useless
bunch. :-)

[...]
>bit more functional, and useful. How many people do you really believe
>are going to plop down 2 grand for this baby, and another $700-$2000 for
>another desk machine, with a lot of duplicated functionality. You seem
>to claim that one can not get a desk machine into a notebook, but the
>editors of various PC mags seem to disagree with you, putting out a
>large amount of articles about how notebooks now can be your only
>machine, are as powerful as desktops, etc.. If you wish to make personal

Well, I can't speak for others, but I haven't been the least tempted
to plop down 3 grand for a 386 "notebook" (heavy emphasis on the sneer
quotes) that weighs 3 pounds more than it should and requires lugging
around an extra 3 pounds of battery packs in order to extend the
pitifully short battery life. If doing without removable media is the
price for having a really light and useful machine, I'll be happy to
pay it. (You're not suggesting, are you, that we rely on the opinions
of the brain-dead editors of various PC mags as an indication of what
a good machine is? That's about as sensible as listening to art
critics.)

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

2510. Re: rant and rave

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 18:58:40 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Mar31.185840.1002@chinet.chi.il.us>
Source record: 233617

In reference to the current building flamefest: Are people perhaps missing the presence of 'other computer' fanatics? Left to our own, we flame our own?

If 2 people are snapping at each other in public, why don't we voice our support or hostility in private (that is, email)?
Steve (Atari booster, soft voiced)

2511. Re: Need a cooling fan for my 1040ST with ZRAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 20:27:42 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7869@jhunix.HCF.JHU.EDU>
Source record: 233618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>> J. Harris writes about how his ST with ZRAM stops running after a few
>> hours, then when left off for 2-3 hours, boots fine.
>
>I've been having the same problems with my ST. I figured it was heat,
>but I can't seem to find a fan for the thing. I remember a device
>called COM-COOL that sat on top of the Commodore 1541 disk drive, someone
>recommended that I get this as it fit nicely on a 1040. But, I CANT
>FIND ONE ANYWHERE! I need a fan that sits right over the power supply
>on the 1040 (where I could probably fry eggs if I wanted to), but the
>supply also has to have its own power pack, as I don't want to tax the
>power supply any more than I am already.

[stuff deleted...]

>Patrick B. Haggood
>Wayne STate University
>Detroit, MI
>Physics - Class of 1991 (-2?)

This was posted some time ago on comp.sys.atari.st.

--------------------------------------------------------------------------------

Installing a fan on my 1040ST was a sinch. First, I took the sucker apart.
(Warranty??? What warranty??? Oh yeah, do this 91 days after you buy the
machine.) There is a beautiful place to mount the fan between the power
supply and the disk drive right on top of the RF shielding. I just cut a
hole there about 2"x2" and mounted the fan with 4 screws. Since it was
a 12V DC fan, I just connected one wire to the +12V spot on the power supply
and the other to the negative spot. These are labeled on the power supply
so you should have no trouble finding them. Then I put the thing back
together. It fits perfectly. Just go to your local Radio Shack and buy
the fan. I think they have 2 models that will fit in this small space. I
can't remember the part number. It is about 3"x3"x1.5". It is really
quiet too if you put a small resistor inline or a potentiometer to slow the
fan down a bit. Even at full speed, however, the bugger is relatively
quiet compared to a pee cee fan. Bonne chance!

Chris Mauritz
cmm1@cunixa.cc.columbia.edu

--------------------------------------------------------------------------------

Hope this helps!
```

Dom Alvear
d_alvear@jhunix.hcf.jhu.edu
alvear@crabcake.cs.jhu.edu

2512. Energizer Bunny (was Re: Thoughts on DC Utilities)

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 20:41:05 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7870@jhunix.HCF.JHU.EDU>
Source record: 233619

In article <59677@aurs01.UUCP> whitcomb@aurw34.UUCP (Jonathan Whitcomb) writes:

[lots of stuff about DC Utilities deleted...]

>P.S. Last week the on the Delphi Atari weekly conference we decided
>a great hack would be to have the pink Energizer bunny come booming
>across the monitor from time to time with a digitized voice saying
>"...still going...". Sometimes across the bottom, sometimes across
>the top or up and down the sides. A DC program of the week, perhaps?
>
Have you seen NetBunny on the Macintosh? It's quite cute, but it only
runs on Mac's with 32-bit Color Quickdraw. You can set the Bunny
loose over LocalTalk and he will go across all the computers on the
net that have the NetBunny startup doc and 32-bit CoQD. Too bad the
ST doesn't have standard networking for all it's computers...

On an unrelated note, have you seen the silly DA siren? It makes a
little cop car drive across your screen with its siren on...
>
>**
>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT
>
Just thought I'd add my undervalued two-cents worth... ;-)

Dom Alvear
d_alvear@jhunix.hcf.jhu.edu
alvear@crabcake.cs.jhu.edu

2513. Jam Packer (latest version?!?)

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 22:59:57 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991Mar31.225957.10098@colorado.edu>
Source record: 233620

Does anyone know what the latest version of Jam Packer is and where to get it?
The latest I've seen is 3.0 pre-release version, but it doesn't seem to like
some of my .prgs

thanx,
todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

2514. Re: MEGA STE INFO(Hardware Part 2)

Newsgroup: comp.sys.atari.st
Date: 1991-03-31 23:59:16 UTC
From: bgr@uncle-bens.rice.edu
Message-ID: <1991Mar31.235916.5626@rice.edu>
Source record: 233621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Mar31.181651.9813@daffy.cs.wisc.edu>, carter@cat23.cs.wisc.edu (Gregory Carter) writes:
>
> I didn't think I had a 68881, but I do. WHY, and if it will ever be of
> any use, who knows. I think Atari could have saved themselves some money
> though by dumping the blitter and math coprocessor. It really is stupid
> on a 16MHz M68000.
>
I disagree. The software floating point routines even at 16 MHz could easily take 5 or 10 times as long as the 68881, and you will find that any computer that is halfway serious about graphics has a blitter or graphics engine that does BitBLT.

2515. Having trouble uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 00:02:12 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <7223@bgsuvax.UUCP>
Source record: 233622

I'm having trouble getting files to uncompress properly that have the
.Z extension. I'm talking about the sound files on terminator. I believe I
have the proper programs to uncompress them but I must be doing something
wrong. I have followed the directions in the documentation but still have had
no luck. Could someone please mail me any instructions on what I am doing
wrong(or better yet, how do I do it right!) Thanks in advance

****
* Denn die Todten reiten shnell *
* - B. Stoker -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
****

2516. Wanted Mac ROMs (128K) for GCR

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 00:23:20 UTC
From: DRUCKMAN@MSU.BITNET
Message-ID: <921DRUCKMAN@MSU>
Source record: 233623

Hello folks,

A friend of mine is looking for 128K Mac ROMs (for the spectre GCR). Anyone have some to sell or know of a mail order source. They used to be available through all the normal ST mailorder houses, but no longer are.

Thanks!!!

Leora Druckman
Graduate Student
Michigan State University

2517. PS3000: was; memory upgrade woes...

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 02:04:53 UTC
From: rcarter@isis.cs.du.edu
Message-ID: <1991Apr1.020453.3609@isis.cs.du.edu>
Source record: 233624

```
The PS3000 -was- released; an acquaintance o' mine has one...
It has a -color- monitor, disk drive built-in along w/ the mother board;
plug in keyboard...
One reason people didn't like it was because if the monitor or disk drive
went out, you had a dead system... Just like the Mac, but no one seems to
realize the problem of such a system...
The PS3000 -is- cute, though... Ron.

--
Ron Carter | rcarter@nyx.cs.du.edu rcarter GEnie 70707.3047 CIS
Director | Center for the Study of Creative Intelligence
Denver, CO | Knowledge is power. Knowledge to the people. Just say know.
```

2518. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 02:05:16 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7871@jhunix.HCF.JHU.EDU>
Source record: 233625

In article <8216@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>any body have number 2.i saw number 2 once it is nice and i am looking for
>a copy of it.i have number 1 it is nice.but 2 will blow you mind with the
>graphics and sound.wow!!!if you have it fess up dudes.if you want a copy of
>one let me know.i will mail it out if you send 2 or 3 buck for a disk and
>mailer.
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil

Better yet, how about you send union demo 1 to atari.archive in an
.MSA file and the person who has union demo 2 can do the same? I have
a burning desire to see some new demos. Also, I've asked before, but
has anybody seen the LOSTBOYS MINDBOMB demo? I got a little taste of
it from the RED SECTOR demo, but I want more!!!!

Dom Alvear
d_alvear@jhunix.hcf.jhu.edu
alvear@crabcake.cs.jhu.edu <-- preferred

2519. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 02:24:18 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.670472658@mrcnext>
Source record: 233626

uuvvuu@mixcom.COM (Craig L. Stodolenak) writes:
>package do you use and why?

>My observations so far:
> UniTerm A really spiffy interface with some functions just where
> I want them, others a mile away, or lacking altogether.
> The emulations are immaculate from what I can tell,
> but lack of Zmodem, or even batch Ymodem is a big
> no-no for me.
---
you can assign a function key to call an external zmodem. somebody
posted a macro file to do just that, and if you want I can mail you a copy.
You can also reassign keys to your heart's content. My 520 is a bit crowded
for uniterm--with what else I have (control panel and file selector) I don't
have room to have a history buffer, or run another program, but your
1040 should be plenty big enough.

> Interlink Lots 'o features with a so-so interface. At least
> ST TalkPro v2.0 is supposedly still unfinished, but again
---
don't know anything about those.

> Vanterm I was told to look into this product. I have yet to
> see it or to hear any more than, "get it". Should I?
> Why?
---
unless there's a newer and better version, this doesn't do any
fancy terminal emulation.
STTerm is available at atari.archive. No GEM goodies, very
"procomm"y feel, but will do vt-100.

>Since telecommunicating is the #1 thing I do with my computer, the
>associated software is of prime importance to me.

me too--amazing that I do all this character based stuff on my ST

--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

2520. demos

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 04:30:49 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <11474@jarthur.Claremont.EDU>
Source record: 233627

Does anyone know anything about "the run" and "robocop" demos. I think ST Action (maybe ST Format) said they were both incredible. I haven't seen them on atari.archive, and was wondering if anyone could put them there?

--Cliff

--
cliff@jarthur.claremont.edu | "Ted Striker? Never heard of him. Wait!
cliff@jarthur.uucp | That's not exactly true. We were like
...uunet!jarthur!cliff | brothers."
cstein@hmcvax.bitnet | --Buck Murdoch

2521. Re: memory problems

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 05:29:38 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1991Apr1.052938.20123@bronze.ucs.indiana.edu>
Source record: 233628

In article <1991Mar30.204831.12866@ims.alaska.edu> fnjlh1@acad3.alaska.edu writes:
>
>
> While chasing some problem that caused intermittent lockup w/ black screen,
>after trying heat and cool spray, and getting random bomb numbers, I finally
>removed the ZRAM, removed the MMU, treated the little pins w/ Cramolin (neat
>stuff), and reinserted. I tried to be carefull and worked on a static mat, tried
>to account for the little interrupt insulation that the ZRAM uses on one pin,
>but still ended up with .5M instead of the normal unenhanced 1M. I found this
>very discouraging.
> Is there a specific pin that addresses each bank of memory, and where,
>as exactly as possible might it be on the mmu? Or should I bark up another
>tree entirely? I also fiddled with the video shifter in the ZRAM removal if thart
>could be implicated.
> Thanks for any help. Stuck on my wife's 1M st... J Harris

Here are the trouble shooting instructions from my ZRAM board:

MACHINE BOOTS FINE WITH NO EXTRA MEMORY: Visually check every RAM
chip pin to make sure no pins are bent or out of the socket. This
is very common. Other possibility is pingrid board is not making
contact. Reseat pingrid board. If problem still persists make
sure epoxy is still on the two pins of the pingrid board. If off,
follow directions below.

PULLING THE BOARDS OUT. AIRGAPS LEFT: If you pull out the pingrid
board and try to boot up the ST, you will not be able to do so
because of the two epoxied pins leaving air-gaps in the contacts.
Inorder to fix this, pull out the MMU chip and take a pointed
razor blade and pull the socket contact out towards the MMU.

EPOXY FALLEN OFF: Follow above directions to pull out the MMU chip.
Inspect the chip to make sure that all the MMU pins are straight and
do not short on the bottom. Straighten with fingernails if needed.
Now get some electrical or masking tape and cut a very thin piece
and put it on the MMU socket contacts pin #8 and #18 where the
epoxied sides of the pingrid board go in.

According to the MMU pinout diagram the two epoxied pins, #8 and #18
are RAS0 and RAS1, respectively.

I had the same problem with my machine only recognizing .5 MB of
memory. My problem was that the epoxy had come off pin #8. If
the instructions above do not help, try calling the company. They
were very friendly, and helpful to me. ZRAM is made by:

Zubair Interfaces, Inc.
5243B Paramount Blvd.
Lakewood, CA 90712
(213) 408-6715
--
---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

2522. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 06:05:47 UTC
From: erc@radon.berkeley.edu
Message-ID: <41525@ucbvax.BERKELEY.EDU>
Source record: 233629
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see the end of this posting and the article entitled "ABOUT THE VIDEO GAMES RATINGS REPORT" in the newsgroup rec.games.video.

ATARI GAME RATINGS REPORT

ATARI LYNX

New	Distribution	Votes	Rank	Title
..	00111220	50	7.1	Blue Lightning
0.	01113100	62	6.4	California Games
..	00001321	52	8.0	Chip's Challenge
.	00212110.	45	5.8	Electrocop
0.	0003120.	43	6.3	Gates Of Zendocon
0.	0123200.	44	5.6	Gauntlet III
..	1133	37	9.0	Klax
..	1..1.7..	8	7.1	Ms. Pac-Man
..	013.02..	11	5.6	Paperboy
..	.1..1411	7	7.7	Rampage
..	..100421	19	7.9	Roadblasters
..	0.1211.0	11	6.5	Robosquash
..	...244..	5	7.2	Rygar
..	64	5	9.4	Shanghai
..	.0013210	35	7.3	Slime World
..	..003121	22	7.9	Xenophobe
..	1153	10	9.0	Zarlor Mercenary

ATARI ST

New	Distribution	Votes	Rank	Title
..	....*	1	10.0	A Day At The Races
.	3.....3.3	3	6.7	Airball
..	22.5....	4	4.8	Arctic Fox
..	....3.33..	3	6.7	Arkanoid
..	....*.....	1	5.0	Artura
..	5.....5.	2	6.0	Baal
..	....5..5..	2	6.5	Barbarian
..	.....*..	1	8.0	Bard's Tale I
..	.....*....	2	6.0	Batman
..	.....*...	1	7.0	Battlemaster
..	.....*..	1	8.0	Block-Out
..	.....*.	1	9.0	Blockbuster
..	.....5...5	2	8.0	Blood Money
..	.....*..	1	8.0	Bloodwych
..	.....*....	1	6.0	Blue Angels
*	.....	1	1.0	Breakers

```
......*... 1 7.0 Bubble Bobble
........*. 1 9.0 Cadaver
.......*.. 1 8.0 Chambers Of Shaolin
.......135 6 9.3 Chaos Strikes Back
.....*.... 1 6.0 Chrono Quest 2
*......... 1 1.0 Cyberball
.....*.... 1 6.0 Demon's Winter
......*... 1 7.0 Dogs Of War
.......135 14 9.4 Dungeon Master
.*........ 1 2.0 E-Swat
.....82... 5 6.2 Empire Strikes Back, The
.........* 1 10.0 F-19 Stealth Fighter
.....1142. 7 7.9 Falcon
......*... 1 7.0 Fighter Bomber
.....*.... 1 6.0 Fire Brigade
......5.5. 6 8.0 Flight Simulator
.......*.. 1 8.0 Full Metal Planet
.......*.. 1 8.0 Future Wars
....*..... 1 5.0 Geisha
.........* 1 10.0 Gold Of The Aztecs
.....*.... 1 6.0 Golden Axe
..2..422.. 5 6.0 Goldrunner
......3.33 3 8.7 Gunship
......*... 1 7.0 Heroes Of The Lance
.......*.. 1 8.0 Imperium
.....*.... 1 6.0 Jinxter
...1..215. 8 7.8 Joust
...*...... 1 4.0 Jungle Book, The
.....55... 2 6.5 Leisure Suit Larry I
.....5.5.. 2 7.0 Leisure Suit Larry II
.......*.. 1 8.0 Lombard Rally
........*. 1 9.0 Lotus Esprit Challenge
.....5.5.. 2 7.0 Mean 18
......*... 1 7.0 Mean Streets
........*. 1 9.0 Microleague Baseball
......3..6 3 9.0 Midimaze
.....63... 3 6.3 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
...*...... 1 4.0 Oliver And Compagnie
..22.2.2.. 4 5.2 Pawn, The
........*. 1 9.0 Phantasie III
......*... 1 7.0 Pipemania
.......521 7 8.6 Populous
.......*.. 1 8.0 Powermonger
.......*.. 1 8.0 Prince Of Persia
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
.....244.. 5 7.2 R-Type
```

```
....424... 5 6.0 Return Of The Jedi, The
........*. 1 9.0 Rick Dangerous 2
.....*.... 1 6.0 Rings Of Zilfin
.11..131.. 6 5.5 Roadwar 2000
......*... 1 7.0 Rocket Ranger
....2242.. 5 6.6 Rogue
...5..5... 2 5.5 Rolling Thunder
..5.5..... 2 4.0 Shadow Of The Beast
.....2242. 5 7.6 Shanghai
.....2222. 4 7.5 Silent Service
......2.52 4 8.8 Simcity
..*....... 1 3.0 Sorcerer Lord
.....63... 3 6.3 Space Harrier II
.......*.. 3 8.0 Space Quest III
.......*.. 2 8.0 Speedball II
.....55... 2 6.5 Star Wars
...1.5111. 8 6.5 Starglider
.......*.. 1 8.0 Starglider II
....*..... 1 5.0 Strider II
...2.222.. 4 6.2 Sundog
....*..... 1 5.0 Super Cars, The
.......*.. 1 8.0 Supremacy
.......*.. 1 8.0 T.V. Sports Football
.........* 1 10.0 Team Yankee
.*........ 1 2.0 Terrorpods
...*...... 1 4.0 Tetris
......*... 1 7.0 Third Courier, The
.....414.. 7 7.0 Time Bandit
.......*.. 1 8.0 Toyota Celica G.T.
.........* 1 10.0 Ultima IV
.....*.... 1 6.0 Ultimate Ride, The
.....55... 2 6.5 Wargame Construction Set
.......63. 3 8.3 Wayne Gretzky Hockey
...3...3.3 3 7.3 Xenon
.......55. 2 8.5 Xenon 2
.5..11.1.. 6 4.2 Xevious
```

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting

2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the
percentage of votes for each ranking. The following character codes can
appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT"
in the newsgroup rec.games.video for more details, including information
on how to vote.

Questions, comments, problems, and errors should be directed to the list
maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc

2523. VIDEO GAME RATINGS BALLOT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 06:09:49 UTC
From: erc@radon.berkeley.edu
Message-ID: <41532@ucbvax.BERKELEY.EDU>
Source record: 233630
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

To use this ballot, just hit "R". Once in your editor, insert your game rating between the word "vote" and the system code and game title. Your rating must be an integer between 1 and 10. There must be at least one blank on either side of your rating. Make sure the word vote appears at the start of each rating.

If you do not want to rate a particular game, just DELETE THAT LINE FROM THE BALLOT. When you are finished, SAVE THE FILE, and exit the editor. The votes will be sent to the game rating tabulator.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

If you want to vote for additional games, just add them at the end, in a format similar to the existing entries. Be sure to include the system code right before the title. This code is one of the below:

AL = Atari Lynx AM = Commodore Amiga
GB = Nintendo Game Boy GS = Apple II GS
MA = Apple Macintosh NE = Nintendo NES and Famicom
PC = IBM PC, PS/2, and compatibles SG = Sega Genesis and MegaDrive
SF = Nintendo Super Famicom ST = Atari ST
TG = NEC TurboGrafx-16, TurboExpress,
and PC Engine

Thanks for participating in the rec.games.video ratings poll. (This text was adapted from Chuck Musciano's rec.arts.movies ballots and John Leo's rec.games.video ballots.)

PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.

v--- place your rating right here!
vote Al Blue Lightning
vote Al California Games
vote Al Chip's Challenge
vote Al Electrocop
vote Al Gates Of Zendocon
vote Al Gauntlet III
vote Al Klax
vote Al Ms. Pac-Man

```
vote Al Paperboy
vote Al Rampage
vote Al Roadblasters
vote Al Robosquash
vote Al Rygar
vote Al Shanghai
vote Al Slime World
vote Al Xenophobe
vote Al Zarlor Mercenary
vote St A Day At The Races
vote St Airball
vote St Arctic Fox
vote St Arkanoid
vote St Artura
vote St Baal
vote St Barbarian
vote St Bard's Tale I
vote St Batman
vote St Battlemaster
vote St Block-Out
vote St Blockbuster
vote St Blood Money
vote St Bloodwych
vote St Blue Angels
vote St Breakers
vote St Bubble Bobble
vote St Cadaver
vote St Chambers Of Shaolin
vote St Chaos Strikes Back
vote St Chrono Quest 2
vote St Cyberball
vote St Demon's Winter
vote St Dogs Of War
vote St Dungeon Master
vote St E-Swat
vote St Empire Strikes Back, The
vote St F-19 Stealth Fighter
vote St Falcon
vote St Fighter Bomber
vote St Fire Brigade
vote St Flight Simulator
vote St Full Metal Planet
vote St Future Wars
vote St Geisha
vote St Gold Of The Aztecs
vote St Golden Axe
vote St Goldrunner
vote St Gunship
vote St Heroes Of The Lance
vote St Imperium
```

vote St Jinxter
vote St Joust
vote St Jungle Book, The
vote St Leisure Suit Larry I
vote St Leisure Suit Larry II
vote St Lombard Rally
vote St Lotus Esprit Challenge
vote St Mean 18
vote St Mean Streets
vote St Microleague Baseball
vote St Midimaze
vote St Mission Impossible II
vote St Moebius
vote St Nine Princes In Amber
vote St Obliterator
vote St Oliver And Compagnie
vote St Pawn, The
vote St Phantasie III
vote St Pipemania
vote St Populous
vote St Powermonger
vote St Prince Of Persia
vote St Pro Tennis Tour
vote St Questron II
vote St R-Type
vote St Return Of The Jedi, The
vote St Rick Dangerous 2
vote St Rings Of Zilfin
vote St Roadwar 2000
vote St Rocket Ranger
vote St Rogue
vote St Rolling Thunder
vote St Shadow Of The Beast
vote St Shanghai
vote St Silent Service
vote St Simcity
vote St Sorcerer Lord
vote St Space Harrier II
vote St Space Quest III
vote St Speedball II
vote St Star Wars
vote St Starglider
vote St Starglider II
vote St Strider II
vote St Sundog
vote St Super Cars, The
vote St Supremacy
vote St T.V. Sports Football
vote St Team Yankee
vote St Terrorpods

```
vote St Tetris
vote St Third Courier, The
vote St Time Bandit
vote St Toyota Celica G.T.
vote St Ultima IV
vote St Ultimate Ride, The
vote St Wargame Construction Set
vote St Wayne Gretzky Hockey
vote St Xenon
vote St Xenon 2
vote St Xevious
--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc
```

2524. Turbo C's Wierd Behavior

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 06:51:27 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Apr1.065127.11604@daffy.cs.wisc.edu>
Source record: 233631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Cold anybody explain why Turbo C 2.0 takes a long constant like this:

ffff8e20 and turns it into -> 8e20 then takes
00ff8e20 -> ffff8e20???

I had this occur when I was working on my app program..MOST ANNOYING.

It seems to only generate the correct address when you insert the two 00's
????

--Gregory

2525. Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 07:31:56 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12229@uhccux.uhcc.Hawaii.Edu>
Source record: 233632

[someone speculates about evolution of Atari TT models with Motorola 68040 cpu]

I guess it would be safe to assume that Atari is considering the '040 cpu for their next generation along the TT product line. But the microprocessor spectrum has shifted from the dominance of the 80x86 and 68000 families from Intel and Motorola. One alternative is mentioned by the author of the following article. And although he seems to disdain the specifications of the chip, I think it might be of significance and worthy of serious consideration.

------------------------[start of article]-----------------------------------

>From: neideck@kaputt.enet.dec.com (Burkhard Neidecker-Lutz)
Subject: PgC 7600 (was Re: Second-generation RISC)
Organization: CEC Karlsruhe

I'm typing what I've read in a local computer magazine here in Germany.
The magazine isn't exactly known for overwhelming accuracy, so beware.

Summary: I'm underwhelmed.

Done by small British company called PgC, Ltd. (Yawn). Funded by Clive Sinclair (Oha !). RISC machine with a couple of onboard systems to make cheap machine implementation possible. The components:

- Timer (connects to IFU)

- Serial control unit (SCU) connects to IFU and external world

- Instruction Fetch Unit (IFU) connects to ECU and external world

- Execution Control Unit (ECU) connects to a ROM and QCache

- CPU 6ns self clocking design coupled with 160 Byte of 3ns RAM

- Memory Controller (MCU) connects to CPU, QCache and external world.

The ROM can be used to store emulation code for CISC instructions (I assume this is similar to what Clipper has). Price abotu 600 Deutsche Mark (400 $)

External RAM interface:

Separate Data and Address, 160 MByte/sec. bandwidth. Qcache is 32 instructions deep. Integrated support for dual-ported SRAMS in MCU, claim that this enables multiprocessor systems. At last a (buggy) table showing planned routes into the future:

Name When Price Technology MIPS
PgC7600 1/91 400 $ Bipolar 200
PgC7610 2/92 40 $ CMOS 80

PgC7620 1/93 100 $ Bipolar 250
PgC7700 2/93 400 $ CMOS 1000
PgC7710 4/93 200 $ Bipolar 2000

If you ask me: Too little, too late, no serious performance, no software.
Forget it.

Burkhard Neidecker-Lutz, CEC Karlsruhe

------------------------------[end of article]--------------------------------

If the PgC series has the capability of adaptable microcode and CISC emulation, then it would merit consideration by Atari as an alternative to the Motorola 68000 line. At the very least, it would offer Atari a little leverage against Motorola's monopoly of the '030 and '040 market. At best, Atari would have a computer that could run 80x86/68000/6502 etc. binary code, by loading the proper microcode.

Although the German author perceives the PgC chips as unviable, there are other firms that are ready to market similar chips (NexGen, San Jose, CA) that have CISC emulation and multiprocessing capabilities. The pricing and performance seem to be exceptional to me and are some of the qualities associated with Clive Sinclair (and perhaps Atari), so that a Timex 200000K could soon be in our hands?

The British press probably has reported on the PgC chips more extensively and I wonder if anyone there could make corrections, additions and their perspect-ive on the preceding information?

Thanks,
Jack

2526. Notebook vs Laptop

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 07:32:25 UTC
From: macdonaldk@watt.ccs.tuns.ca
Message-ID: <1991Apr1.033225.1@watt.ccs.tuns.ca>
Source record: 233633

I think Mr. Choy's concern about Atari's notebook is due to a confusion between what constitutes a notebook computer. From his remarks, it appears he wants the features of a laptop computer (e.g., Compaq or Toshiba) squeezed to "notebook" dimensions (NEC ultralight?)

Considering the limitations inherent in running a computer on only a couple of watts, I think Atari did what was only possible.

Kevin Macdonald
Technical University of Nova Scotia
Halifax, Nova Scotia

2527. Re: memory upgrade woes on a Mega 1

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 08:42:09 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr01.084209.1802@ecst.csuchico.edu>
Source record: 233634

neil@cs.hw.ac.uk (Neil Forsyth) writes:

- I also read here once of a unreleased product that somehow escaped
- called a PS3000. I believe it was a SM124 like monitor with a built
- in floppy drive. I guess, when combined with the old driveless 520ST,
- it looked about as Mac like as an ST could get. It would look pretty
- swell on top of a Mega now.

The PS3000 was released. I've seen a couple of them. They're pretty
neat. It's a color monitor (good JVC model) with a single-sided
drive built-in on the lower right hand corner.

- Not only that but the first STE that ST World (UK) reviewed was
- badged as a 4160STE though I never saw that for sale. Nor a 2080STE
- for that matter.

I saw the 4160STE at San Jose WOA. As I understand it, Bob Brodie
wanted it named that way so he could distinguish it from the other
1040STe's when he travelled. What's weird, if you look on the side
of the boxes that Atari ships the STe's to their dealers, you will see
that there's designations for 520STe, 1040STe, 2080STe, and 4160STe.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2528. SALE: NEC LC-890 LASER PRINTER!

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 09:45:08 UTC
From: karl@csd4.csd.uwm.edu
Message-ID: <10665@uwm.edu>
Source record: 233635
Cross-posted to: comp.sys.amiga.hardware,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.hardware,comp.sys.ibm.ps2.hardware,comp.sys.mac.hardware,comp.sys.mac.misc

For SALE: The Ultimate Desktop Publishing
Postscript Laser Printer!

NEC LC-890 LASER PRINTER

8 Pages per minute
Fixed head diode laser array
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HP, Diablo 630 emulation

PORTS

Parallel
serial RS-232, RS-422
AppleTalk

Duel bin paper feeder 250 pagine life
2 extra PC Drums

Price: $1500.00 or offer

If interested, call Karl at (414) 372-8186
or email.

2529. Expansion cases - Compatibility with hardware?

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 12:08:37 UTC
From: SAMcinty@exua.exeter.ac.uk
Message-ID: <1243@exua.exeter.ac.uk>
Source record: 233636

There are a number of companies here in the UK as well as on the continent which offer some sort of a hardware expansion box for the 520 and 1040...basically just a large empty box that you can put your motherboard and most other things inside of...space for several hard drives, floppies, etc..

My question is: With the high number of graphics cards and add on processors available for the Mega, would it be possible to invest in one of these tower cases, then get the add on card and have it work, even though the machine is still a 520 or 1040?

Anyone know?

Ta,
Scott
.

2530. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 12:44:26 UTC
From: adamd@rhi.hi.is
Message-ID: <2996@krafla.rhi.hi.is>
Source record: 233637

In <2885@atari.UUCP> trh@atari.UUCP (T R Hall) writes:

> The graphics shifter/video drive circuitry uses almost as much
> power as the rest of the system put together.

What about an external video shifter option, included in the monitor interface?
Roll on the age of the pocket workstation. From Atari, maybe?

-Adam David-

2531. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 14:00:08 UTC
From: elmar@lut.ac.uk
Message-ID: <1991Apr01.140008.18134@lut.ac.uk>
Source record: 233319

Keywords: Motorola 68040

In article <12229@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu writes:
>[someone speculates about evolution of Atari TT models with Motorola 68040 cpu]
>
>I guess it would be safe to assume that Atari is considering the '040 cpu for
>their next generation along the TT product line. But the microprocessor spec-
>trum has shifted from the dominance of the 80x86 and 68000 families from Intel

[stuff deleted]
>
>------------------------[start of article]----------------------------------
>
>>From: neideck@kaputt.enet.dec.com (Burkhard Neidecker-Lutz)
>Subject: PgC 7600 (was Re: Second-generation RISC)
>Organization: CEC Karlsruhe
>
>I'm typing what I've read in a local computer magazine here in Germany.
>The magazine isn't exactly known for overwhelming accuracy, so beware.
>
>Summary: I'm underwhelmed.
>
>Done by small British company called PgC, Ltd. (Yawn). Funded by Clive
>Sinclair (Oha !). RISC machine with a couple of onboard systems to make cheap
>machine implementation possible. The components:
>
[stuff deleted]
>
>Name When Price Technology MIPS
>PgC7600 1/91 400 $ Bipolar 200
>PgC7610 2/92 40 $ CMOS 80
>PgC7620 1/93 100 $ Bipolar 250
>PgC7700 2/93 400 $ CMOS 1000
>PgC7710 4/93 200 $ Bipolar 2000
>
>If you ask me: Too little, too late, no serious performance, no software.
>Forget it.
>
> Burkhard Neidecker-Lutz, CEC Karlsruhe
>
>-----------------------------[end of article]---------------------------------
>
>If the PgC series has the capability of adaptable microcode and CISC emulation,
>then it would merit consideration by Atari as an alternative to the Motorola
>68000 line. At the very least, it would offer Atari a little leverage against

[stuff deleted]

>The British press probably has reported on the PgC chips more extensively and
>I wonder if anyone there could make corrections, additions and their perspect-
>ive on the preceding information?
>
>Thanks,
>Jack

See Byte latest (March 1991) issue. Dick Pountain wrote a very informative
article on this chip (PgC).

Cheers.

Rahin

_ _ _ __ _ __
'))) /) ')) /
/ / / /--/ /--' __. /_ o ____
/ ' (_/ (_ / _(_/|_/ /_<_/ / <_

M.A.Rahin@uk.ac.lut -> from within UK
M.A.Rahin@lut.ac.uk -> from outside UK

2532. Re: Your article(s) (Was: Re: union demo 2)

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 14:00:33 UTC
From: adamd@rhi.hi.is
Message-ID: <2997@krafla.rhi.hi.is>
Source record: 233638

In <1991Mar28.214245.3088@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

[about chuckie's style]
>BUT: Would you kindly learn to write your messages in a non-machine way,
>they are not so very easy to read in their present format.
>Or, are you using something that disables <SHIFT>-key and does not allow
>more than one space at a time?

>I don't know really whether you are looking for version 2.i or 2...
>You want a copy of it.i... What is that?
>What exactly means that something is nice.but?
>What the hell is sound.wow!!!if? Sound file that follows .iff pictures?

> No hard feelings...
> Jartsu

Aw, c'mon! This place would be a lot less colourful without his original style.
Maybe someone ought to put together a macro package for those who find him
difficult to understand. Has no-one heard about freedom of expression?

-Adam David-

2533. NET Appreciation !!

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 14:21:22 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr1.142122.14952@lonex.radc.af.mil>
Source record: 233639

I have been a silent observer of the recent flame war which has degenerated to the point of name-calling (immature at best) and profanity (a nice word for the method of displaying one's inability to express themselves) directed against various members of the net. Would you allow me to post a few objective observations? (well here they go anyway)

1) I understand that some users get their net feeds at their OWN EXPENSE! This means they, unlike the rest of us who read this drivel on our companies machines, actually have to pay to download repetitive articles from the waring parties. Many of these include vervatim quotes of the previous zillion posts on the same subject. Lesson: If you must flame, do it succinctly, including only those lines of the previous post which are directly applicable to your message!
2) Seldom do flame war combatants respond to other flames from other observers without simply expanding the arena of conflict (that is why it is called a flame war, just like a fire, it ignites those around it). I think a Personal Appeal, using E-Mail (and thus sparing those who pay to read), is more effective in communicating your point.

3) Lastly, this is a great newsgroup, much more active than almost any other Comp.Sys newsgroup you can find on the net. As an example, I logged on this morning (Monday) after having read all the newsgroups I usually look in on last Friday afternoon. In the intervening Holiday Weekend, I saw the following newsgroup status:
comp.sys.atari.st 27 unread articles:
comp.sys.amiga 6 unread articles:
comp.sys.mac 2 unread articles:

MY POINT IS: This is a great, active newsgroup! Let those who flame have their little battles, and E-Mail your appeals for calm to them personally!

P.S. I am sorry for the length of this post (for those who pay to read) but I hope this will save unneccessary postings in the future.

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

2534. Telecomm, for a clone.

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 16:09:41 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1991Apr1.160941.19335@rodan.acs.syr.edu>
Source record: 233640

Hello. I'm looking for a comm package for the windows platform. I want it to be as good as flash is, if not better. Does anyone have any good ideas? Having the capture buffer a mouse click away, I think, is great.
Matthew

--
But I still like my ST... HP-48SX CIS 70521,373
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are"! mjducey@rodan.acs.syr.edu

2535. Re: Wanted Mac ROMs (128K) for GCR

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 17:18:07 UTC
From: ftower@ncar.ucar.EDU
Message-ID: <10858@ncar.ucar.edu>
Source record: 233641

I have a set I bought from the apple dealer 18 months ago.
How does 80$ sound?

Home 303-499-1709 work 303-497-1344

Francis G Tower
Software QA
NCAR/CGD/ICS

<< Middle-aged Mutant Ninja Modelers >>
"Don't be misled by truth. Science is fact!"

2536. Re: Copying protected disks

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 17:55:56 UTC
From: eudyeudy@bluemoon.uucp
Message-ID: <XZkqZ1w163w@bluemoon.uucp>
Source record: 233642

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

> I have some software from belly-up folks, on protected disks. I'd like to
> make backups. I'm not trying to rip off somebody's copyright.
>
> Are there any programs that copy protected disks?
>
> Thanks in advance.
>
> --
> vsnyder@jato.Jpl.Nasa.Gov
> ames!elroy!jato!vsnyder
> vsnyder@jato.uucp

Ther are several on the market that will copy disks.....

1)Pro Copy this is a standard copier that works pretty well
2)A Copy the best one I think it works well
3) Fast Copy anoter good one
I've seen f copy public domain but A copy anb Pro Copy
will run you about 10-25 bucks each

Scott D. Eudy
Chairman Explorer Officers Association Central Ohio Division
Vice President Explorer Post 891
eudyeudy@bluemoon.uucp

==========
I own an Atari ST and you don't	Give me a million dollars
	and I'll be rich
"This space for rent"	Give me two million and I'll
contact eudyeudy@bluemoon.uucp	retire form Big Bear!

2537. Re: Can't connect a 1040st to a TV Set :-(

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 18:02:07 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4539.27f72f4f@miavx1.acs.muohio.edu>
Source record: 233643

In article <40250015@hpindda.cup.hp.com>, goo@hpindda.cup.hp.com (Michael Goo) writes:
>>in comp.sys.atari.st/rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins)
>>writes:
>>In article <XD26y2w163w@bluemoon.uucp>, dddean@bluemoon.uucp (David D. Dean) writes:
>>> It turns out that they (The Atari Company) did not include an RF modulator
>>> for their 1040st line. DARN!!! That really ticks!
>>
>>On a related note, is it possible to add a RF modulator to an older ST?
>>I've noticed that there is space on the motherboard for it, but nothing is
>>there.
> The Atari monitor connector has a line for composite video. This is essentially
> regular NTSC signal without being modulated to a TV frequency. You can buy or
> build a cable that will go from the monitor port to a composite connector

So if I splice into the composite line of the monitor, I should be able to
get composite output? It sounds a little too easy. Why would anyone buy
that Video Key thing then?

Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
|||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
/ || \ The Price!! Subdirectory? R.COLLINS1 on GEnie

2538. Video Titler program for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 18:07:47 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4540.27f730a4@miavx1.acs.muohio.edu>
Source record: 233644

Well, I'm in an educational media class right now at school, and I need to know if there is any sort of video title program for the ST out.

Thanks.....

Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
|||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
/ || \ The Price!! Subdirectory? R.COLLINS1 on GEnie

2539. ST Log Magazine

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 18:42:36 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Apr1.184236.20054@lsuc.on.ca>
Source record: 233645

A while back someone posted a list of videogame magazines in one
of the newsgroups (either 'rec.games.video' or this one -- I can't
remember which). In it they mentioned "Video Games & Computer Entertainment"
and "Computer Gaming World," and the message noted that one of these
magazines was apparently published by the people who put out "ST Log."
I was wondering if anybody knew which of the gaming magazines was
the one that was put out by the "ST Log" publisher. Does anybody know
for sure?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

2540. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 19:03:19 UTC
From: trh@atari.UUCP
Message-ID: <2887@atari.UUCP>
Source record: 233646

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>.... Um, if *all* the address lines are
>present, does this mean the CPU is now allowed to address its full 16MB
>address space? Or does the GLUE still bus-error on writes outside the 4MB
>limit?

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Actually, the way the Glue chip "Bus Errors" is that it has a
(minimal) timer that watches /AS. If /AS is longer than 1uS (1000nS) than
it generates a /BERR. So, the CPU CAN address the full 16MB space; the
circuitry in the GLUE was to make sure there is a BERR in any un-occupied
space. Your circuitry can generate a DTACK to any space (that the glue doesn't
respond to), and if it keeps /AS under 1uS, then everything is fine.
[I probably shouldn't say this part, but what the heck...]
For those who really want to kludge, you could even respond to
accesses that are in spaces the Glue decodes, but doesn't respond to, such as
WRITES to ROM spaces. Of course, you can't READ what you wrote (because of ROM
responses to read), but the writing part of the kludge would work.

TRH

2541. Re: Problem using HP II P laserprinter with 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 19:46:18 UTC
From: davea@col.hp.com
Message-ID: <16830011@col.hp.com>
Source record: 233647

logajan@ns.network.com (John Logajan) / 9:02 pm Mar 27, 1991 /
> I have discovered that if the Atari ST parallel (printer) port
> STROBE line (normally high) is pulled toward ground (low) by a
> heavy load (such as a powered-off HP DeskJet Plus), the ST STROBE
> line will thereafter stay low until the load is removed (by
> powering up the DJ+)
> 6.) Install a PNP transistor in the STROBE line.
> -----> Ground
> !
> / C
> B !/
> from Atari STROBE >----!
> !\
> \ E
> !
> ----------> to Printer STROBE

Would just a diode work - connected in the STROBE line with cathode towards the Atari? It would be simpler to wire in. It would prevent the printer from pulling the atari low on this line. It would require the Atari to sink more current in the low state (than the transistor), but not any more than with the direct connection.

dave allen

2542. Sozobon C, Floating point

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 20:42:44 UTC
From: ad0834@leah.albany.edu
Message-ID: <1991Apr1.204244.25037@sarah.albany.edu>
Source record: 233648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello -

Does anyone out there have any experience with the Sozobon C compiler? I'm trying to write a program which uses a good deal of floating point math to produce fractals and I just can't get it to work. The program seems to compile fine, but when I try to run it I keep getting a "Stack Overflow" error. I have ported the program to other systems (UNIX, MS-DOS) and it runs fine, but the atari just won't do it.

Help!

- Andy Dickinson

--
Internet : ad0834@leah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 161 Lark St., Albany NY 12210 - 1427 Ph : (518) 426 - 7907
* * * SUNY Albany Coalition to End the Gulf War : [Info : (518) 426 - 7907]
* * Capital Dist. Draft and Milatary Counselors : [Info : (518) 434 - 4037]

2543. Re: Jam Packer (latest version?!?)

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 21:09:01 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.670498034.larserio@kvart.ifi.uio.no>
Source record: 233649

I have a much better packer - The Pompey Pirates packer...
It packed a file from 200K to 24 K (takes 3 hours to pack, but only 1/2 sec
to unpack and start :-) Should i post it to comp.binaries.... ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2544. Test -- please skip.

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 21:52:04 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991Apr01.215204.5907@ecst.csuchico.edu>
Source record: 233650

Okay, so you're THAT curious?! This is just a test.

2545. Couldn't Atari take over the education market?

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 23:44:54 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4552.27f77fa6@miavx1.acs.muohio.edu>
Source record: 233651

Since it seems that Apple is ready to drop the // line and push Mac onto the schools to replace them, I think now is the time for Atari to pounce on the education market.

The only requirement would be to construct a Apple //e emulation cartridge, like Spectre, but put a 6502 on board and have the user purchase the Applesoft ROMS somewhere else. (I heard that they are going for $20 a set now!) Be able to read write 3.5 PRODOS disks, and have the ability to hook up a 5.25 Apple drive. I believe schools would eat this up! They would be able to buy 3 STEs for the price of one Mac LC.

What are your thoughts?

Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
|||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
/ || \ The Price!! Subdirectory? R.COLLINS1 on GEnie

2546. The cause of the phantom typist

Newsgroup: comp.sys.atari.st
Date: 1991-04-01 23:50:20 UTC
From: jan@janhh.hanse.de
Message-ID: <3865050@janhh.hanse.de>
Source record: 233652

Hi!

Since this subject keeps comming up since quite some time, here is
an article describing the cause of the phantom typist (including a
"source listing" of the buggy part of GEM). We sent this to Atari quite
some time ago but never got an answer.

The author of this article is a friend of mine who is not reachable
via email, Wolfram Roisch. If there is a need I will forward mail to him.

Happy trails,
Jan

THE SYMPTOM

in article <881030205326.543196]PCO-MULTICS.HBI.HONEYWELL.COM>,
Friesen@PCO-MULTICS.HBI.HONEYWELL.COM says:
> I get the wierdest errors...
[...]
> strange things started happening. As I typed
> in 'ing ' at the end of a word, the computer started hiccupping. I
> still got the "key-click" sound, but it wouldn't disply what I typed,
> instead it kept duplicating the 'ing ' of the last word I typed. After
> it did this about 15 times, the system froze with 2 bombs, and I had to
> reset. When it duplicated the 'ing ', it did it at the same speed that
> I had originally typed it in, and as it reached the end of the line,
> Flash still triggered its wrap-around.
>
> If anyone could figure this out, they sure deserve a pat on the back!
>
> Aric Friesen

in message <27334@cup.portal.com> Bob Retelle@ucbvax.Berkeley.EDU found:
> I would be typing in new text at the bottom of the text buffer..
> A series of quick backspaces would trigger the "phantom typist", resulting
> in the last 10 or so characters being repeated over and over, until the
> system crashed...

THE CURE

in article imagen!atari!danscott]ucbvax.Berkeley.EDU (Dan Scott) knew:
> Do you have a joystick or other similar device plugged into your ST? It
> is a known fact that Proline Joysticks (The ones that work on the 7800
> game system) will cause the ST to act in the manner in which you described.
>
>Dan Scott

> Happy Halloween!

(The Joystick Fire is hard-wired to the right mouse button. If you have
a joystick attached to your ST, make shure the Auto Fire switch is turned off
when booting or running GEM programs..)

in article portal!atari!kbad@apple.com (Ken Badertscher) knew:
> Now why doesn't that surprise me? Not to bash GST, but I have found
> that a lot of problems similar to this are a result of bad programming
> practices. Not intentional, but just because the developer wasn't
> aware of some restriction or another. It's all too easy to blame TOS.
[..]
> I strongly suspect that the problem is caused by mixing input modes
> between AES/VDI/GEMDOS/BIOS. That has been known to produce results like
> this. If it is _not_ that, then there is a good chance that it _is_ a bug
> in TOS, and I want to fix it!!!
>
quoting grahamt@syma.sussex.ac.uk (Graham Thomas):
>| People can go for months without it striking, and then have it
>| happen twice in a day. (Sunspots??? :-))
>
> Yep, sounds a lot like the ol' cosmic rays. It is really unfortunate that
> this particular bug is not easily reproducible. Of course, if it were,
> it would probably have been fixed long ago... :-/
>
[..]
> While you're at it, don't forget to sprinkle the chicken's blood on the
> keyboard and dance about, chanting at the monitor.
>
>Ken Badertscher (ames!atari!kbad)
> Atari R&D System Software Engine
> #include <disclaimer>

THE MEDICINE

in <27180@cup.portal.com> Bob Retelle remarked:
[..]
> possibly I didn't sprinkle enough dried chicken blood around my ST, as
> I've had the "Phantom Typist" hit me while using FLASH as a text editor...
>
> Seems odd that someone who's been so involved with the ST has never heard
> of this "feature" that's existed as long as the ST has been available...
>BobR

and in <27334@cup.portal.com>:
> It didn't happen often, but when it did, it was terribly annoying...
> I wonder if Ken knows where I can buy a new supply of dried chicken blood..?
>BobR

in article att!oucsace!bwhite@ucbvax.Berkeley.EDU (Bill White):
> After days and days of using FW+ in an attempt to get the
> Phantom to appear, I finally did it. Unfortunately, I didn't have my

```
> logic probe with me right there,
[..]
> Anyone out there have a logic analyzer they'd be willing to send
> me for further testing???
>| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
```

THE SURGERY

The Ghostwriter disease is caused by a "coincidus interruptus" (as we voodoo doctors say). Input buffers overflow when interrupts of different priorities collide in interrupt coding like this:

```
struct { /* GEM AES storage segment */
..
struct tRec /* application recording as described in Appl_tRecord() */
{ void(* t_who)(); /* routine */
long t_how; /* arguments */
} recs[32];
..
}
```

```
> void /* enqueue input for forker */
> forkq( void(* who)(), long how)
> { reg struct tRec* rec;
> extern fpcnt, fpt; /* fork-pipe-tail index */
> if( fpcnt < 32)
> { rec= (long )((fpt++ << 3) + &D.recs);
> if( fpt == 32) fpt= 0;
> rec->t_who= who;
> rec->t_how= how;
> fpcnt++;
> } }
```

(copyright by Digital Research Inc, 1985, April 15 (!))

This routine is used to queue inputs for later use at dispatch time. It is called in interrupts from the VDI input vectors (timvec, butvec and motvec) as well as non-interrupt from a keyboard check, application replay (appl_tplay) or mouse change to cancel a double-click.

Tick-tick-tick-CRASH! - Revenge of the Ghostwriter..

What happens if forkq() is called non-interrupt, the fpt index is at 31 and the code gets reentered (interrupted) between fpt++ and if(fpt == 32) ..?

To exorcise one may
1) Replace expressions like ++i; if(i == ANYPOWEROFTWO) i= 0;
by ++i &= (ANYPOWEROFTWO - 1)
2) make sure the interrupts are disabled whenever forkq() is called (from chkkbd(), mchange() and ap_tplay())
3) recompile, assemble and link the system.

Any questions?

Wolfram Roisch, Hamburg, Germany

--
Jan Willamowius E-Mail: jan@janhh.hanse.de
Nienredder 6
2000 Hamburg 54 "A-Ram-A-Lam-A-Ding-Dong" (The Edsels)

2547. Re: Wanted Mac ROMs (128K) for GCR

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 00:32:07 UTC
From: carter@cat24.cs.wisc.edu
Message-ID: <1991Apr2.003207.14622@daffy.cs.wisc.edu>
Source record: 233653

Good luck finding Mac ROMS. I think the prices on GCR's are going to go DOWN very soon in the near future...so even though I have ROMS, I am going to wait till summetime sometime to pick one up, probably at half the price as dealers try to find buyers for the things.

Apple has pulled a boner on everyone with those ROMS. Nasty.

--Gregory

2548. Atari SC1224 Color Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 01:08:55 UTC
From: cwc@nut.cs.odu.edu
Message-ID: <1991Apr2.010855.4702@cs.odu.edu>
Source record: 233654
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have an Atari SC1224 Color Monitor + monitor master for sale. This is the type of monitor with the dials on the side. $185 takes it -- which includes shipping anywhere in the continental US. (via UPS or USPS -- your choice).

Terms of sale:

After I receieve your M.O. or check, I send you the monitor. If it doesn't work when you get it, I take it back. If it gets there without any problems it's yours forever. ;-)

==========
Chris Carpinello (cwc@xanth.cs.odu.edu) /// Peace, Love, and NO CENSORSHIP
"Of all possible worlds, we only got one, we got to ride on it"__Grateful Dead

2549. Re: sundog

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 01:16:17 UTC
From: jg@hpcvca.CV.HP.COM
Message-ID: <4450001@hpcvca.CV.HP.COM>
Source record: 233655

What are the system requirements for Sundog? RAM? color? Etc.

Thanks

-Joe Gilray

2550. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 02:55:28 UTC
From: ue@nathan.ruhr.de
Message-ID: <5281007@nathan.ruhr.de>
Source record: 233656

In article <440@mixcom.COM> uuvvuu@mixcom.COM (Craig L. Stodolenak) writes:

> I just purchased a used 1040 ST and SC1224 about a week ago and have a
> few questions. Okay, really just one question: Which telecommunications
> package do you use and why?

Just one word ahead: Go out, sell your SC1224 and get an SM124 instead. Most comm packages perform best on a monchrome display.
I use Rufus, a german comms package written by Michael Bernhard. It has build in X- and Y-modem and uses the GRZ/SZ-zodules for zmodem. It's quite fast, supports all resolutions, including the TT resolutions; uses different fonts (with GDOS) and has a built in batch interpreter.
Now, why do I use it? It's fast and reliable, it has the best ansi-emulation I've ever seen and offers a lot of possibilities. It's shareware, the fee is 50 DM, that's 30-35$.
The only problem for your is that Rufus is in German, but i've heard rumors about an english version floating around...
/s/

--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

2551. Please outline requirements for UUCP transfers to ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 03:16:44 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Apr2.031644.4995@menudo.uh.edu>
Source record: 233657

Can someone provide a clear outline of what exactly is required to establish UUCP transfers of mail and news from a site to my ST at home? Please provide locations of software also if possible. Can this be done using only PD software? How do you register your address? With whom do you register????

Thanks!

Paul
--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2552. Sideline Software

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 03:27:12 UTC
From: jcksnsr@nmt.edu
Message-ID: <1991Apr2.032712.20450@nmt.edu>
Source record: 233658

Hey, quickie question... has anyone out there had any dealings with Sideline Software in Florida... I ran across their add in the Mar. Current Notes and really liked the prices. Really liked their prices, really, really low... perhaps $20 below nearest competitors on some stuff. Maybe too low.

Does this company actually exist and do they actually sell what they advetise at what they advertise (14.95 for a game that everyone else has for about $32.95 or more).

Just wondering before I give'em my visa carsd no...

_
/\/\/\/\> ... Slither...
<Admiral JC>

2553. Atari Mega ST2 System For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 03:47:33 UTC
From: rcc9885@isc.rit.edu
Message-ID: <1991Apr2.034733.232@isc.rit.edu>
Source record: 233659
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
Atari Mega ST2 System For Sale
==============================

o Atari Mega ST2 Computer
(2 Megs RAM, TOS 1.4, Serial Port, Parallel Port, MIDI In/Out,
Joystick/Mouse Ports, Cartridge Port, Monitor Port, detached keyboard,
Mouse, built-in 3.5" 720K Drive, built-in clock, built-in fan)
o Atari SC1224 Color Monitor
o ICD Host Adapter
o Seagate ST225N 20 Meg SCSI-imbedded drive
o PC Power Supply
o Star NX-10 Dot Matrix Printer
o All cables & power supplies

Software
--------
o Flash! (term program)
o Dungeon Master
o Laser C
o Laser DB
o Leisure Suit Larry II
o Elite
o King's Quest I
o Leather Goddesses of Phobos
o GFA Basic 3.0
o Various Compute! and ST-Log disks

I am selling everything above for $1,200. Everything is in excellent
condition, and I will pay shipping in the U.S.

Robert Costello, (203) 446-8432 (evenings)
(203) 289-1209 (days)
Internet: rcc9885@ultb.isc.rit.edu
```

2554. Atari 1040ST System For SAle

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 03:49:23 UTC
From: rcc9885@isc.rit.edu
Message-ID: <1991Apr2.034923.429@isc.rit.edu>
Source record: 233660
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
Atari 1040ST System For Sale
============================

o Atari 1040ST Computer
(1 Meg RAM, TOS 1.4, Serial Port, Printer Port, MIDI In/Out,
Cartridge Port, Joystick/Mouse Ports, Monitor Port, Built-in
3.5" 720K disk drive, mouse)
o Atari SM124 Monochrome Monitor
o BMS 200 SCSI Host Adaptor
o Adaptek 4000A Hard Drive Controller
o Seagate ST225 20 Meg Drive
o PC Power Supply
o All cables and power supplies

Software
--------
o Pinball Wizard (Accolade)
o 10th Frame (Access)
o Smoothtalker (FirstByte)
o Publishing Partner (SoftLogik)
o Thrill Time (a package of 8 games on 6 disks -- Battleships, Beyond the Ice
Palace, Buggy Boy, Thundercats, Bombjack, Space Harrier,
Live & Let Die, and Ikari Warriors)
o Various magazine Disks (including STart & Compute)
o ST-Term
o Leader Board Golf (Access)
o K-Resource (Kuma)
o OmniRes
o Hole in One Golf (Artworx)
o WordUp version 2.0 (Neocept)
o Gribnif Utility Disk (Gribnif)
o A&D Universal Item Selector III
o 1st Word
o Ultima II
o Turbo ST (Softrek)
o Interlink ST (Intersect)
o MaxiFile (CodeHead Software)
o Codehead Utilities (Codehead)
o Dungeon Master (FTL)
o Chaos Strikes Back --DM II (FTL)
o over 100 disks of PD/Shareware software, and disk cases

I am selling the above system for $800 and will pay shipping in the U.S.
```

Robert Costello, (203) 446-8432 (evenings)
(203) 289-1209 (days)
Internet: rcc9885@ultb.isc.rit.edu

2555. Re: ST Log Magazine

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 04:30:18 UTC
From: jjung@aludra.usc.edu
Message-ID: <16308@chaph.usc.edu>
Source record: 233661

In article <1991Apr1.184236.20054@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
> A while back someone posted a list of videogame magazines in one
>of the newsgroups (either 'rec.games.video' or this one -- I can't
>remember which). In it they mentioned "Video Games & Computer Entertainment"
>and "Computer Gaming World," ...
>I was wondering if anybody knew which of the gaming magazines was
>the one that was put out by the "ST Log" publisher.

The publishers of the now-dead ST-LOG, LFP, are also publishing VIDEO GAMES
& COMPUTER ENTERTAINMENT. Lots of nice work for old ST-LOG writers such as
Clayton Walnum and Maurice Molyneaux.

--R.J.
B-)

^^^

2556. Re: Problem using HP II P laserprinter with 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 04:51:30 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr2.045130.24087@ns.network.com>
Source record: 233662

```
In article <16830011@col.hp.com> davea@col.hp.com (David E Allen) writes:
>> 6.) Install a PNP transistor in the STROBE line.
>> -----> Ground
>> !
>> / C
>> B !/
>> from Atari STROBE >----!
>> !\
>> \ E
>> !
>> ----------> to Printer STROBE
>
>Would just a diode work - connected in the STROBE line with cathode towards
>the Atari?

There is no amplification in a diode, and it has a forward voltage
drop anywhere from .3 to .8 volts. This added to the low current drive
capability of the Atari strobe line puts the "0" voltage up into the
1.0 - 1.5 volt range. I'm not sure if the HP requires TTL levels or
CMOS levels, but the minimum low of TTL is usually spec'd at 0.8 volts.

You could try it though. If you drop bytes or your print routine hangs
often you'll have a good guess why. :-)

Besides, how hard it it to solder three wires instead of two (33% harder :-)

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853
```

2557. MGR - What is it?

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 06:23:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <533@uqcspe.cs.uq.oz.au>
Source record: 233663

I've noticed MGR on atari.archive in the MiNT directory.

What is it?
Do I need to be running MiNT to use it?

What disadvantages are caused by MiNT? (eg. what does/doesn't run?)

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2558. Re: ST Log Magazine

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 06:51:49 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1991Apr2.065149.17969@cbnewsc.att.com>
Source record: 233664

From article <1991Apr1.184236.20054@lsuc.on.ca>, by (Jim Omura):

> A while back someone posted a list of videogame magazines in one
> of the newsgroups (either 'rec.games.video' or this one -- I can't
> remember which). In it they mentioned "Video Games & Computer Entertainment"
> and "Computer Gaming World," and the message noted that one of these
> magazines was apparently published by the people who put out "ST Log."
> I was wondering if anybody knew which of the gaming magazines was
> the one that was put out by the "ST Log" publisher. Does anybody know
> for sure?

Yes, Video Games & Computer Entertainment is published by LFP. That's
Larry Flint Publishing. I haven't picked up an issue for a while, but at
first running down the names of the people involved with the magazine was
like reading the same list in an old ANALOG magazine. Many were associated
with Atari computer magazines for years.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

2559. Re: Rogue

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 07:11:00 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7881@jhunix.HCF.JHU.EDU>
Source record: 233665

In article <46296@ut-emx.uucp> sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
>I've updated to Tos 1.4 and the game Rogue no longer works. I bought
^^^^^^^^^^^^^^^^^^
[stuff deleted...]
>
> Sean Sterling Foiles / Univ. Texas Comp Sci Grad / sean@happy.cc.utexas.edu
Since we all know that some things blow up with TOS 1.4, how does one
make an OS switcher? I've heard of people doing such things, and I
still remember the days of my old 800XL with Newell Industries 2 ROM
set for complete compatability...

Dom

2560. Changing the drive in an SH204

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 07:20:48 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7882@jhunix.HCF.JHU.EDU>
Source record: 233666

Help!

I have an old Atari SH204. I am considering upgrading it. I would like to know what success people have had with changing the drive inside. Also, I can get a 42MB 3.5" HD for ~$200 new. It is a SCSI drive however, and I know that the SH204 uses an MFM drive. Can I use HDX 3.01 to format the new drive? Anyhow, I hope I can get help.

Dom

2561. Re: memory upgrade woes on a Mega 1: SOLVED

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 07:33:47 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1249@idcapd.idca.tds.philips.nl>
Source record: 233667

Mega 1's are available in most of Europe I think, in any case in Germany and Holland.

Regarding the memory upgrade: the problem was cured by adding a HEAVY gauge piece of copper wire, connecting the ground of the RAM expansion board and the ST board. How the ground connection could lead to a ST recognizing the expansion as 128Kbyte remains unsolved. Anyway, it works.

Related question: how about cooling the power supply? Mega1's don't include a fan, and the case becomes pretty hot. Anybody had a meltdown yet 8-)???

_ --
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103

"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back
---

2562. Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 08:15:13 UTC
From: SAMcinty@exua.exeter.ac.uk
Message-ID: <1245@exua.exeter.ac.uk>
Source record: 233668

I've posted a few bits and pieces lately about the graphics capabilities
of the ST series, but I don't seem to have learned much, so, here are
all my questions....if you can help me, I would greatly appreciate it...

1) I have a 520 STE (w 4/meg add on)...and the SM 124. I asked a few
weeks ago about graphics on this kind of system, and a number of people
all suggested that I look into GIF stuff...I have been doing so, downloading
dozens at a time from wuarchive, and viewing them on the PC that does the
downloading - they all look brilliant. But when I get them home they look
crap.
Is the usual method of de-giffing a colour (heck, even mono) picture
onto an ST merely the clumping of black and white dots, at a horrendous
resolution? I know that a lot of effort went into writing these programmes
out there, but it seems amazing to me that on the VGA system (yes, I know
it has better graphics) it can look so amazing, and on my ST it looks like
someone sneezed! Am I doing something wrong? I've been using ViewPic which
is very nice for loading gif images, and works in mono or coulour (but looks
bad either way...the colours are all off), but the gray images still look
like nothing more than clever optical illusions...

So...:

2) Does the STE have gray scales, you know, proper shades of gray, not
just the nearness of black and white pixels? How can I use these scales?
When I look in magazines I see some AMAZING pictures on SM124s that are
gray, but look as sharp as a photograph! They ought to! 600 x 400 should
yield fantastic quality...so, where is it?

3) Is there any source ftpable that has a collection, or even just
a few, of these images? What might they be called? What kind of suffixes
will they have? GR8? GR9?

4) Is it possible to get Gif images to look remotely nice on a STE?

Thanks in advance for any help that can be given...I just sorta jumped into
the world of the ST without really looking at what it can and cannot do..

Thanks,
Scott
.

2563. NeoDesk v3.0 Desk Pictures

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 08:23:54 UTC
From: SAMcinty@exua.exeter.ac.uk
Message-ID: <1246@exua.exeter.ac.uk>
Source record: 233669

I've got a .pi3 file that I want to make my desktop on NeoDesk, but when I rename it to Neopic_H.pi3 (as the manual says to do) and restart, it reverses the black and white of the image....if I double click on the file it shows up as normal...but when it goes to the desktop it inverts....why?

How can I fix it, other than changing the b/w of my desktop, which I don't want to do.

Scott.
.

2564. Re: HELP! Mono monitor died

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 09:02:11 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2653@odin.cs.hw.ac.uk>
Source record: 233670

In article <1991Mar30.010041.11418@lynx.CS.ORST.EDU> vovut@prism.CS.ORST.EDU () writes:
>
>My SM124 died a few days ago. I was typing a paper and the screen suddenly
>went blank. The power light went off, too. I replaced a blown fuse, but
>every fuse blows out.
>
>Can someone help? Please?

Again I vote for it being a power supply diode, part of the rectifier bridge,
going short circuit. Part number is IN5402 I think.

>vovut@prism.cs.orst.edu

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2565. NOS / KA9Q

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 11:29:04 UTC
From: Dirk.Rode@arbi.informatik.uni-oldenburg.de
Message-ID: <5172@uniol.UUCP>
Source record: 233671

Shalom,

I have 3 questions:

1.) Has anybody a version of the NOS Software (compiled for ST and Source)?
2.) Where can I get a KA9Q Package (with changes for Atari ST)?
3.) Can anybody mail me the address of Phil Karne (who made these
packages)?

thanks in advance
mfG Waldi
--
* Dirk Rode * dirk.rode@arbi.informatik.uni-oldenburg.de *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek * Privat: diro@edison.phone.north.de *
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) * Nickname: Waldi *
* Telefon: +49 441 798 2198 *

2566. Re: Switching A SS drive to DS

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 12:04:04 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1991Apr2.120404.1792@hemel.bull.co.uk>
Source record: 233672

stevendd@sage.cc.purdue.edu (Doug Stevens) writes:

>I finally desided to upgrade my single sided drive, I just got the new drive
>today. I thought all I had to was swap drives. The plug from the small board
>in the drive case isn't the same as the one one the drive. The connector on the
>board is for 14 pins, the drive connector is 34 pins. I rember reading some of
>the early single sided drives used an old kind of connector (guess what kind I
>got). If you know how to convert the plugs I would be very appreciative.

I recently upgraded a 520 STFM to a D/S drive. The 14-pin connector comes off
a small (aprox 3" by 3") pcb that is no longer required - unscrew the pcb and
you should find a 34-pin connector going into it. Disconnect the small pcb and
the free cable SHOULD now connect straight to your new drive. I had to twist
the cable through 90 degrees to get the right polarity, if you get it wrong
the drive light will stay on permanently but do no damage.
The pcb is no longer required and can be stored/junked with the SS drive.

This worked for me, I can't guarantee it will work for you. If your ST goes
into orbit when you switch on I'm real sorry but it's not my fault.

==
Keith Bedford keith.bedford@hemel.bull.co.uk
Bull HN Information Systems Ltd
Maxted Road - UK03-HM14
Hemel Hempstead
Herts HP2 7DZ
England +44-442-232222 ext 4520
==

2567. CSB

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 12:42:54 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <7176@ncrcae.Columbia.NCR.COM>
Source record: 233673
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

If anyone has maps, hints, or other useful info on Chaos Strikes Back,
I'd like to hear from you. Thanks!

Rick Silverstein
ricks@opus-2.Columbia.NCR.COM

2568. Latest flex

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 14:01:48 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Apr2140148@zappa.FtCollins.NCR.com>
Source record: 233674

Does anybody know the most recent version of flex that has been
ported to the ST? The version on atari.archive is an old version and
appears buggy.

The latest UNIX version that I know of is 2.3, has anybody ported it?

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/***/
Fortune:
Meskimen's Law:
There's never time to do it right, but there's always time to
do it over.

2569. ATARI SOFTWARE 4 SALE

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 14:26:39 UTC
From: delta@bucsf.bu.edu
Message-ID: <78182@bu.edu.bu.edu>
Source record: 233675
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
For sale:

Wordperfect $70
Timeworks Publisher $60
LDW power spreadsheets $50
db man 5.0 $50

or best offer.
$150 for all

call Peter at (617) 731-5088 or
e-mail this account.
```

2570. Re: Having trouble uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 14:37:52 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Apr2153752@ghiggins.hpl.hp.com>
Source record: 233676

```
++ I'm having trouble getting files to uncompress properly that have the
++ .Z extension. I'm talking about the sound files on terminator.

Uncompressing .Z files requires using '-d' as an option to 'compress', e.g.

compress -d sndfile.Z

You should be able to find compress on atari.archive.umich.edu
```

2571. Atari 1040 ste internal drive.

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 15:44:12 UTC
From: johnb@geech.gnu.ai.mit.edu
Message-ID: <JOHNB.91Apr2104412@geech.gnu.ai.mit.edu>
Source record: 233677

In article <JOHNB.91Mar29125653@churchy.gnu.ai.mit.edu> johnb@churchy.gnu.ai.mit.edu (John Bunch) writes:

Greetings all....

I have once again encountered problems with my STe. It seems that my internal drive has decided that it doesn' want to work any more... It ucks, caue I dont have a harddrive, so I cant even boot up... Is there some known problem with the drives in the STe? It spins up on powerup, and when the boot process tries to read the drive it makes a buzzing sound and cant access it... Thi really sucks, since I opened the machine to put in memory.... Argghhh!

John

I know it is rude to post a followup to your own article, but I found out what the problem was. It seems that my internal drive was bad when I bought the machine, but worked. It got progressively worse, to a state where it was no longer usable. Well it was also the reason some of my disk's were getting trashed. I went back to my Local Dealer(I know, I am Lucky!) and he replaced the drive for me free of charge, even though I opened the machine to put in my Ram! Coolness...

John

--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

2572. Re: Mice

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 16:03:59 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59697@aurs01.UUCP>
Source record: 233678

In article <PyTJZ1w163w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:
-Someone asked about alternative mice for the ST. I've been through 3
-counting that miserable clunker that came with the machine, and I really like
-the Golden Image Optical mouse I've got now; it's the most durable, the most
-comfortably shaped, and the switches are on a hair trigger. Highly
-recommended.

I have the Golden Image mechanical mouse (what do they mean by "opto-
mechanical?), and it is very nice to use...and now I can throw my
mouse accellerator away. It does seem to get dirty fairly often, though,
and the ball is smaller than the Atari mouse so I can't use my
cleaning ball. Anyone have any neat ways of cleaning the rollers
other than Q-tips and alcohol?

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

2573. Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 18:35:48 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991Apr2.183548.5761@colorado.edu>
Source record: 233679

I was wondering if the Multi-Scan monitors are same as multisync.
Because there is a local store here with multi-scan SVGA monitors
1024x768 .28mm for only $380.00, It is a Samsung monitor. I have also
seen Panasync 1391 monitors as low as $329.00 WOW. This is not a miss
type price since I thought it was, but it's not.
The computer prices around Denver Colorado has been very low, I guess
it is due to the low sales, 486 systems are as low as 1800.00 here.
Can someone please tell me what the 486 systems and TT are going for
elsewhere?
I been deciding on getting a TT system, but since the prices are falling
around here, perhaps I should wait. I already have 486 system, but still
like to have a TT.

Thanks,
Jeff

2574. For Sale: Monochrom 1040ST System + Midi Software

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 18:50:28 UTC
From: pp39184@uxa.cso.uiuc.edu
Message-ID: <1991Apr2.185028.21269@ux1.cso.uiuc.edu>
Source record: 233680
Cross-posted to: comp.sys.atari.st,rec.music.synth

```
For Sale:

Atari 1040ST Monochrome System (CPU, Drive and Monitor)
w/ the following Software:

1. EditTrack 5.0 from Hybrid Arts
-- Midi Sequencer and Manuals

2. GenEdit 1.1 from Hybrid Arts
-- Universal Patch Editor/Librarian
Complete w/ templates and new patches
for virtually every synth or drum machine

3. CRICIT 1.0 from Nice & Software
-- Integrated Cash Register & Inventory Control
Great for any small business...can print and
read barcode labels, create purchase order,
and much more.

Plus some twenty disks of games, word-processors, cad software,
c compiler, pascal, tele-communications software, and other stuff.

Also a few books on the ST, 68000 Assembly Language, etc., and all
original documentation.

All equipment is in good condition and perfect working order.
==> $600 takes it all, excluding shipping.

Will consider separate offers for the software listed but I won't
sell the computer without the software!

Direct all inquiries to:
_______________________________________________________________________________
Payman Parastaran payman@uiuc.edu (217) 398-1452

--

_____________________________________________
Payman Parastaran / payman@uiuc.edu.............(217) 398-1452 /
_____________________/_____________________________________________/__________
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2575. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 18:53:34 UTC
From: trh@atari.UUCP
Message-ID: <2889@atari.UUCP>
Source record: 233681

Alex.Valdez@bbs.actrix.gen.nz writes:

>In article <2885@atari.UUCP> trh@atari.UUCP (T R Hall) writes:
>> As far as data transfer, both the Notebook and Pad versions of the
>> machines will include file-transfer software in the ROMS, transfering
>> over parallel-ports to other ST's, and serial ports to non-ATARI
>> machines (hopefuly with an existing protocol, so Atari won't have to
>> write [shudder!!] MS-DOS software).

>I thought the ST's parallel port is output only. Surely one would
>transfer data from the notebook/pad into a regular ST as well.
>Alex Valdez

Read what I just said: OTHER ST'S! i.e. "REGULAR" ST'S! That was the
whole POINT. And YES the ST's port is bi-directional; we use it all the time
internally to allow our debugger to talk to remote machines.

TRH

2576. Re: Problem using HP II P laserprinter with 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 19:17:20 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Apr2.191720.13416@digi.lonestar.org>
Source record: 233682

The DeskJet 500 has the same problem. I installed a _diode_ per the instructions that someone had posted on GEnie. The diode works just fine on the DeskJet and will probably work just fine on the LaserJet IIp, IMHO.

Roy C. Gosewehr

2577. Re: Sideline Software

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 19:55:29 UTC
From: don@col.hp.com
Message-ID: <16830012@col.hp.com>
Source record: 233683

/ col:comp.sys.atari.st / jcksnsr@nmt.edu (Admiral JC) / 8:27 pm Apr 1, 1991 /

> Hey, quickie question... has anyone out there had any dealings with
>Sideline Software in Florida... I ran across their add in the Mar. Current
>Notes and really liked the prices. Really liked their prices, really, really
>low... perhaps $20 below nearest competitors on some stuff. Maybe too low.
>
> Does this company actually exist and do they actually sell what they
>advetise at what they advertise (14.95 for a game that everyone else has for
>about $32.95 or more).
>
> Just wondering before I give'em my visa carsd no...

Well, I ordered a copy of Archipelagos from them and they shipped it promptly. It wasn't as fancy as the original copy of Archipelagos I had (this one had a box, a disk, and a folded sheet of paper with instructions, such as they were, while my other copy had a mulitpage stapled manual) but it had everything you needed (and at about 1/4 the price I paid at my local dealer for my first copy).

Based on my one experience, I'd order from them again...

Don Allison
don@col.hp.com

And now for my (slightly related) question:

Has anyone had any luck getting Archipelagos to work at all? After I bought my copy from the local dealer, I broke my ST trying to upgrade the memory and by the time I got it working again and got around to trying Archipelagos, my dealer had cleaned out the bank and split town, leaving his financier holding the bag...so when I found it wouldn't boot, I was stuck. I ordered a new copy from Sideline, and it has the same behaviour...can't copy it, can't boot with it, etc....is this a program that broke on upgrading to TOS 1.4? Is something flakey in my machine? Or by some remarkable coincidence did I just get two bad copies of the same program? (I'm going to call Sideline and ask for their help, but I thought since the subject came up here, I'd ask here as well).

2578. Connectors

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 20:19:24 UTC
From: wilson@mdivax1.uucp
Message-ID: <1991Apr2.201924.21877@mdivax1.uucp>
Source record: 233684

Does anybody know of a source for the 7 pin DIN connector used
for power input on the 520ST or for the 14 pin DIN connector
used to connect the floppy drives ?

Paul Wilson (...!uunet!van-bc!mdivax1!wilson)

2579. FTP Beginner's Guide

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 20:35:29 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr2.203529.9330@terminator.cc.umich.edu>
Source record: 233685

This is a basic guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

~~~~~~
Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.
Also, if your machine doesn't allow you to specify the atari.archive name,
try using out internet address : 141.211.164.8 Then, march down to
your sys-admins office and ask him to install name-service. Your life will
become much easier.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
ls -C : Lists the files horizontally, instead of vertically.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
cd .. : Goes 'back up' a directory, to the one you came from.

These are about all you need to get moving around the archive.
~~~~~~

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer files. More often than not, you'll want to transfer the files from the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that you'll be transferring a binary file. This is really important. You'll waste a LOT of time if you download files that were not transferred in binary mode.
Third, issue this command 'get <filename.ext>'. This will instruct the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This tells our machine you're no longer interested in ftping files, and would like to go back to your command prompt.

Now, you'll need to download your files from your mainframe(sparc, whatever) to your ST. Usually you'll want to use either kermit or x- or y- or z-modem protocals. They're very reliable. I'd be quite hesitant to try something else. Also, your machine and ST are usually unique to you. This means that I really can't help you with this part. You could try asking, but I'm going to promise anything.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of. Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours, in our time zone. That would be 9 am to 5 pm , EST. This roughly means upload or download one file or so and little else during these hours. After 5pm, have a blast. Go nuts. We probably won't mind nearly as much..... Otherwise, we will drive to your campus or place of work (even if you live in Europe) and we'll kick youe butt. Or, Jon will sing Prince songs to you. Whichever you'd like the least.

2) If you have a question about some aspect of ftp service or some other area of your computer, please ask around at your site first. Don't immediately fire off all of your questions to us. I don't mind answering questions about the archive, problems with logging in, or something similar. But I tend to get upset when people ask me questions like, "Jeff, how come I can't get the fgrep command to work properly on my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I know it's not the greatest thing to do, but if you can find time to download stuff, I think you can find time to return the favor and upload things also.

If you have any reasonable questions, any comments or concerns, etc. please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a White Castle
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

2580. Uploading to atari.archive and posting to c.{b,s}.a.st

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 20:36:55 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr2.203655.9419@terminator.cc.umich.edu>
Source record: 233686

```
Uploading to Atari.archive.umich.edu
and
Posting to comp.{binaries,sources}.atari.st
By Jeff Weiner, Atari.archive Guardian

How to upload to atari.archive.umich.edu:

There are two main ways to upload to the archive: FTP or mail

1: FTP - This is the preferred method, as it doesn't clog my mailbox with
megs and megs of stuff, not to mention it's a bit easier for you too.
Logon to the archive as usual, then issue the following commands

cd ~atari/new
type binary
put filename.ext
mail weiner@atari.archive.umich.edu .... "Hey Jeff, I just uploaded this..."

This last step is very important. As we're now integrating the
index with text and the ls -lR listing, descriptions and an address to
send questions to are key.

Ed Krimen, ekrimen@ecst.csuchico.edu, adds this:

For those that may not know, may I add that, for aesthetic effects,
if you enter "hash," before you "put filename.ext" or "get
filename.ext," the ftp program will display a # for every 1024 bytes
sent or received. Actually, when you 'put' a file, it will display
bunch of # at once. Moreover, if you enter "bell," it will sound your
system bell when a function has completed. Finally, you can send and
receive a list of files using the "mput" and "mget" commands,
respectively, with a list of the files after the command.

2: MAIL - This is a bit slower for you and for me, but is still very effective.
Simply uuencode the file, (please split it into parts ~=40 M or less please)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpfull as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled file transmission, containing a short description of
the file, etc. Shar files are also acceptable, but I prefer the uuencoded.

And for those of you who would like to see your binaries and sources appear
in comp.{binaries,sources}.atari.st, the following is taken from Steve
Grimm's Introduction to Binaries and Sources:

Subject: Submitting binaries for publication
```

Items intended for posting or queries and problem notes should be sent to atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator, Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist, atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and forward them to me. Submitting to him saves net bandwidth, so it's encouraged.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while.

Also, as of volume 8, I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this pretty much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to atari-sources@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to sun!ebay!panarthea!atari-sources. In Europe, send your submissions to Jan-Hinrich Fessel, the European submoderator of the group, at unido!atari-sources (or, if you're a masochist, atari-sources@unido.informatik.uni-dortmund.de.)

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it

for a couple of days. Please note that, except in rare cases, source without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a pain to separate them, and such submissions are invariably placed on the back burner. Sources should be submitted in the same format as binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas' "uue" program if possible, as it can correct some common transmission errors. Split long submissions up into reasonable (less than 50K) chunks. "uue" will do this for you, if you use "uue -700 file" to encode.

Please inform me of any special system requirements, and what development environment was used, so that I can properly test your submission and label it when I post it.

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a White Castle
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

2581. NoiseTracker v1.5

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 20:46:05 UTC
From: robotron@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9104022049.AA02538@ucbvax.Berkeley.EDU>
Source record: 233687

I checked the April edition of ST Format and saw that NoiseTracker was
advertised by various PD Software companies:
p83 MT Software
p119 Public Dominator
p126 Demo Club ("Noisetracker V1.5 - The latest version with English docs")
p128 LAPD
p130 Wizard PD

Nobody was charging more than #2.50 for it ($5).

Unlike Audio Sculpture, it allows you to save modules. It also works
perfectly on a 520 - I haven't yet come across a module too big to load.
So, I presume it will soon be verified and available from atari.archive as
noiztrkr.lzh, either in atari/music/ or atari/sound/players. (Note that
Audio Sculpture has been moved from atari/graphics to the latter directory.)
--
UUCP: ..!uunet!nsf.ac.uk!tardis.cs.ed.ac.uk!robotron
BITNET: robotron%tardis.cs.ed.ac.uk@UKACRL
INTERNET: robotron%tardis.cs.ed.ac.uk@cunyvm.cuny.edu

2582. Re: Atari SC1224 Color Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 21:21:51 UTC
From: bill@sugaree.uu.net
Message-ID: <49.27f8bdaf@sugaree.uu.net>
Source record: 233688
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <1991Apr2.010855.4702@cs.odu.edu>, cwc@nut.cs.odu.edu (Chris Carpinello) writes:
> I have an Atari SC1224 Color Monitor + monitor master for sale. This is the
> type of monitor with the dials on the side. $185 takes it -- which includes
> shipping anywhere in the continental US. (via UPS or USPS -- your choice).
>
> Terms of sale:
>
> After I receieve your M.O. or check, I send you the monitor. If it doesn't
> work when you get it, I take it back. If it gets there without any problems
> it's yours forever. ;-)
>

(Sorry about posting this reponse, but we don't have the ability to directly rely yet.)

Chris,

I want that monitor - $185.. that's a deal!

Give me a call so that we can lock it in.
Tel: (215) 834-0180 ext 256. 8:00AM - 5:30PM EST

Bill Bishop

2583. Re: Hybrid Arts Sequencers?

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 21:31:30 UTC
From: wright@hpcc01.HP.COM
Message-ID: <1540013@hpcc01.HP.COM>
Source record: 233689

Well, I was able to obtain enough information from Hybrid Arts to convince me to place an order for "EditTrack Gold." This product is the successor to EditTrack II, and will be shipping at the end of this week (if you believe software companies:-).

This product does not sound at all like the typical crippled entry level sequencer (e.g., 60 track limit vs. 12 in Tiger Cub). As far as I can tell, the only thing that it lacks from the top end "SMPTE Track" sequencer is the SMPTE support. And the price is right -- $99 list, $75 when purchased direct from Hybrid Arts.

--Jeff Wright HP Circuit Technology R&D
wright@hpctgrd.hp.com (HPtelnet/415) 857-5351

2584. Atari 1040STE with 4 meg RAM and software FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 21:50:28 UTC
From: Steven.Kennedy@samba.acs.unc.edu
Message-ID: <3198@beguine.UUCP>
Source record: 233690
Cross-posted to: misc.forsale.computers,misc.forsale,comp.sys.atari.st,triangle.forsale

Atari 1040STE with 4 meg RAM forsale, (720K DS/DD internal drive).
We are selling our complete Atari system. We have a brand new 1040STE
that we no longer need. It has a authorized service upgrade to 4 megs
RAM (old SIMS are still available too, for those wanting to upgrade
an existing system). In addition to the base computer, we have a second
double sided drive for sale. We also have two monitors, one SC1224 that is
only about 1 year old, and one SM124 that is brand new. For those of you
who don't know the those model numbers, the first is color, the second is
monochrome for high resolution graphics and clearer text readout.

As those of you out there who cherish Atari's know, this is a very powerful
computer, with great application for MIDI work as well as desktop publishing
and quality word processing output. In addition, we have several productivity
programs for sale as well, including VIP Professional (just like LOTUS 123),
the financial cookbook (for calculating mortgage costs, loan payments, and lots
of other useful stuff), PageStream, Word Perfect, Microsoft Write, Phasar,
Printmaster Plus, and various games. See below for prices.

HARDWARE: Brand New Atari STE with 4 meg RAM $550.00 Or Best Offer
2nd DS/DD Atari floppy drive $100.00 "
Brand New Atari Monochrome Monitor $140.00 "
One-Year Old Atari Color Monitor $250.00 "

SOFTWARE: Wordperfect (great word-processor) $100.00 "
PageStream (desktop publisher) $100.00 "
Phasar v3.0 $30.00 "
VIP Professional (spreadsheet, etc) $30.00 "
Microsoft Write $25.00 "
Printmaster Plus (for posters) $20.00 "
Financial Cookbook $20.00 "
Various Games for all $50.00 "

IF YOU WANT THE WHOLE SYSTEM ------------$1335.00 Or Best Offer

JUST REMEMBER , YOU CAN MAKE US ANY OFFER YOU WANT. IF ITS REASONABLE, WE
WILL CONSIDER IT FAVORABLY.

The entire system is in excellent condition, and as stated above, most of it
is brand new. I'd prefer to sell the whole thing to one person, but I will
break it up if necessary, so don't hesitate to call for just one piece.

If you interested, which you should be, please either call Steve Kennedy
at (919) 479-7066 or get me e-mail at Steven.Kennedy@samba.acs.unc.edu
I'd prefer to be called at home, as I don't get to check my e-mail but
once a day. There is a machine at my home number , so please leave a

message.

--
==
Extended Bulletin Board Service, Research & Development
Office of Information Technology, University of North Carolina at Chapel Hill
internet: bbs.acs.unc.edu or 128.109.157.30

2585. For Ken Irwin; Email bounced

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 21:54:19 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <UbyDq=S00Uh_A4KFxY@andrew.cmu.edu>
Source record: 233691

Hmm, this is a toughie. Think I got the problem though, and mebbe the solution...

Sounds like the word processor doesn't like IBM disks. It's probably programmed to test the disk more than the Atari desktop (GEM) does. So, save the file (as ASCII text, if you can) on an Atari disk. Quit the word processor, and copy the file from the Atari disk to the IBM disk FROM THE DESKTOP.

Caveat: sometimes the Atari doesn't like IBM disks due to an obscure thing called the "disk serial number", something which Ataris write to disks but IBMs don't... if the Atari sees two disks with the same serial number, it screws up *BAD* (thinks they're the same disk.) If the procedure I previously listed doesn't work, try copying the file to a RAMdisk or a hard drive (if your friend has one) first and then to the IBM disk. I hate GEM file copy anyway, you hafta swap disks umpteen times and it's slooooooow.

BTW, I'm a "starving artist" writer myself.

|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major
quote: "There's no more time for crying over spilt milk/Now it's time for crying in your beer." ---Weird Al Yankovic
stupid disclaimer: My opinions have been known to piss people off.

2586. Re: Can't connect a 1040st to a TV Set :-(

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 22:29:30 UTC
From: todd@NISC.SRI.COM
Message-ID: <28735@fs2.NISC.SRI.COM>
Source record: 233692

It is too easy. I also have an old 1040ST. Not only is there no modulator board, but the composite output line that's supposed to come out the connector doesn't exist. On later models it was added. We're screwed. My info comes both from the Atari ST Internals book and I asked at an atari shop just the other week about this. Oh well.

2587. Re: Please outline requirements for UUCP transfers to ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 23:00:52 UTC
From: steve@thelake.mn.org
Message-ID: <A2283411074@thelake.mn.org>
Source record: 233693

[In article <1991Apr2.031644.4995@menudo.uh.edu>,
rcte2p@menudo.uh.edu (Paul Stephen Sears) writes ...]

> Can someone provide a clear outline of what exactly is required to
> establish UUCP transfers of mail and news from a site to my ST at home?

1. You need a news/mail feed. Start by making your college system
administrator your friend. If that doesn't work, look in comp.mail.maps
for your state's UUCP maps and try contacting sites named therein. If
you still come up dry, contact postmaster@psi.com and/or uunet@uunet.uu.net
and be prepared to pay for service.

2. You need software.

> Please provide locations of software also if possible.

atari.archive.umich.edu (PD/Shareware), Beckemeyer Development Tools
(commercial). The Michigan archive should have at least two or three
versions of UUCP. Beckemeyer's UUCP is fairly cheap and will multitask
under Micro RTX/MT C Shell.

> Can this be done
> using only PD software?

Yes. See Rodney's Mercury UUCP modules, STadel BBS, UUPC (not
recommended), Mailtruk (written in GFA BASIC), etc. I know of two or three
others that are in operation but not released (including the s/w run here
at thelake).

I'm also beta-testing a new UUCP package from the author of a BBS system;
details will surely be made public at a later date.

> How do you register your address? With whom do
> you register????

To get your site registered in the UUCP Zone maps, contact your region's
map coordinator. If you do not know your region's map coordinator, contact
the UUCP Project at one of the following addresses:

domain-request@uunet.uu.net
{vucomp,halla,pyramid,rutgers,uiucuxc,rosevax}!uunet!domain-request

If you cannot send electronic mail, telephone
+1 703 764 9789

UUCP sites can obtain Internet-style, fully qualified domain addresses.
The preferred method for freestanding, small sites in the United States is
to register with the US domain. For details, contact westine@isi.edu or

get information by sending mail to service@nic.ddn.mil with a Subject:
line of NETINFO US-DOMAIN.TXT.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2588. Re: Video Titler program for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 23:29:17 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Apr2.232917.20851@arc.ab.ca>
Source record: 233694

In article <4540.27f730a4@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>Well, I'm in an educational media class right now at school, and I need to
>know if there is any sort of video title program for the ST out.
>
The latest ST Format (I think) witht he disk has a demo of just such a program called I believe ST Titler.

Bob

2589. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 23:36:43 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.670635339.larserio@kvart.ifi.uio.no>
Source record: 233695

I have a monochrome GIF viewer that uses a kind of dot pattern (not the usual
GEM-fill patterns - much better) and that look very good on SM124
You can buy some upgrade kit in Germany that makes it possible to use MEDIUM
and LOW res on SM124 as grey-scale....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2590. MAC Printer Driver for OKIDATA 292/IBM Graphics?

Newsgroup: comp.sys.atari.st
Date: 1991-04-02 23:38:57 UTC
From: kron@netcom.COM
Message-ID: <1991Apr2.233857.18872@netcom.COM>
Source record: 233696
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've tried all of the vendors in the GCR Manual and none of them do the OKI 292 and local vendors. Any ideas?

Grappler says they are not compatible with any Atari/Amiga emulators. Has anyone tried them?

Printworks phone is no longer in service and

GDT Sofworks doesn't support the 292 (only 300 and up).

BTW -- I have a printworks printer driver for sale (originally $75) will take best offer.

--
Kenneth Kron kron@netcom.COM

2591. Re: Turbo C's Wierd Behavior

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 00:21:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Apr3.002151.178@jato.jpl.nasa.gov>
Source record: 233697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr1.065127.11604@daffy.cs.wisc.edu>
carter@cat34.cs.wisc.edu (Gregory Carter) writes:
>
>Cold anybody explain why Turbo C 2.0 takes a long constant like this:
>
>ffff8e20 and turns it into -> 8e20 then takes

It's an optimization. Remember, word-length values loaded into address registers are automatically sign-extended, so you can store addresses 0000-7fff and ffff8000-ffffffff in only 16 bits. This saves 2 bytes and a couple cycles every time you reference those addresses. It is also completely legal/correct.

>00ff8e20 -> ffff8e20???

Dunno, maybe to try to take advantage of the above optimization. It's also perfectly legal. In fact most of my docs list the hardware register addresses as ffffxxxx, not 00ffxxxx. Can't think why you'd want to use 4 bytes to store a value when you only need 2, and using 4 slows you down...
>
>I had this occur when I was working on my app program..MOST ANNOYING.

Nothing to fret about whatsoever...
>
>It seems to only generate the correct address when you insert the two 00's
>????

The address will be correct when the code actually executes. Leave it alone...

Hey, what's any of this got to do with the Mega STE? (Why was Mega STe in the keywords of your posting?)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2592. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 00:25:18 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <wbyG3iW00UhWI0Yw52@andrew.cmu.edu>
Source record: 233698

MultiSync is a trademark of NEC. Multi-scanning is the generic term.

2593. Re: Expansion cases - Compatibility with hardware?

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 00:26:34 UTC
From: ue@nathan.ruhr.de
Message-ID: <7761287@nathan.ruhr.de>
Source record: 233699

In article <1243@exua.exeter.ac.uk> SAMcinty@exua.exeter.ac.uk
(Scott McIntyre) writes:
>
> My question is: With the high number of graphics cards and add on
> processors available for the Mega, would it be possible to invest in
> one of these tower cases, then get the add on card and have it work,
> even though the machine is still a 520 or 1040?
I'm afraid it won't be as easy as you've said it. Most graphics cards need
to be connected to the internal connector of the Mega ST (so-called 'Mega-bus')
and 520 and 1040 do not have this connector. You'll need to build this
connector yourself...
/s/
--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

2594. Re: GCR + 1.44Mb floppies

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 00:34:52 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr3.003452.5778@santra.uucp>
Source record: 233700

In article <GJH.91Mar28184146@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>Anyone know whether Spectre GCR handles the 1.44Mb floppy ugrade?
>
>Cheers,
>
>Graham
>======

I have 1.44Mb floppy on my ST and in Spectre when I push one in, it does not like it, but with exchanger it should work. My exchanger is bad, so I can not try it before I catch a new copy somewhere...

Is there a Mac-HD-format or is the 800k maximum in Mac-format?
1.6Mb floppies would be great...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2595. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 00:40:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Apr3.004047.511@jato.jpl.nasa.gov>
Source record: 233501

In article <1245@exua.exeter.ac.uk> SAMcinty@exua.exeter.ac.uk (Scott McIntyre) writes:
> I've posted a few bits and pieces lately about the graphics capabilities
>of the ST series, but I don't seem to have learned much, so, here are
>all my questions....if you can help me, I would greatly appreciate it...
>
> Is the usual method of de-giffing a colour (heck, even mono) picture
>onto an ST merely the clumping of black and white dots, at a horrendous
>resolution? I know that a lot of effort went into writing these programmes

There is no usual method, GIF is not an ST standard picture format. It is
a (*gag*) PC oriented format designed by the Software Geniuses at
Compu$erve. (double-*gag*...)

>2) Does the STE have gray scales, you know, proper shades of gray, not
>just the nearness of black and white pixels? How can I use these scales?
>When I look in magazines I see some AMAZING pictures on SM124s that are
>gray, but look as sharp as a photograph! They ought to! 600 x 400 should
>yield fantastic quality...so, where is it?

"Gray-scales" on the STe typically refers to using a color monitor on the
STe and just filling the palette (16 entries) with gray. On the STe since
there are 4 bits per color (R,G,B) and "gray" is just equal values of each
color, you can get 16 distinct intensities of gray *on a color monitor* and
only in low-rez. In medium rez you can only get 4 levels. There's nothing
special going on here, you're just using your color system with a pretty
unimaginative selection of colors.

>3) Is there any source ftpable that has a collection, or even just
>a few, of these images? What might they be called? What kind of suffixes
>will they have? GR8? GR9?

Try .SPC, .SPU, or .SPS for Spectrum 512 pictures. Spectrum 512 only uses
low-rez as well.

>4) Is it possible to get Gif images to look remotely nice on a STE?

Well, it's fairly simple to display a full 256-color GIF image, if that's
what you mean. I have code doing this in my port of Fractint 12. Using
frame-swapping to (almost) double the number of bits per pixel just about
squares the number of colors to choose from, and also squares the number
of colors displayable at once. (Fractint lets you use 16 colors in med-rez
and 256 in low-rez.) This is pretty reasonable, given that regular VGA
rez only allows 16 colors onscreen in 640x480 mode. I wonder why other
folks haven't tried these tricks with their GIF decoders. I am taking the
GIF decoding routine from Fractint and using it with my frame-swapping
code, and getting pretty tolerable results.

For you with your monochrome system, well... Frame-swapping can work there too, but I'm not sure how many colors you can reasonably expect to get. I just received some code from someone else that is supposed to render 256 grayscales on a monochrome monitor, I haven't gotten to try it yet. (Looking thru, it seems to really only give 4 or 16, but that's still better than black&white, eh?)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2596. WANTED: The RUN DEMO

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 04:13:52 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr2.231352.8583@umiami.ir.miami.edu>
Source record: 233502

I am looking for a graphics demo that was fetured in ST Format. It was not on the disk but was mentioned in the PD section of the magazine. ANyway, it is called the RUN DEMO. If anyone has it, or knows where to get it, than please u/l it to the archive or leave me email and I will be more than glad to send you a disk.

Thanks
Mark Santora
dlk0ms9s@umaimi.ir.miami.edu

2597. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 05:06:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr03.050600.15270@ecst.csuchico.edu>
Source record: 233503

In article <1245@exua.exeter.ac.uk> SAMcinty@exua.exeter.ac.uk (Scott McIntyre) writes:
>
> Is the usual method of de-giffing a colour (heck, even mono) picture
>onto an ST merely the clumping of black and white dots, at a horrendous
>resolution? I know that a lot of effort went into writing these programmes
>out there, but it seems amazing to me that on the VGA system (yes, I know
>it has better graphics) it can look so amazing, and on my ST it looks like
>someone sneezed! Am I doing something wrong? I've been using ViewPic which
>is very nice for loading gif images, and works in mono or coulour (but looks
>bad either way...the colours are all off), but the gray images still look
>like nothing more than clever optical illusions...

Get a copy of GIFFER for the ST for converting GIF files to the ST with a
monochrome monitor. It has 4 levels of dithering. GIFFER won't let you save
the files into a PI3 pic, so you'll need a screen capture program, SNAP30
works well (I think it's SNAP30). Both programs are on atari.archive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2598. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 05:10:45 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr3.051045.1894@ns.network.com>
Source record: 233504

SAMcinty@exua.exeter.ac.uk (Scott McIntyre) writes:
>1) I have a 520 STE (w 4/meg add on)...and the SM 124.
>GIF stuff... and viewing them on the PC that does the
>downloading - they all look brilliant. But when I get them home they look
>crap.

The secret to photo quality pictures is (for black and white) the number of brightness levels (greys) or (for colour) the number of RGB combinations available per pixel.

Consider that USA broadcast television can only send about 250 equivalent color "pixels" per scan line, and you can see that the issue is not one of the number of pixels per line (of course, more don't hurt) but of the "shades" those pixels can assume.

A GIF on a 640 VGA is BETTER quality than anything I've seen on my broadcast television set. An Atari ST or STe is much worse. Not because of the number of pixels in a scan line (which exceeds broadcast TV) but simply because the Atari has only a few shades to pick from in color mode (4 or 16) and only black and white for high-res mode.

You see, VGA has 256 colors (or 64 shades of grey, I believe) per pixel. There in lies the secret, and there in lies the disappointment of Atari's stone age graphics modes.

>4) Is it possible to get Gif images to look remotely nice on a STE?

No. Even ST's in color mode have only 8 shades of grey, and the STe's have only 16. In high-res mode you just got on or off.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2599. Re: Can't connect a 1040st to a TV Set :-(

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 05:26:05 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4589.27f9211d@miavx1.acs.muohio.edu>
Source record: 233505

In article <4539.27f72f4f@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> In article <40250015@hpindda.cup.hp.com>, goo@hpindda.cup.hp.com (Michael Goo) writes:
>>>in comp.sys.atari.st/rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins)
>>>writes:
>>>On a related note, is it possible to add a RF modulator to an older ST?
>>>I've noticed that there is space on the motherboard for it, but nothing is
>>>there.
>> The Atari monitor connector has a line for composite video. This is essentially
>> regular NTSC signal without being modulated to a TV frequency. You can buy or
>> build a cable that will go from the monitor port to a composite connector
>
> So if I splice into the composite line of the monitor, I should be able to
> get composite output? It sounds a little too easy. Why would anyone buy
> that Video Key thing then?

Apparently, its not that easy. I hooked it up like this, and got nothing.
Is it possible to get a composite signal on older ST's with out having to
buy a video key? My motherboard is rev. D. Has anybody attempted this?

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2600. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 05:55:19 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr3.055519.2322@ns.network.com>
Source record: 233506

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>4) Is it possible to get Gif images to look remotely nice on a STE?
>
>Well, it's fairly simple to display a full 256-color GIF image, if that's
>what you mean. I have code doing this in my port of Fractint 12. Using
>frame-swapping to (almost) double the number of bits per pixel just about
>squares the number of colors to choose from, and also squares the number
>of colors displayable at once.

I take it by frame swapping that you build two (or more) logical screens
and alternate between them every vertical retrace -- so as to layer
intensities on top of one another. Thus your eye and the persistence
of the phosphors become the brightness integrators. A duty cycle kind
of thing. Let's see per color you have one frame-pixel full on and
one frame-pixel in one of 8 possible levels. Or one at level 6 and
the other in 7 possible levels, etc .. 8+7+6+5+4+3+2+1=36 levels per
color, or 46,656 possible colors to choose from.

Hmm, but you still only have 16 pallette cells to choose from per
scan line, and you can only add them and not multiply them. Giving you
32 colors per scan line (or scan zone in Spectrum 512 mode) max.

My guess would be that flicker and pseudo-shadow movements would be
quite severe. So how does it really look?

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2601. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 05:58:21 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr3.055821.2405@ns.network.com>
Source record: 233507

```
>one frame-pixel in one of 8 possible levels. Or one at level 6 and
>the other in 7 possible levels, etc .. 8+7+6+5+4+3+2+1=36 levels per
>color, or 46,656 possible colors to choose from.

Oops, many of those combinations are redundant upon averaging.
So you really have less.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853
```

2602. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 07:50:34 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr03.075034.16133@ecst.csuchico.edu>
Source record: 233508

logajan@ns.network.com (John Logajan) writes:

- >4) Is it possible to get Gif images to look remotely nice on a STE?
-
- No. Even ST's in color mode have only 8 shades of grey, and the
- STe's have only 16. In high-res mode you just got on or off.

I must disagree -- assuming by 'remotely nice' we mean as good as VGA. One may convert GIFs to Spectrum 512 format. Perhaps the best utility for converting them is DIGISPEC, a commercial desk accessory. There are other GIF conversion programs for the ST, but some will not do Spectrum 512 format, and others won't convert to Spectrum 512 as well as Digispec.

I think a good comparison is the CLOWN pic: it looks good in VGA, and as good or better in Spec512 format on an ST, IMHO.

I agree with John though, in that, if you want a GIF converted to the standard low-res's 16 colors (DEGAS or NEOchrome pic), then it's usually not worth the effort.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2603. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 08:49:53 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Apr03.084953.12784@actrix.gen.nz>
Source record: 233509

Distribution:world

In article <440@mixcom.COM> uuvvuu@mixcom.COM (Craig L. Stodolenak) writes:
> I just purchased a used 1040 ST and SC1224 about a week ago and have a
> few questions. Okay, really just one question: Which telecommunications
> package do you use and why?
>
> My observations so far:
>
> UniTerm
>
> Interlink
>
> ST TalkPro
>
> Vanterm
> --
> Craig L. Stodolenak "Then have sent to my chambers two young boys,
> mixcom!craig%uunet.uu.net a pumkin, and the schnauzer. After this meet-
> craig@mixcom.com ing I shall wish to be depraved." -- E. Weiner

Why not try RUFUS, it is in German and is Shareware,
has all the things that you would wan't,
here is a small list.
1. X,Y,Y-G,Z, and Stream
2. Auto Zmodem Dnloads.
3. Background Transfers, (Not Zmodem)
4. VT100/52
5. Batch/Script Mode
6. Group Dialing, also has a limit of 16 Phone No.s
7. Has support of 6 screen sizes
8. Fonts and Screen sizes selectable
9. Works in all resolutions

Get a copy and have a Play with it, it is on Genie...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2604. Re: Sideline Software

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 10:17:29 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Apr3101729@zappa.FtCollins.NCR.com>
Source record: 233510

>>>>> On 2 Apr 91 03:27:12 GMT, jcksnsr@nmt.edu (Admiral JC) said:

> Hey, quickie question... has anyone out there had any dealings with
> Sideline Software in Florida... I ran across their add in the Mar. Current

I ordered Anarchy and Shoot 'em up Construction Kit about three to four weeks ago at their 14.95 price. The only problem I had was they accidently shipped it COD when I'd asked for credit card purchase... I called to make sure I wouldn't be charged for both, they said that there might have been some problem with card #, etc and to call if my card was charged. I got my credit card bill the other day and they didn't charge my card. Response time was fairly quick, about 1.5wks from FLA->CO.

The worst thing, though, was that their specials go quick! I had a list of about 6 arcade games from their 14.95 specials I'd been wanting for a while and Anarchy was the only one they had left... (If anyone has a used Black Tiger or Strider for sale let me know!)

> Notes and really liked the prices. Really liked their prices, really, really
> low... perhaps $20 below nearest competitors on some stuff. Maybe too low.

> Does this company actually exist and do they actually sell what they
> advetise at what they advertise (14.95 for a game that everyone else has for
> about $32.95 or more).

I'm not sure how they get prices like that... When I visit my family in Columbus, Ohio I go to the local(!) atari/amiga/ibm shop. They buy/sell/trade and have great prices on used STuff (carry UK ST mags too). The scary thing is (and here comes my point) they have some kind of shrink-wrap capability because they can shrink-wrap the used stuff. Although it is marked, they could easily represent used software as new. I'm not saying Sideline does this, but it is one way to get good prices.

Here're examples from the used 'deals' I got last visit to the shop in Columbus: $10 Drakkhen, $6 Battletech, $4 Iron Lord.

The volume of business this store does is amazing. The Atari/Amiga markets in central OH must be thriving.

--

/**/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/**/

Fortune:
Hartley's Second Law:

Never sleep with anyone crazier than yourself.

2605. emacs on atari

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 11:28:33 UTC
From: uttwkt@utrcu1.UUCP
Message-ID: <820@utrcu1.UUCP>
Source record: 233511
Cross-posted to: comp.emacs,comp.sys.atari.st

Hello,

I am trying to use the emacs-editor on my atari 1040 st. I have a gnu emacs distribution (version 18.51 I think) from the mailserver in Utrecht. I set the environment variable $EMACSLOADPATH with the program environ.prg. However, emacs complaines that it cannot find its files, because the path is still the old path. Did I do something wrong, and if so, what?

Replies please to hvdberg@math.utwente.nl

Harmen van den Berg
Department of Applied Mathematics
University of Twente
Enschede

2606. *** WANTED *** 3.5" DS-DD Floppy drive for an Atari 520ST.

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 11:48:16 UTC
From: bagdy@dweezl.enet.dec.com
Message-ID: <21676@shlump.nac.dec.com>
Source record: 233512
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.atari.st.tech

V'z ybbxvat sbe n hfrq naq snveyl purnc (jryy, ubj nobhg ernfbanoyl cevprq) 3.5" 720Xo be 1.44Zo sybccl qevir sbe zl Ngnev 520FG. Jbhyq cersre gur rdhvczrag or cyht naq puht sbe gur flfgrz vs ng nyy cbffvoyr.

Nz nyfb vagrerfgrq va nal 5/10/20Z uneq qevirf gung znl/znl abg or va jbexvat beqre. Nyfb arrqf gb or ernfbanoyl cevprq cyrnfr.

Cyrnfr fraq Znvy. . .Gunaxf !

+---+
| Zngg Ontql ontql@qjrrmy.rarg.qrp.pbz |
| Fbhgu Oheyvatgba, IG |
+---+

2607. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 11:51:06 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1991Apr3.115106.4220@hemel.bull.co.uk>
Source record: 233513

Re the Pgc cpu - see Byte March 89 (maybe only the International edition?)
for more details.

==
Keith Bedford keith.bedford@hemel.bull.co.uk
Bull HN Information Systems Ltd
Maxted Road - UK03-HM14
Hemel Hempstead
Herts HP2 7DZ
England +44-442-232222 ext 4520
==

2608. Re: Video Titler program for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 11:57:29 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1991Apr3.115729.4321@hemel.bull.co.uk>
Source record: 233514

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>Well, I'm in an educational media class right now at school, and I need to
>know if there is any sort of video title program for the ST out.

One was on a recent ST Format (UK magazine) Coverdisk, if no-one responds
with a better alternative (it may not work with US video?) I'll upload it
to terminator.

==
Keith Bedford keith.bedford@hemel.bull.co.uk
Bull HN Information Systems Ltd
Maxted Road - UK03-HM14
Hemel Hempstead
Herts HP2 7DZ
England +44-442-232222 ext 4520
==

2609. Re: Atari earnings

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 13:55:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1055659651@thelake.mn.org>
Source record: 233515

[In article <1991Mar11.222942.12560@chinet.chi.il.us>,
saj@chinet.chi.il.us (Stephen Jacobs) writes ...]

> Atari's results for the last quarter and the whole year were in the Wall Street
> Journal today. They reported $0.15 a share earnings for the quarter on
> slightly lower than year-before sales. All of this was due to an extraordinary
> credit for repurchase of debentures.

I saw a story on the Reuter business newswire that said Atari Corp. is
negotiating with Israel to establish a $150 million computer factory.
Israel is being asked to supply $100 million or so in loan guarantees
for Israeli component plants. Apparently if Atari assembles machines in
Israel using a sufficient level of Israeli-made components, the machines
can be shipped duty-free to the European Community. The production
capacity would replace plants currently operating in Taiwan.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2610. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 15:01:35 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Apr03.150135.26529@chinet.chi.il.us>
Source record: 233516

It seemed reasonable to point out here that VGA uses a minimum of (I hope I have this right) 256 K of screen memory. I'm rather nearer to certain that most super VGA uses a Meg. This isn't the sort of thing that would have been considered reasonable when the ST was designed.

Making the display system independent (ala PC) has the advantage of allowing you to make improvements when technology changes. It has the disadvantage of causing proliferation of semi-compatible 'standards'. (Look at the distribution kit of any high-end PC application. There are many screen drivers.)
Steve

2611. Re: amiga emulators

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 15:13:14 UTC
From: psurge@cs.utexas.edu
Message-ID: <1260@grit.cs.utexas.edu>
Source record: 233517

In article <3303@hexagon.se>, daniel@hexagon.se (Daniel Deimert) writes:

> Probably they gave up and bought an Amiga. Seems the easiest thing to
> do, and you can use both computers at the same time. (That's *real*
> multitasking, folks!)
>
Strictly speaking that would be multi-processing, not multi-tasking...minor
difference. Multitasking is where the CPU must divided its time between the
programs running (ala Amiga), while multiprocessing allows programs to run at
the same time (ala Atari Transputer, or similar device).

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2612. Re: Rogue

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 15:20:06 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Apr03.152006.27601@actrix.gen.nz>
Source record: 233518

Distribution:world

In article <7881@jhunix.HCF.JHU.EDU> d_alvear@jhunix.HCF.JHU.EDU (Dom Alvear) writes:
> In article <46296@ut-emx.uucp> sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
> >I've updated to Tos 1.4 and the game Rogue no longer works. I bought
> ^^^^^^^^^^^^^^^^^^
> [stuff deleted...]
> >
> > Sean Sterling Foiles / Univ. Texas Comp Sci Grad / sean@happy.cc.utexas.edu
> Since we all know that some things blow up with TOS 1.4, how does one
> make an OS switcher? I've heard of people doing such things, and I
> still remember the days of my old 800XL with Newell Industries 2 ROM
> set for complete compatability...
>
> Dom

Ladbroke Computing of the UK. do a Kit for using TOS1.2/1.4,
2 chip set Roms, but don't know any more than that.

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2613. Re: Expansion cases - Compatibility with hardware?

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 15:23:20 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Apr03.152320.27674@actrix.gen.nz>
Source record: 233519

Distribution:world

In article <1243@exua.exeter.ac.uk> SAMcinty@exua.exeter.ac.uk (Scott McIntyre) writes:
>
>
> There are a number of companies here in the UK as well as on the
> continent which offer some sort of a hardware expansion box for
> the 520 and 1040...basically just a large empty box that you can
> put your motherboard and most other things inside of...space for
> several hard drives, floppies, etc..
>
> My question is: With the high number of graphics cards and add on
> processors available for the Mega, would it be possible to invest in
> one of these tower cases, then get the add on card and have it work,
> even though the machine is still a 520 or 1040?
>
> Anyone know?
>
> Ta,
> Scott
> .

Well from what I read these Graphics cards use the Mega Buss, this is
not in a ST or STE...so could be a problem..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2614. Re: sundog

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 16:04:15 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7543@tekgen.BV.TEK.COM>
Source record: 233520

In article <4450001@hpcvca.CV.HP.COM> jg@hpcvca.CV.HP.COM (Joe Gilray) writes:
>
>What are the system requirements for Sundog? RAM? color? Etc.
>

Sundog runs on any color ST. It is one of the true lost classics.
A really great game!

Bob Luneski boblu@tekgen.BV.TEK.COM Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

2615. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 17:01:33 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Apr3.170133.2948@menudo.uh.edu>
Source record: 233521

Roger.Sheppard@bbs.actrix.gen.nz boldy writes in article
<1991Apr03.084953.12784@actrix.gen.nz>
>Distribution:world
>
[stuff deleted]
>
>Why not try RUFUS, it is in German and is Shareware,
>has all the things that you would wan't,
>here is a small list.
>1. X,Y,Y-G,Z, and Stream
>2. Auto Zmodem Dnloads.
>3. Background Transfers, (Not Zmodem)
>4. VT100/52
>5. Batch/Script Mode
>6. Group Dialing, also has a limit of 16 Phone No.s
>7. Has support of 6 screen sizes
>8. Fonts and Screen sizes selectable
>9. Works in all resolutions
>
>Get a copy and have a Play with it, it is on Genie...
>--
>Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

Can someone d/l it from Genie and post in on atari.archive? I assume
that it is PD... I no longer have a Genie account to do this...

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2616. Re: Having trouble uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 17:26:40 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1991Apr3.172640.4112@watserv1.waterloo.edu>
Source record: 233522

In article <7223@bgsuvax.UUCP> sbrown@bgsuvax.UUCP (Scott F. Brown) writes:
>
> I'm having trouble getting files to uncompress properly that have the
>.Z extension. I'm talking about the sound files on terminator. I believe I
>have the proper programs to uncompress them but I must be doing something
>wrong. I have followed the directions in the documentation but still have had
>no luck. Could someone please mail me any instructions on what I am doing
>wrong(or better yet, how do I do it right!) Thanks in advance

It could be that you are losing bits during transfer, either from terminator
to bgsuvax, or from bgsuvax to your atari.

Or it could be "uncompress" for the ST. I believe that some
"uncompress" releases for the ST did not have the same capability
as compress on the vax. In either case, this sequence might solve
your problem. Try this:

(1) trasfer your ".Z" file from terminator to bgsuvax
dont forget to use binary mode.
(2) use uncompress on bgsu to get the uncompressed file.
(3) use UUE or uuencode on bgsu to get a mailable "text" file.
(4) transfer the text file to your ST
(5) use UUD on your ST to decode and get the sound files.

Good luck.

Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca
BITNET: ljdickey@watdcs.bitnet

2617. Mac Roms

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 17:32:26 UTC
From: rollie@cobber.cord.edu
Message-ID: <1991Apr3.173226.27924@cobber.cord.edu>
Source record: 233523

Since someone else got a positive response I thought I wold try my luck and ask if anyone had a set of mac 128k roms or new of a place where I could get a set. I've been thinking about a GCR but it wouldn't do much good without the roms. Thanks in advance.

--

Rollie@cobber.cord.edu
Concordia College Moorhead, MN

2618. DigiComposer (was: Re: NoiseTracker v1.5)

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 17:56:22 UTC
From: daniel@hexagon.se
Message-ID: <3314@hexagon.se>
Source record: 233524

I have recently came across a new PD soundtracker from Sweden, called "Digi Composer". It is supposed to be ProTracker (Amiga) compatible, and it makes use of the STe PCM soundchip as well as stereo output (even on a normal ST w/ some kind of DA converter). It supports OverScan which is very nice when editing.

ALSO NOTE: It is TT compatible and timer driven. No more 50/60 Hz problems!

If someone would like to upload this to atari.archive, I will be happy to send you a disk. I don't have ftp access myself.

[In your article, you wrote:]
)Unlike Audio Sculpture, it [NT 1.5 -dd] allows you to save modules.

I don't know if you knew this, but the version of A.S. on atari.archive is only a demo of a commersial product. Of course that version will allow you to save modules as well. A.S. has far better sound quality than any other soundtracker on the ST I know of, and it can play a lot of modules NT and DC will start bombing on.
--
Daniel Deimert, daniel@hexagon.se or ...!sunic!kullmar!pkmab!hexagon!daniel

2619. Connecting an RGB monitor to a 1040STE

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 17:56:47 UTC
From: malay@sae.com
Message-ID: <247@jupiter.sae.com>
Source record: 233525

I'm posting this again, our news processor went haywire and we didn't receive
any messages for two weeks.

----------original message----------
Help! How can I connect a Zenith Data Systems ZVM-135 RGB Monitor to an
Atari 1040STE? Here's the ZVM-135's connector pinout:

1 - Negative horizontal or negative composite sync*
2 - Positive horizontal or positive composite sync*
3 - NC
4 - Positive vertical or positive composite sync
5 - Green input
6 - Blue input
7 - Red input
8 - NC
9 - NC
10 - Green feedthrough
11 - Apple X1 Input
12 - Apple X2 Input
13 - Apple X3 Input
14 - Negative vertical or negative composite sync
15 - IBM intensity
16 - Ground
17 - NC
18 - Audio input
19 - Ground
20 - Composite video input
21 - Red feedthrough
22 - Blue feedthrough
23 - NC
24 - NC
25 - Apple X8 input

*NOTE: Composite sync must be supplied to both the horizontal and vertical
sync inputs.

Specifications:

inputs ..... DB-25 type connector
R,G, and B signals TTL level analog positive
Composite - TTL positive or negative
Horiz sync - TTL positive or negative
Vert sync - TTL positive or negative
Ground
Audio - .5V to 1V rms.
Audio ground.

Apple III video - (4)
IBM intensity
Composite video.

This monitor is switchable from RGB to Composite. It has an DB-25 RGB connector and a set of RCA phono type jacks for composite. There was a message floating around (dated 4 Jan 87) that showed how to connect a Sony XBR monitor to an ST and it works (I've seen the result). I realize that I could just use the composite input with the STE but I would like to use the RGB for obvious reasons. Anybody got any clues????

Bob Malay

2620. Re: Mice

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 17:58:53 UTC
From: marc@sequoia.cray.com
Message-ID: <025246.17762@timbuk.cray.com>
Source record: 233526

In article <59697@aurs01.UUCP>, whitcomb@aurs01.UUCP (Jonathan Whitcomb) writes:
|>
|> I have the Golden Image mechanical mouse (what do they mean by "opto-
|> mechanical?), ...

There is a Golden Image OPTICAL mouse (a la Sun) which I have. No more
cleaning mouse balls :-) ...

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2621. DMA problem in 1040STE

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 17:59:14 UTC
From: malay@sae.com
Message-ID: <248@jupiter.sae.com>
Source record: 233527

Does anybody know if there is a way to detect the DMA problem in the 1040STE's without waiting for the bug bite??

Bob Malay

2622. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 18:09:10 UTC
From: micro@imada.dk
Message-ID: <1991Apr3.180910.7427@imada.dk>
Source record: 233528

trh@atari.UUCP (T R Hall) writes:

> Actually, the way the Glue chip "Bus Errors" is that it has a
>(minimal) timer that watches /AS. If /AS is longer than 1uS (1000nS) than
>it generates a /BERR.

Using the /AS to generate the BERR?? What a great hack!!! Even motorola don't
mention that it can be done that simple - instead they say (quote) :
"BUS ERROR AND HALT OPERATION
...
External circitry must be used to determine
the durtion between address strobe and data
transfer acknowledge before issuing a bus
error signal..."

/AS and /DTACK is coupled very closely... (great hack)

There is one thing that worries me though - 1uS timeout??? From what
I can see in the motorla docs. then a Read-Modify-Write Cycle have
the /AS low for 8.5 cycles (at 8Mhz this is sligthly longer than 1uS??)
Don't you mean something like 64 cycles (or 8uS???).
One thing is sure - the read-modify-write instruction TAS, don't trigger
a bus-error (it's used to check if the blitter is ready).

> [I probably shouldn't say this part, but what the heck...]
(Please do...)

> For those who really want to kludge, you could even respond to
>accesses that are in spaces the Glue decodes, but doesn't respond to, such as
>WRITES to ROM spaces. Of course, you can't READ what you wrote (because of ROM
>responses to read), but the writing part of the kludge would work.

Kind of WOM (write only memory), it's very cheep to manufacture - there is
one problem though (it's kind of hard to get the information back out) ;-)

Even better than generating a /DTACK on internal ROM, is generating it
on the ROM port - remember to put the R/W signal through a hole in the box...

Keep up the good work, TRH - and let us know all the details...

Klaus (micro@imada.dk)

2623. Star NX1000 or C.Itoh ProWriter to GCR

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 18:15:32 UTC
From: dmk@air12.larc.nasa.gov
Message-ID: <1991Apr3.181532.7217@news.larc.nasa.gov>
Source record: 233529

This is the first News article I have ever posted, so criticize if
I did something wrong and encourage if I done OK.
I called GDT Softworks this week and was told that the NX1000 printer
was NOT supported by them. The salesman told me that the printer was
listed, but listed as unsupported! I thought the NX1000 was Epson FX
compatible and told him so. He said, "Don't talk to me about it."
Has anyone out there got a Spectre GCR and a NX1000 working?
If so, where did you get your driver?
Also, I have an old C.Itoh ProWriter in the closet, and if I must
I could dust it off and hook it up, but I was really looking forward to
selling it at my next garage sale.

Daniel M. Koppen / Internet: dmk@air12.larc.nasa.gov
NASA / LaRC \ 128.155.18.12
Hampton, VA. / Everything posted is my own personal opinion!

2624. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 18:43:03 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr03.184303.19277@ecst.csuchico.edu>
Source record: 233530

In article <1991Apr3.170133.2948@menudo.uh.edu> rcte2p@menudo.uh.edu (Paul S. Sears) writes:
>>
>>Why not try RUFUS, it is in German and is Shareware,
>
>Can someone d/l it from Genie and post in on atari.archive? I assume
>that it is PD... I no longer have a Genie account to do this...

It's already on atari.archive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2625. Re: The cause of the phantom typist

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 18:46:36 UTC
From: micro@imada.dk
Message-ID: <1991Apr3.184636.7591@imada.dk>
Source record: 233531

jan@janhh.hanse.de (Jan Willamowius) writes:

```
> struct { /* GEM AES storage segment */
> ..
> struct tRec /* application recording as described in Appl_tRecord() */
> { void(* t_who)(); /* routine */
> long t_how; /* arguments */
> } recs[32];
> ..
> }

>> void /* enqueue input for forker */
>> forkq( void(* who)(), long how)
>> { reg struct tRec* rec;
>> extern fpcnt, fpt; /* fork-pipe-tail index */
>> if( fpcnt < 32)
>> { rec= (long )((fpt++ << 3) + &D.recs);
>> if( fpt == 32) fpt= 0;
>> rec->t_who= who;
>> rec->t_how= how;
>> fpcnt++;
>> } }
> (copyright by Digital Research Inc, 1985, April 15 (!))
> What happens if forkq() is called non-interrupt, the fpt index is at 31 and
> the code gets reentered (interrupted) between fpt++ and if( fpt == 32) ..?

You might be right there...

> To exorcise one may
> 1) Replace expressions like ++i; if(i == ANYPOWEROFTWO) i= 0;
> by ++i &= (ANYPOWEROFTWO - 1)

????? in what language do you want to write that ?????

What you are writing is :
++i = ++i & (APO2-1);
- no matter how you try to hide it...

But ok, I understand what you mean - what you want is a interlocked add cyclic.
IAC 1,APO2,i - but no compiler can generate that to a 68K. Some
signal processors can (and they are not restricted to powers of 2 (Analog
Devices).

> 2) make sure the interrupts are disabled whenever forkq() is called
> (from chkkbd(), mchange() and ap_tplay())
```

This is a lot easier than making a new CPU with new instructions and a new
C-like compiler that can generate them...

> 3) recompile, assemble and link the system.

might be hard to do with '1)'...

Klaus (micro@imada.dk)

2626. Floppy drive trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 18:59:01 UTC
From: yonder@netcom.COM
Message-ID: <1991Apr3.185901.12568@netcom.COM>
Source record: 233532

Recently my internal DS drive in my 1040STf stopped working correctly..
I managed to waste several disks before I realized it was going, uhg..

I thought for sure it was the drive mech that had gone bad, so I got another
one (actually a TEAC model, that a friend of mine had successfully used to
upgrade his SS drive). Anyways, it still wouldn't work.. My hard-drive
still works fine though.. So currently my bet is on the floppy controller
chip (WD1772) or possible the buffer chip (U8 a 7406).. Anybody else
out there think diffrently? I cannot get a drive to read or write or format.
It will attempt to do all three but always fail miserably! My computer fails
with three diffrenent mechs: my TEAC, my old Atari drive, or my friends
external TEAC-modified drive.. My friends (520ST) will work with any of the
drives.. (He swapped my old Atari mech. into his old SS drive case)..

Another realted deal: my floppy light on my 1040 has always flashed very
faintly while my hard-drive is on.. I seem to recall reading about his
before.. Is this good, bad, or just annoying? Is a fix available?

Well, any advice would be greatly appreciated, but it looks like solder sucker
time to me... :-(
.....yonder@netcom.com
--
Christopher Russell (yonderboy) yonder@netcom.COM or clr40@amail.amdahl.com

2627. 1.44 Meg on ST...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 19:04:15 UTC
From: yonder@netcom.COM
Message-ID: <1991Apr3.190415.12928@netcom.COM>
Source record: 233533

This is related to the "bad floppy" message I posted..

Since I have a new 1.44M floppy mech, I was wondering were I can find
info on how to get it to work.. I seem to recall there was a modification
that had something to do with routing a faster clock to the floppy controller..
If it a different floppy controller chip is needed that is ok (if you read my
other message it looks like it is bad and will have to be replaced anyways).
Of course I will need a program to format 1.4M disks as well.. or at least
some specs on how to right my own.. And one last thing.. how about
compatibility problems (GCR?).... thanks... yonder@netcom.com

--
Christopher Russell (yonderboy) yonder@netcom.COM or clr40@amail.amdahl.com

2628. Electronic Symbol clip art

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 19:17:39 UTC
From: wilson@mdivax1.uucp
Message-ID: <1991Apr3.191739.24200@mdivax1.uucp>
Source record: 233534

Does anybody known where I might obtain clip art for electronic
symbols for schematics or will I have to draw such things myself ?

2629. Re: GCR + 1.44Mb floppies

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 19:17:50 UTC
From: yonder@netcom.COM
Message-ID: <1991Apr3.191750.13584@netcom.COM>
Source record: 233535

s37837k@saha.hut.fi (Jari Lehto) writes:

>I have 1.44Mb floppy on my ST and in Spectre when I push one in, it does
>not like it, but with exchanger it should work. My exchanger is bad,
>so I can not try it before I catch a new copy somewhere...

>Is there a Mac-HD-format or is the 800k maximum in Mac-format?
>1.6Mb floppies would be great...

> Jartsu

> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

What is exchanger, and how did you get a 1.44 in your Atari.. (As should
be obvious from my recent posts I am interested in this and I decided to
reply on the NET cuz I figure others might want to know as well).. I will
own a GCR soon (I hope) and want to know how a 1.44 will work.. thanks
........yonder@netcom.com
--
Christopher Russell (yonderboy) yonder@netcom.COM or clr40@amail.amdahl.com

2630. Re: Can't connect a 1040st to a TV Set :-(

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 20:26:14 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4599.27f9f416@miavx1.acs.muohio.edu>
Source record: 233536

In article <28735@fs2.NISC.SRI.COM>, todd@NISC.SRI.COM (Todd Koumrian) writes:
> It is too easy. I also have an old 1040ST. Not only is there no
> modulator board, but the composite output line that's supposed to come
> out the connector doesn't exist. On later models it was added. We're
> screwed. My info comes both from the Atari ST Internals book and I
> asked at an atari shop just the other week about this. Oh well.

Is there any spot on the motherboard to get the signal though?

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2631. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 20:27:30 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr3.202730.6648@ns.network.com>
Source record: 233537

```
>>one frame-pixel in one of 8 possible levels. Or one at level 6 and
>>the other in 7 possible levels, etc .. 8+7+6+5+4+3+2+1=36 levels per
>>color, or 46,656 possible colors to choose from.
>
>Oops, many of those combinations are redundant upon averaging.
>So you really have less.

Far less! You get 15 non-redundant intensity levels by swapping
two frames. Thus giving you 3375 colors (a subset of which is
the 15 shades of grey) to choose from, but you still can only
pick from 32 pallette cells per scan line (or zone.)

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853
```

2632. Does Lode Runner game exist for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 20:57:04 UTC
From: bj@unislc.uucp
Message-ID: <1991Apr3.205704.8441@unislc.uucp>
Source record: 233538

The subject says it all. I would like to get Lode Runner for the
ST if it exists. If yes, does someone want to sell their copy? If
the answer is no are there any similar type games that you can recommend?

Thanks,
Bruce Jones
Unisys {hpda, sun, uplherc}!unislc!bj
Salt Lake City, Utah unislc!bj@cs.utah.edu
(801) 594-7046
--
Unisys {hpda, sun, uplherc}!unislc!bj
Salt Lake City, Utah unislc!bj@cs.utah.edu

2633. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 21:11:54 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr3.211154.23014@uvm.edu>
Source record: 233539

From article <1991Mar29.150606.11735@chinet.chi.il.us>, by saj@chinet.chi.il.us (Stephen Jacobs):

> How's this: a combination power brick, floppy drive and external video
> adapter, that plugs in to the expansion connector?

I second that idea 8-), and it should quiet those of us who tend to confuse
light and heavy laptops with each other.

> Don't anyone get too excited; these are just some ramblings. And by the way,
> who's the magic person who has to say 'this will happen' and make these
> officially-announced future Atari products? And has that person said that?
> Steve saj@chinet.chi.il.us

Sounds like they 're committed to them or they wouldn't show them.
Hope the weight is really low (what was it again?) and the price isn't
too high. 8-)

Bob Pegram {Awaiting an STE, after death of my ancient 520 8-}
{"She were a faithful old beastie."}

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

2634. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 22:05:29 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Apr3.220529.1164@menudo.uh.edu>
Source record: 233540

ekrimen@ecst.csuchico.edu (Ed Krimen) boldy writes in article
<1991Apr03.184303.19277@ecst.csuchico.edu>
>In article <1991Apr3.170133.2948@menudo.uh.edu> rcte2p@menudo.uh.edu (Paul S. Sears)
writes:
>>>
>>>Why not try RUFUS, it is in German and is Shareware,
>>
>>Can someone d/l it from Genie and post in on atari.archive? I assume
>>that it is PD... I no longer have a Genie account to do this...
>
>It's already on atari.archive.
>

Ok. It is. I never saw it before... Been on there since November.
Anyway, I am using it right now, but, one comlaint is that it is not a
speed demon :-). Uniterm is still one of the fastest fully vt100
compatible emulators out. I do like being able to change fonts in
Rufus. However, I don't know any German so I am lost on its features.

BTW, I saw that uniterm.tar.Z was dated April 3 (today!) - is this a new
version? or did someone just re-upload it?

(Anyone want to try to do a emulator in assembly and still keep it fully
vt100?)

Later!

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2635. Spectre 128 wanted

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 22:05:32 UTC
From: cwilliam@mimsy.umd.edu
Message-ID: <CWILLIAM.91Apr3170532@mimsy.umd.edu>
Source record: 233541
Cross-posted to: misc.wanted,comp.sys.atari.st

I am looking for the old Spectre 128 cartridge with or without ROMs
for the Atari ST.

I may also be interested in a GCR, but the 128 is all I really need.

If you have an old 128 lying around from when you upgraded to GCR, let
me know, Ill buy it!

Chris
/\/\/\

2636. Re: GCR + 1.44Mb floppies

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 22:14:05 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr3.221405.23436@uvm.edu>
Source record: 233542

gjh@hplb.hpl.hp.com (Graham Higgins) asks:

> Anyone know whether Spectre GCR handles the 1.44Mb floppy ugrade?

The Dream Park chip swap that replaces the WD1772 with another controller? No, not yet. Dave Small would have to make the drives slow back down to 300 RPMS. The hack published here by hase (Hartmut Semken)? I am not sure about it, but it might work, since the disk speed remains at 300 RPM. I wouldn't bet the farm on it though 8-).

In any case, Spectre GCR 3.0 doesn't support the high density mode, even if it could read GCR disks in such a system.

Hope this helps,

Bob Pegram {Awaiting his new STE, due to death of faithful 520}

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

2637. Re: Mice

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 22:15:47 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <wbyZEHe00Uh7A3KbZY@andrew.cmu.edu>
Source record: 233543

Opto-mechanical means that a light beam passes through slits in a wheel that spins as the mouse moves, one horizontal, and one vertical. a light sensor on the other end senses the light pulses and converts these to movement info for the mouse controller. There is a rubber ball with little spikes all over it that is used to clean mice. Just place it in the chamber, and run the mouse around for as few seconds. It is for the mac, and I do not know if there is one with a bigger ball for the ST. A great idea, though.
-geisha-

2638. Re: MGR - What is it?

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 22:18:11 UTC
From: plinio@boole.seas.ucla.edu
Message-ID: <2314@lee.SEAS.UCLA.EDU>
Source record: 233544

In article <533@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>I've noticed MGR on atari.archive in the MiNT directory.
>
>What is it?
A window manager -- a program similar to X that allows you to run
different programs concurrently while showing the output of each
program in a separate window. You can interact with each program
by clicking in its window. You can 'iconify' a window so that it
gets out of your way and appears as a small icon on the screen.
MGR allows you to select a different font for each window containing
text. Each window has a mercifully small border that saves valuable
space on the screen (as opposed to GEM).

Thus, a typical scenario is that you'll have a clock running in a corner
of the display, you can be typing in an 80x25 shell window, have a download
going in an inverted white-on-black smaller window, etc...

>Do I need to be running MiNT to use it?
Yes, you need to be running MiNT for the multitasking support, and you'll
need to have more than 1 Meg of RAM to get started. To be comfortable, I
suppose maybe 3 Megs would do it, but I have been getting by with 2.
You'll also want a mono monitor, the bigger the better. Hard disk?
Yes, MGR comes with a lot of programs, font files, etc. It would
probably not be worth the trouble (or impossible) to use it off of
floppies.

Thanks to T R Hall for posting the solution to the 4 Meg memory limit
problem. We are going to need those 16 Megs, whether we get them in ST
memory or SST or TT memory.

plin
--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
This page intentionally left blank so that it could contradict itself.

2639. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 22:39:21 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Apr3.223921.16258@jato.jpl.nasa.gov>
Source record: 233545

In article <1991Apr3.055519.2322@ns.network.com> logajan@ns.network.com (John Logajan) writes:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>Well, it's fairly simple to display a full 256-color GIF image, if that's
>>what you mean. I have code doing this in my port of Fractint 12. Using
>>frame-swapping to (almost) double the number of bits per pixel just about
>>squares the number of colors to choose from, and also squares the number
>>of colors displayable at once.

>I take it by frame swapping that you build two (or more) logical screens
>and alternate between them every vertical retrace -- so as to layer
>intensities on top of one another. Thus your eye and the persistence
>of the phosphors become the brightness integrators. A duty cycle kind
>of thing. Let's see per color you have one frame-pixel full on and
>one frame-pixel in one of 8 possible levels. Or one at level 6 and
>the other in 7 possible levels, etc .. 8+7+6+5+4+3+2+1=36 levels per
>color, or 46,656 possible colors to choose from.

Hm. I don't quite follow this description. Ok, assume one frame-pixel full-on or full-off, =[0,7] (or [0,15] on the STe). Given equal display time per frame (two frames) this extends the ST palette to an effective 12 bits, or 4096 colors. (Or extends the STe from 4096 to 32768.) Pretty effective, and also surprisingly tolerable. I think this is what the Colorburst 3000 program did. But, this is somewhat wasteful, because this only uses 8 of the 16 available palette registers in the alternate frame. (3 colors, full on or full off, 2**3=8.)
>
>Hmm, but you still only have 16 pallette cells to choose from per
>scan line, and you can only add them and not multiply them. Giving you
>32 colors per scan line (or scan zone in Spectrum 512 mode) max.

Well, as I mentioned above, you're not realizing the full potential with the scheme you just outlined. Anyway, there are two alternatives, and I've used both in Fractint. First, and most obvious - unbalance the duty cycle. Use two alternating frames, but display one twice as often as the other. This immediately makes all your pixel bits in one frame "more significant" than the other frame. This gives you color levels of 0-7 on one frame, and 0-2-4-6-8-10-12-14 on the other. You now have 22 effective levels per color, or 10648 colors on an ST. (STe - 46 levels, 97336 total colors.) But I think that's a little extreme, it's also really just adding least-significant-bits, so all you're really doing is gaining finer steps between color levels. Oh, for the original poster, this means 22 and 46 gray-levels on ST and STe, respectively, on a color monitor.

Now, as to adding and not multiplying colors... Consider these two
palette definitions... (Let's use octal, for readability, eh?)

Palette 0: {000, 001, 002, 003, 004, 005, 006, 007,
020, 021, 022, 023, 024, 025, 026, 027}

Palette 1: {000, 100, 200, 300, 400, 500, 600, 700,
050, 150, 250, 350, 450, 550, 650, 750}

By inspection you should be able to satisfy yourself that using these
two palettes on two evenly alternating frames, you will be able to use
8 bits per pixel and get 256 unique colors. Your maximum intensity is
reduced to half of what it used to be, but the brightness control will
fix that. }-) I crippled the green driver arbitrarily, you could
decrease the red or blue resolution to suit your taste. This is what
you get on a PC with VGA, 3 bits for one color, 3 bits for another,
and 2 bits for the last. I don't recall what the 2-bit color on VGA is.
At any rate, it covers the full spectrum; there are no color gaps or
missing or overemphasized colors in this scheme.

[For med-rez, 16 colors, I used {000, 007, 020, 027}, {000, 700, 050, 750}.
Note that now two colors are 1-bit each, and one color is 2-bits.]

I posted a small archive several months ago (cbox.arc) that demonstrated
this setup when I first got Fractint running. It draws 16 horizontal bands
on one screen and 16 vertical on another, then just toggles in the two
palettes on vertical blank. If you don't have this demo, you can write
it yourself based on the description I gave. It will take me at least a
week to get to my stuff if I have to repost it, as I no longer have an
accessible online copy and I still haven't settled into a place yet, so
my STuff is still in storage.
>
>My guess would be that flicker and pseudo-shadow movements would be
>quite severe. So how does it really look?

Try it and see, eh? }-) The color scheme I chose above gives the
entire 256 color palette of the PC w/VGA. Try other setups....
>
>--
>- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
>- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2640. Re: Atari earnings

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 23:01:10 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr3.230110.16779@jato.jpl.nasa.gov>
Source record: 233546

In article <A1055659651@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>I saw a story on the Reuter business newswire that said Atari Corp. is
>negotiating with Israel to establish a $150 million computer factory.
>Israel is being asked to supply $100 million or so in loan guarantees
>for Israeli component plants. Apparently if Atari assembles machines in
>Israel using a sufficient level of Israeli-made components, the machines
>can be shipped duty-free to the European Community. The production
>capacity would replace plants currently operating in Taiwan.

Just the opposite of what USDOD indirectly did to Atari here: When Inmos set up their plant in Colorado springs to make transputers, which Atari would have bought to put into ATWs, DOD wouldn't let Inmos re-export T-400's and T-800's to UK, even though they were already being manufactured in UK!

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2641. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 23:10:21 UTC
From: hk@aludra.usc.edu
Message-ID: <16365@chaph.usc.edu>
Source record: 233547

Could somebody post/send me how can I convert SF314 3.5 drive to
dobule side drive?

Thanks.

2642. Constructive?

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 23:29:01 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <UbyaIxC00UhBE0ynEu@andrew.cmu.edu>
Source record: 233548

You want constructive, TRH? Here it is.

You have power problems with external video? Well, since external video would most likely only be used at a station that has wall power, why not power the circuitry direct from the power line input. When there was not power line input, ie, when you are using battery power, the circuitry is off, and takes no power. Or the jack could act as a switch. When the plug was in, then power would go tho this circuitry, other wise it would not. This could work on either the monitor connection, thus allowing battery powered operation for those who want it, or on the power jack. When there is no external monitor connected, then it reverts back to the original machine., so you have the best of both worlds. Battery life and external video, or at least the choice.

The same thing can apply to the floppy. Put a switch on the drive that allows it to power on when there is a disk inserted. Have a capacitor set up so that on initial power on, it draws power from the capictors, thus avoiding a spike in the power coming from the battery sort of like an electronic fly-wheel. Also, while talking about floppy sensing, when the heck will Atari connect the drive sense line, so that the cpu REALLY knows when there is a disk inserted, and things like GCR can work porperly. It would be great if the desktop could automatically update windows when a new disk was inserted.
Back to the notebook, why not include the battery powered drive mentioned by TRH internally, and give an extra door on the bottom for the seperate battery power for the floppy, if one is going to use it. I prefer the above solution, but this is better than nothing.

As for the backlighting. No if's and's or but's. Not having a backlight is a fatal mistake. I do not care how great the contrast is. Will it be better than an active matrix display? Unless Atari has a new marvel in LCD technology, I doubt it. Why did Apple have to redisign the mac portable? Because of overwhelming complaints about the lack of a backlight. Even with the incredible contrast of the active matrix display on the mac, it was all but unusable in many conditions. Add a stage light? By the time one finishes adding on all the things one needs to use it, it will be just as huge as the STacy. Working in a lab with diffuse overhead flouresent lighting will work fine. But for a machine that is supposed to move around as much as a notebook, I do not think that you can rely on good lighting being available. Innovative power? How about this. Run a line from the hottest part of the circuit board up to the corner of the display, probably the coolest, and use the heat differential to create a current to power the backlight. I do not know if the power will be enough, but it is an idea, anyway.

I also agree with whoever it was that said that external pointer device support was essential. If I am and artist, I do not want to use an iso-point type device to draw, or is the noebook not for artists? If I am a musician, and am drawing waveforms for my dx-7 i do would rather use a mouse. Or is this not for musicians? Actually, a mouse is useful for just about everyone. I understand the space/power problems, but see above for potential solutions, or try this one on for size. The mouse connector could be modified to provide power TO the computer, and the mouse would have it's own batteries. The mouse would power its own controller, not the other way 'round. This could work on a redesigned (simple) monitor connection as well. Also, why not design it so that the LCD screen can open 180 degrees to the keyboard, and lock there, and can also lock into any other angle as well, and use the touchscreen device in the pad. Better for artist, musicians, and not that much more intrusive that taking your hands off the keyboard to use the iso-point like thingy. In fact I think it would be even better than the mouse, and since such an input device is supposedly already running on the ST Pad, the hardware is all but done. Add the handwriting recognition too, and WOW!!! While you are at it, let the LCD seperate from the CPU/Keyboard, and it would be incredible. You could set it up anywhere, just like a monitor. Even hang it on the wall in front of your desk! :^)
Yes, I am asking a lot, but am I asking too much? Think about it. These things are very small hacks, of a mechanical nature (the seperable locking LCD) and would be easy for any ID person. I will even do it! The locking mechanism would double for the release mechanism that lets the LCD separate. The cable coils into a slot in the cpu base. If great distance is wanted, a longer cable will have to be bought, of course. Third party people may even design an LCD connector To allow for this, both ends of the connector must terminate in a plug. There is a small easle, like on the back of a small picture frame, that allows the LCD to stand on its own. Thus, you have a "seperable keyboard" setup, just like the MEGA. Using a computer on your lap, even if it weighs next to nothing, makes porblems like carpal tunnel syndrom look like a small bruise. It is very difficult. The above set up alone would sell these things to PC and Mac people like hotcakes to the famished. This machine can be everything! And it would be a marketing dream if handled well. PC ditto in ROM!!!! Yeah!
[How about adding foot pedals so that we can skip the batteries and generate our own power :^)]

There are a lot of ideas that one can use to have one's cake, and eat a large portion of it as well. I just do not see why it is absolutely necessary to gut the machine to get more power. Why not try to get both a full function machine, and more power? Don't tell me it is impossible. When the mac notebook comes out, I'll prove you wrong! As it is, that beast of a machine gets up to twelve hours of power. A smaller more efficient machine.... We need to get the jump on the market, or else you may find that the market has gotten away.
Comments sugestions, post them wherever the hell you want. I'll read 'em, or I won't. Just like everyone else. Just quit a jumpin' down my throat, especially those who do not know about what they are speaking.

I love you all.

Peace,
-geisha-

2643. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-03 23:40:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40852@cup.portal.com>
Source record: 233549

Ed Krimen writes:

>logajan@ns.network.com (John Logajan) writes:

>- >4) Is it possible to get Gif images to look remotely nice on a STE?
>-
>- No. Even ST's in color mode have only 8 shades of grey, and the
>- STe's have only 16. In high-res mode you just got on or off.

>I must disagree -- assuming by 'remotely nice' we mean as good as
>VGA. One may convert GIFs to Spectrum 512 format. ...

Unfortunately, number of colors is only part of the story.. Spectrum 512, while allowing up to 512 colors on the screen, is still limited to low resolution... converting a VGA picture to 320 x 200 resolution usually results in severe loss of detail, and distortion of the aspect ratio of the original. (i.e., pictures come out fuzzy and squashed)

DigiSpec does a fairly good job of conversion, but allows no control over aspec ratio... picture of people come out short and fat usually.. the GIF converters that DO allow control over aspect ratio usually end up reducing the picture so much that an extreme amount of detail is lost..

The only GIFs that convert reasonably well to the ST are ones which were 320 x 200 to begin with... and there aren't very many of those any more..

BobR

2644. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 00:43:49 UTC
From: korpela@stew.ssl.berkeley.edu
Message-ID: <1991Apr4.004349.123@agate.berkeley.edu>
Source record: 233550

In article <1991Apr3.223921.16258@jato.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> This is what
>you get on a PC with VGA, 3 bits for one color, 3 bits for another,
>and 2 bits for the last. I don't recall what the 2-bit color on VGA is.
>At any rate, it covers the full spectrum; there are no color gaps or
>missing or overemphasized colors in this scheme.

Are you sure this is how things are done on the VGA? I though that
VGA has a palette of 256 colors out of 32K total. In that case the
number of bits assigned to each color is really up to the programmer.
32K total colors is 15 bits which turns into 5 bits each of R, G, and
B. By appropriate palette choices a programmer could choose to have
5 bits of R and 3 bits of B represented in the byte allocated to each
pixel (if he/she so desires.) Because each palette lookup table entry
is independent I would think that it would be possible to use 2.67 bits
per color rather than the 3,3,2 method you describe. (I, of course, don't
mean that literally, but it should be possible to obtain a more even
distribution across the spectrum than is possible with the 3,3,2 method).
Then again, I don't know all that much about VGA graphics, so I may
be wrong about this.

/\ korpela@ssl.berkeley.edu Internet
/__\ rioch BKYAST::KORPELA 42215::KORPELA DecNet
/ \ of Chaos korpela%bkyast@ucbjade Bitnet
(_____________________ <aka Eric Korpela>

2645. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 01:04:44 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <13976@ccncsu.ColoState.EDU>
Source record: 233451

In regard the question of some one said the uniterm.tar.Z has date of Apr.3:
Yes, it's Apr. 3 but not 1991, it's Apr.3 1990. So it's the 2.0e version.
Is there any translated doc for rufus?
Tang
sytang@lamar.colostate.edu

2646. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 01:09:45 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr4.010945.6507@terminator.cc.umich.edu>
Source record: 233452

In article <1991Apr3.220529.1164@menudo.uh.edu> rcte2p@menudo.uh.edu (Paul S. Sears) writes:
>BTW, I saw that uniterm.tar.Z was dated April 3 (today!) - is this a new
>version? or did someone just re-upload it?
>

Look a bit closer, April 3, 1990 is the timestamp.

Perhaps we should have some sort of soiree, to celebrate the year anniversary of the last uniterm update.... :)

>Later!
>
>--
>Paul Sears The Univ. of Houston |"The greater an individual's power
>Student of the College of Technology | over others, the greater the evil that
>RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
>RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a White Castle
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

2647. WD 1772 IC....

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 01:12:33 UTC
From: yonder@netcom.COM
Message-ID: <1991Apr4.011233.28971@netcom.COM>
Source record: 233453

Obviously, this relates to my previous posts.. I went out and headed over to JDR to pick up the floppy controller IC.. To my surprise they did not have it! So then I start calling around.. nobody has it -- "what part # did you say?".. All of the floppy controller IC's that JDR had are almost exclusively under $10 and the 1771 is $5.. Almost all of these IC's are 40 pin and I am sure more sophisticated than the 1772 (though I may be wrong, but why can't I run a 1.44M)? Anyways, I call up B&C and San Jose Computer, and sure they have it but it $25 (!!) at either shop.. So, my question is: is this the price I must pay, or is there an alternative? Hopefully, there is, but obviously I'll pay $25 if I have too.. I even went to the extent to call Western Digital (the IC manufacturer), they gave me the number of a local distributor, who informed me that it had be "obsoleted".. bummer..
Well, anybody got any advice (another Atari dealer with lower prices maybe?)
.........yonder@netcom.com

--
Christopher Russell (yonderboy) yonder@netcom.COM or clr40@amail.amdahl.com

2648. Mega STE

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 02:19:00 UTC
From: rollie@cobber.cord.edu
Message-ID: <1991Apr4.021900.5508@cobber.cord.edu>
Source record: 233454

My roomate wold really like to purchase a Mega STE, could someone please
tell me where we could mail order one from.

--

Rollie@cobber.cord.edu
Concordia College Moorhead, MN

2649. GIF (Was: Something about STE's)

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 03:42:06 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr4.034206.15099@nmt.edu>
Source record: 233455

...in regards to loss of detail when displaying GIFS larger
than 320 x 200 :

Why not use the QuickGIF viewers available at atari.archive? There
are two viewers (B&W and Color). They are both very small .TTP
files, they're faster than other viewers I have seen, and you don't
lose much, if any, picture detail. They both create a virtual screen
that you can scroll around. They are still limited to 16 colors. To
get around the 8 greyscale handicap, the B&W viewer allows you to select
from one of 6 palettes that introduce the 8 shades of another color on
top of the 8 pure grey shades. While this introduces a false color into
the picture, the results are usually very good.

Just my $0.025 cents worth.

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

2650. Flicker Palettes [was Re: Graphics on the STE...]

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 05:25:19 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr4.052519.9240@wam.umd.edu>
Source record: 233456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes (in response to John Logajan):
>>My guess would be that flicker and pseudo-shadow movements would be
>>quite severe. So how does it really look?
>
>Try it and see, eh? }-) The color scheme I chose above gives the
>entire 256 color palette of the PC w/VGA. Try other setups....

I did try out the Fractint you posted ages ago that used flicker palettes, and it didn't flicker too badly. I bet some of the combinations you'll get with the two palettes you posted are pretty terrible though.

I've played with this technique several different times and have never really been satisfied with the results. I'll load up my animation editor and try out color combinations at 60Hz -- some combinations seem to "fuse," i.e,. blend perfectly. In these cases you simply cannot tell that it's swapping between two colors. In many other cases, however, the colors don't fuse at all, and you get horrible, headache-inducing flicker. Mixing 000 and 777, e.g., is totally unbearable, at least on my monitor. I made a little demo that just mixed all combinations of colors in the default NEOchome palette. I got 256 colors on the screen. Yup. But you had to look at it from across the room, with the contrast all the way down, and squinting, or your eyes would turn to jelly and ooze out your head. (Neither was a pretty sight.) :-)

I tried to come up with a formula or set of criteria that would predict which colors would fuse and which would flicker, but never could see a pattern. I did notice that some combinations look OK if the "blending area" is small, but not when you swap, e.g., two solid-color screens. In general, the larger the area, the more flicker. I also wonder if it's monitor-dependent.

Anybody know how to algorithmically pick colors that always blend? Given such an algorithm, one could write a program to find an "optimal flicker palette" -- one where the most combinations possible were rock-solid. This would yield more colors on the screen at once with little flicker and not much CPU overhead. As Howard pointed out, such a screen mode would be superior to Spectrum 512 because each of the N different colors could appear anywhere on the screen. You could probably even do interactive animation (read: GAMES) with this mode, although all your raster operations would be only half as fast.

Even if you couldn't find two palettes in which all combinations blended, finding enough to get 32 solid combinations would be better

than what we've got now: 16 colors, Spectrum 512, or brain-melting flicker.

Maybe if we assigned everyone reading this newsgroup a color combination to try and compiled the results... (Heck, there are only 262,144 different combinations. Aren't there supposed to be tens of thousands reading this group? Well then, that's only, what, 10-20 per person? I'll start the ball rolling with 000 and 001...)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2651. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 05:33:48 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Apr4.053348.20115@menudo.uh.edu>
Source record: 233457

sytang@lamar.ColoState.EDU (Shoou-yu tang) boldy writes in article
<13976@ccncsu.ColoState.EDU>
>
> In regard the question of some one said the uniterm.tar.Z has date of Apr.3:
> Yes, it's Apr. 3 but not 1991, it's Apr.3 1990. So it's the 2.0e version.
> Is there any translated doc for rufus?
> Tang
> sytang@lamar.colostate.edu

Er, yeah... I see that it is April 1990.... sheesh... I better get out
of the past quick, eh?

Note: This is the second posting in which I was mis-informed... I
think I will fade back into net.nowhere for awhile... :-)

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2652. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 06:12:21 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr4.061221.10114@ns.network.com>
Source record: 233458

In article <40852@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Spectrum 512, while allowing up to 512 colors on the screen,

The Spectrum 512 color claim is exceedingly misleading, by the way.
Each scan line is broken up into three parts, and each section can
use only 16 colors. Or 48 color changes across the screen. A true
random 256 color machine can have 256 different colors across one line.

A further problem is intensity quantumization. Suppose I have a color
with R=5, G=5 and B=1. If I take it down one level, I have R=4, G=4 and
B=0!!!! I can't get a lighter shade of the same color!!

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2653. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 06:44:38 UTC
From: plinio@turing.seas.ucla.edu
Message-ID: <2318@lee.SEAS.UCLA.EDU>
Source record: 233459

In article <12229@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu writes:
>[someone speculates about evolution of Atari TT models with Motorola 68040 cpu]
A reasonable speculation, IMHO. And as long as we're talking about a
1993 time frame, it would also be fair to bring even the 68050 into the
discussion.

>I guess it would be safe to assume that Atari is considering the '040 cpu for
>their next generation along the TT product line. But the microprocessor spec-
>trum has shifted from the dominance of the 80x86 and 68000 families from Intel
>and Motorola. One alternative is mentioned by the author of the following art-

Not in terms of volume sold, you mean the ever-elusive claims of
performance by chip manufacturers.

>icle. And although he seems to disdain the specifications of the chip, I think
>it might be of significance and worthy of serious consideration.
>
>-------------------------[start of article]-----------------------------------
[...large portion deleted]
>
>Name When Price Technology MIPS
>PgC7600 1/91 400 $ Bipolar 200
>PgC7610 2/92 40 $ CMOS 80
>PgC7620 1/93 100 $ Bipolar 250
>PgC7700 2/93 400 $ CMOS 1000
>PgC7710 4/93 200 $ Bipolar 2000
>
>If you ask me: Too little, too late, no serious performance, no software.
>Forget it.
>-----------------------------[end of article]---------------------------------
>
>If the PgC series has the capability of adaptable microcode and CISC emulation,
>then it would merit consideration by Atari as an alternative to the Motorola
>68000 line. At the very least, it would offer Atari a little leverage against
>Motorola's monopoly of the '030 and '040 market. At best, Atari would have a

It would be more fair to call it a monopoly if Motorola's prices were
unreasonable (like intel's).

>computer that could run 80x86/68000/6502 etc. binary code, by loading the
>proper microcode.

Promising 80 MIPS by Feb. 1992 for $40 in (large volumes, I assume)?
Sounds great, but it is just that -- a promise. Has intel ever made
good on the promise that its i860 would run at 50MHz so that the 150
max MIPS figure hyped by the press could come to light? How fast

does the chip run under normal conditions (i.e. with interrupt processing ON, using usual compiler output, using affordable (read slower) chips for memory)? Anyone want to take bets on whether intel's benchmarks had interrupts enabled, or ran the dhrystone benchmark from 80nsec memory?

At least with a 68040, with its familiar instruction set, we know what kind of performance to expect by simply looking at the average number of instructions per cycle and the capacity of the cache.

Other questions to be resolved: how efficiently would the processor emulate a 68000; is the microcode well geared to emulate its rich set of addressing modes and (small) irregularities? Would it have enough micromemory to do it? Can it address enough registers, or would it have to draft part of the cache for this role, inevitably slowing things down? How fast can it do a multiply or divide (it would have to do this very quickly in general purpose microcode to beat out an 040 with a built-in FPU with dedicated microcode)? We wouldn't know all of this until the machine and emulation software were implemented. That's a long way off.

Also, a lot of fast cpus will be introduced in this year of 1991, so that 80 MIPS (whatever that means in real terms of performance) may not seem as fast by comparison in one year. And 1993? Well, in computer years, that's ages hence. By then, the 68050 may be a more familiar sight. It is difficult to speculate on numbers relating its performance with the information we have now, but...there was a recent announcement that Moto just built the largest, most dense chip yet (for the US Navy, too advanced for mortals like us to buy, with a good amount of space devoted just to nuclear-proofing redundancy), and one must begin to wonder what they're going to be able to do with their commercial products (that don't need to waste any space for redundancy) by 1993.

>CISC emulation and multiprocessing capabilities. The pricing and performance
>seem to be exceptional to me and are some of the qualities associated with
>Clive Sinclair (and perhaps Atari), so that a Timex 200000K could soon be in
>our hands?

I'm all for power without price as much as the next guy, but my general feeling is that it's too soon to tell. As long as one can speculate all the way out to 1993, one can speculate about a lot of other things, many of them silly...like the Common Market banning American chips because the high frequencies might disrupt brain processes that control the ability of consumers to choose for themselves between labels stating "with hormones" or "without", or the Japanese opening their market to American rice due to a widespread boycott of Japanese submarine propellers :-P. When I see the TT040, or the PgC-ST at my dealer...or even at Toys-R-Us...I'll be convinced. Until then we can only make suggestions to Atari and hope that they'll listen. Right now we are having enough trouble getting them to put a 1.44 Meg drive into the TT...(by the way, TRH, your portable design is fine the way

it is, IMHO).

plin
--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
This page intentionally left blank so that it could contradict itself.

2654. Spectre GCR Mac->DeskJet Printer Driver Needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 06:48:20 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <1991Apr4.064820.2975@agate.berkeley.edu>
Source record: 233460

The subject line says it all. I have a DJ 500 and I need a driver for it.
The MacPrint package seems to be what I need, but it has a serial -> parallel
converter that I don't need. What do I do!?!

In a related vein, are deskjet graphics laserjet compaitble and vice versa?

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

2655. Re: Expansion cases - Compatibility with hardware?

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 07:29:35 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr4.072935.28780@santra.uucp>
Source record: 233461

>In article <1243@exua.exeter.ac.uk> SAMcinty@exua.exeter.ac.uk (Scott McIntyre) writes:
>> There are a number of companies here in the UK as well as on the
>> continent which offer some sort of a hardware expansion box for
>> the 520 and 1040...basically just a large empty box that you can
>> put your motherboard and most other things inside of...space for
>> several hard drives, floppies, etc..
>>
>> My question is: With the high number of graphics cards and add on
>> processors available for the Mega, would it be possible to invest in
>> one of these tower cases, then get the add on card and have it work,
>> even though the machine is still a 520 or 1040?
>>
>> Anyone know?
>>
>> Ta,
>> Scott
>> .

There is a good graphics card for 1040 from Matrix GmbH...
If I remember correctly 800x600 with 256 colors on a 14"/16" multisync.

I currently have one of these towers, and I am quite satisfied, altough
there is a Mega 4 inside, not a 520 or 1040. There is well enough
room for my two seagates, laser controller and two floppies with HD-interface.
And they are cooled down with 3 thermo-controlled fans.
I am just looking forward to fit a Delta Modul in...

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2656. Re: GCR + 1.44Mb floppies

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 07:56:15 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr4.075615.29133@santra.uucp>
Source record: 233462

In article <1991Apr3.191750.13584@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>
>What is exchanger, and how did you get a 1.44 in your Atari.. (As should
>be obvious from my recent posts I am interested in this and I decided to
>reply on the NET cuz I figure others might want to know as well).. I will
>own a GCR soon (I hope) and want to know how a 1.44 will work.. thanks
> ....yonder@netcom.com
>--
>Christopher Russell (yonderboy) yonder@netcom.COM or clr40@amail.amdahl.com

Exchanger -> Apple File Exchanger, a program with you can move files from MS-DOS (and ST) floppies to Mac. Requires Mac with super drive or a Spectre GCR 3.0 with Atari ST.

I have a German HD-adapter on top of the WD-1772 02-02 floppy-controller chip. A small circuit board, that controls the clock-rate for the drive and some other things. Formatting and controlling software are included.

This HD-drive does odd things in Spectre. It is not very reliable to use. If a floppy is reported bad in HD-drive, it still works in DD. (luckily I have two drives...) But it works great with Apple File Exchanger. Even 1.44Mb MS-DOS floppies are usable. But you can not use 1.44Mb Mac-floppies with it (at least format, I haven't tried reading already formatted one). The problem is the step-rate of the drive. If I could find a program that could adjust steprate in Spectre, it would be very nice.

I have the HD-drive mainly for larger storage-capacity in ST-mode and for compatibility in AT-emulation.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2657. Looking for TeX metafont to GDOS .FNT prog

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 08:08:37 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <1991Apr4.080837.8007@agate.berkeley.edu>
Source record: 233463

A couple of years ago, I saw a program with a name like "GF2FNT" or "GFTOFNT" which took (TeX) Metafont .GF files and converted them to GDOS .FNT files.

If someone has it could she or he get it to me or atari.archive.umich.edu please?

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

2658. Overscan help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 09:09:10 UTC
From: rfschaa@cs.vu.nl
Message-ID: <9544@star.cs.vu.nl>
Source record: 233464

I have a simple problem: I have a program that requires more than
the standard 200 lines in color. I know it is possible to use the
bottom border, but how?
If there is anybody out there that can explain me how to do it, please
let me know.

Richard Schaaf (rfschaa@cs.vu.nl)

2659. April HACKS meeting for SoCal...

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 10:17:23 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr4.101723.1304@abode.wciu.edu>
Source record: 233465

PRESS RELEASE

APRIL 2, 1991

On Saturday, April 27, 1991, Bob Brodie, Manager of User Group Services for ATARI will be visiting Southern California. Bob is a very dynamic speaker. Before Bob came to ATARI, he was a User Group President. He knows what it is like in the trenches.

This visit is being sponsored by the User Group, H.A.C.K.S., but attendance is open to all ATARI Clubs and ATARI owners. H.A.C.K.S. has rented a 325 seat theatre for the occasion. This meeting will be held at the Glendale Public Library's Main Branch Theatre, upstairs. The meeting will start promptly at 10:30 AM and is expected to last three hours. The Library's address is 222 East Harvard Street, Glendale, CA.

Take I-5 to the Colorado exit, go East a mile to Louise Street, turn North, go one block. An alternative route is to take the 134 FWY to the Central exit, go South a mile to Harvard street, turn East, go two blocks. For more specific directions refer to the L.A. County Thomas Bros. Guide, Page 25-E5.

Best of all, admission is FREE, but it is on a first come, first serve basis only.

As an added bonus The Computer Network, a local ATARI Computer Store, will be having an Open House in honor of Bob Brodie's visit. The store plans to have many developers, including, but not limited to, CodeHead Software, Gadget's by Small and WuzTEK, displaying their products. Store manager, Mark Krynsky, says to, "...expect special prices and deals galore."

The Computer Network is located at 1605 West Glenoaks Boulevard,

Glendale, CA. The Open House will be from 2:00 PM to 7:00 PM,

after Bob Brodie's lecture is over. If you have specific

questions about the Open House you may call Mark at 818-500-3900.

Remember, Bob Brodie's meeting will start promptly at 10:30 AM,

at the Library and the Open House will start at 2:00 PM, at the

computer store. Directions from the Library to the Store will be

available at the Library.

I thought this press release would be of interest to most Atari
users in California. Bye.....

Luis

--
"""""""

2660. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 10:27:50 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Apr4102750@zappa.FtCollins.NCR.com>
Source record: 233466

>>>>> On 2 Apr 91 08:15:13 GMT, SAMcinty@exua.exeter.ac.uk (Scott McIntyre) said:

>
> 1) I have a 520 STE (w 4/meg add on)...and the SM 124. I asked a few
> weeks ago about graphics on this kind of system, and a number of people
> all suggested that I look into GIF stuff...I have been doing so, downloading
> dozens at a time from wuarchive, and viewing them on the PC that does the
> downloading - they all look brilliant. But when I get them home they look
> crap.

The SM124 is *true monochrome*, it supports no gray scaling whatsoever.
A pixel in a hi-res ST picture is either black or white there is no
in between. To some degree this is a feature. Combined with the 70Hz
refresh rate and 640x400 resolution the SM124 provides and incredibly
solid display for doing serious work.

It would be surprising if, say a 320x200 256 color GIF pic, was even
recognizable on it, though. There simply are not enough pixels there to
dither it properly.

I have seen mono GIF viewers that get around this by displaying in a
window which can be scrolled, thus allowing better dithering. You might
want to look around for such a viewer.

> Am I doing something wrong?

Not really... but a color display is much much better for viewing GIF pics,
even mono GIF pics (see below).

> 2) Does the STE have gray scales, you know, proper shades of gray, not
> just the nearness of black and white pixels?

Yes, 16 in 320x200 mode
4 in 640x200
1 in 640x400

> How can I use these scales?

View the picture on a color monitor.

> 4) Is it possible to get Gif images to look remotely nice on a STE?

Someone else answered your question 'no'. IMHO, this is complete BS.
Below is how I typically view GIF pics, usually 320x200 256color images.
Many times you can view these with no loss in resolution or clarity:

1. Get GIF pic.
2. Convert to Spectrum 512 format using GIFSPC (<-- available at an

archive near you)
3. View the Spectrum pic. (<-- viewers also available at archives)

Since you're new to the ST series, I'll tell you what Spectrum 512
format is in case you haven't heard of it:

Spectrum 512 picture format uses some software trickery to display more
than the maximum 16 colors in 320x200 color mode. It changes the color
palette on a per scan line basis with a maximum of three changes per
line thus, you can have up to 48 different colors per scan line.

This allows creation of pictures which display the entire 512 color
palette of the ST on screen simultaneously. I don't know if the extended
4096 colors of the STe are supported but you still shouldn't have any
problems using 512 colors.

If you try to to view incredibly hi-res pics (ie. 1024x1024 at 16Million
colors) they still won't look all that great. GIFSPC can scale the
resolution down, however... I have some 640x400 many color pics which
look very nice on my ST when converted to Spectrum.

--
/**/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/**/
Fortune:
"Kirk to Enterprise -- beam down yeoman Rand and a six-pack."

2661. Re: Mice

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 11:57:23 UTC
From: ttonino@bio.vu.nl
Message-ID: <1991Apr4.115723.12026@bio.vu.nl>
Source record: 233467

>cleaning ball. Anyone have any neat ways of cleaning the rollers
>other than Q-tips and alcohol?
>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

Yes I know a way to keep the rollers clean. I still have my original 1986 Atari mouse. I think it was in 1987 I greased the ball with MS4 silicone grease from Dow-Corning. Since then, i have NEVER had to clean the rollers. However the ball is slightly more slippery, but I don't notice except when rubbing the ball over the table by hand.

I wouldn't recommend this trick with mice with very light balls, like Logitechs. This is just a trick I've tried and which a friend of me has tried; I do not guarantee it any further, but silicone grease seems quite inert to me.

Have fun and a clean mouse!

Thomas

2662. MAC-Roms, roms,roms...

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 11:58:35 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <12736@hydra.Helsinki.FI>
Source record: 233468

I'm planning on getting a GCR, would somebody tell me about these so
unfaimous MAC-ROMS....

What are they ??? the bios on rom ??
-what are they exactly (numbers etc...) so. what would I ask when going shopping ?
-are there differend versions, if so what's the newest / one for GCR 3.0 ???
-anythin else I should know ???

Does this wierd mac-law apply to europe ???
(here they have always sold the mac-roms already installed??)

spaziiba?1:-*)

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

2663. Bad news formatting from a Fidonet gateway

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 12:17:36 UTC
From: steve@thelake.mn.org
Message-ID: <A842143364@thelake.mn.org>
Source record: 233479
Cross-posted to: news.admin,comp.sys.atari.st

I'm posting this message because mail to the offending site has gone unanswered, and because I'm getting repeats of this stuff.

A Fidonet gateway is not properly formatting messages for Usenet and possibly not properly counting bytes when batching news. The results are that messages are being transmitted with the text in a single line, and that subsequent messages are being lost because rnews gets out of synch with the batch. (This may be a matter of the long line overflowing an input buffer.)

Following is the bad news. I will fold the long lines; if they don't begin here with a > character they're a continuation. Note that the last line in each item is the #!rnews header of the following item.

Item one:

>From rnews Thu Apr 4 00:59:40 1991
>Path: cs.umn.edu!uc!shamash!timbuk!uunet!attcan!telly!moore!eastern!egsgate!FredMail
>Newsgroups: comp.sys.atari.st
>Subject: TT video modes
>Message-ID: <669369942.1@egsgate.Fidonet.Org>
>Date: 17 Mar 91 18:45:34 GMT
>Sender: FredMail@p0.f98.n250.z1.Fidonet.Org
>Lines: 4
>
>Well the TT has a 320x480 mode with 256 colours at once. It has a
1280x960 mono mode and a 640x480 mode with 16 colours. It is also
supposed to have a special gray scale modem (not too many people are
aware of) that displays 256 levels of gray scale in
the TT 320x480 low resolution. All this from a pallete of 4096.
>
>S.S.
>
>#! rnews 513

Item two:

>Path: cs.umn.edu!uc!shamash!timbuk!uunet!attcan!telly!moore!eastern!egsgate!FredMail
>Newsgroups: comp.sys.atari.st
>Subject: Toaster & ST (was: re: LEXICOLOR, Atari TT/030,...
>Message-ID: <669369942.3@egsgate.Fidonet.Org>
>Date: 17 Mar 91 18:51:00 GMT
>Sender: FredMail@p0.f98.n250.z1.Fidonet.Org
>Lines: 4
>

>Don't worry, we have the ParSEC board and some others coming from
Lexicor Corporation.
>
>S.S.
>
>#! rnews 470

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2664. Cooling fan easy and it works!

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 13:00:21 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Apr4.130021.18125@cs.wayne.edu>
Source record: 233469
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I just installed a Radio Shack muffin fan (part # 273-243B) on my hot ST and I can report that it works like a charm. I left the machine on all night and it's still blowing cool air.

Installation was easy. I went for functional instead of pretty, so the fan is on top of the ST rather than inside. My ST would flake out after a couple of hours and the spot on top of the ST over the power supply would feel extremely hot. If I shut it down for 10 mins, it would work fine. I drilled two holes in the top of the ST over the power supply to screw the fan to the case. I drilled a third hole to run the wires through the top of the case. Then, I cut and soldered these wires:

```
-----red wire ------ / -------- red wire ---

---------black wire --- disk drive
fan power
connector
------ blue wire --- / -------- black wire ---

-------- black wire ---
```

The ST has stayed cool all night and I'll bet this even makes her last longer. Highly recommended for Z-ram owners. This cost me about $15; you can probably find a 3in 12V DC fan cheaper at a real electronics store, but they're hard to find around here so Radio Shack had to do.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

2665. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 13:12:38 UTC
From: ue@nathan.ruhr.de
Message-ID: <5767626@nathan.ruhr.de>
Source record: 233495

In article <1991Apr3.220529.1164@menudo.uh.edu> rcte2p@menudo.uh.edu (Paul S. Sears) writes:

> compatible emulators out. I do like being able to change fonts in
> Rufus. However, I don't know any German so I am lost on its features.

Hi,
you can't use Rufus without GDOS. Just put GDOS in your auto-folder, create an appropiate ASSIGN.SYS-file and get the fonts. They should be found within the Rufus package.
/s/
--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

2666. Aladin Mac emulator problems...

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 15:12:48 UTC
From: ralph@lucifer.UUCP
Message-ID: <648@lucifer.UUCP>
Source record: 233470

Are there any Aladin users out there ??

I have just inherited an Aladin Mac emulator, complete with original disks and documentation. Unfortunately, several of the PD utility disks appear to be damaged in some way.

One of the disks has some games on, but when trying to mount it, Aladin claims that it is not an Aladin disk. I've looked through a Mac hints book which claims that this is can probably be fixed by holding down OPTION+'cloverleaf' keys during bootup. Does you happen to know if these keys are emulated, and if so, what they are mapped to ??

The other disk seems to start mounting properly, but it never finishes. I see the disk access light go on, the mouse pointer changes to wristwatch during several seconds of disk access. It then flips back to the pointer and back to the watch again and does a little more disk access. After some more seconds, the disk light goes out and nothing happens. I've tried leaving it for a long time to see if it's thinking about it, but nothing ever happens. The arrow pointer never comes back. The only way to get out of it seems to be a reboot...

What really bothers me is that these damaged disks appear to be the only ones that contain binhex and MacKermit, so I can't download any other PD stuff...

I have managed to get hold of a copy of binhex on a TOS disk, which I've copied over to Aladin using the Gem file import program, but it comes through in a non-executable form. Do you happen to know of a way to make it into an executable application ?? I am willing to start editing disks to get this to work....

Of course, an Aladin disk containing some kind of terminal emulator/download would be most welcome...

Thanks in Advance

Ralph Mitchell
--
Paper: Electronic Control Group, Lucas Powertrain Systems, Phoenix Way,
Cirencester, Gloucestershire, GL7 1QG, United Kingdom.
Voice: +44 285 657981 Fax: +44 285 658258
Bang: ...!ukc!lucifer!ralph Janet: ralph@uk.co.lucasauto.eg

2667. E.A. Brown and Wordup

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 15:30:15 UTC
From: jmorton@euler.Berkeley.EDU
Message-ID: <1991Apr4.153015.1268@agate.berkeley.edu>
Source record: 233471

I have been fiddling with the last updates I received from Neocept before they crashed last summer, and the printing problems seem insoluble. The file dates on the updated files are from 6/90, but I believe someone here has mentioned dates from 8/90.

Will someone send me the exact terms under which E.A. Brown will send me the latest? i.e. how much to send, do I supply my old discs, which ones, etc.

thanks in advance -

John Morton University of California
jmorton@euler.berkeley.edu Mechanical Engineering
{decvax,cbosgd}!ucbvax!euler!jmorton Machine Shop

2668. Atari 520 STFM computer FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 15:49:32 UTC
From: thompson@cis.ohio-state.edu
Message-ID: <103477@tut.cis.ohio-state.edu>
Source record: 233472
Cross-posted to: comp.sys.atari.st,misc.forsale

ATARI 520STFM with 1/2 meg of memory for sale. Included are a double
sided disk drive(internal), mouse, BASIC language disk with BASIC quick
reference guide, owners manual, and cable and switch box for hooking it up to
a T.V. Asking price is $200 or BEST OFFER.
please send replies to: Jeff
thompson@cis.ohio-state.edu

2669. Re: Hybrid Arts Sequencers?

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 16:46:35 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Apr4.164635.6141@arc.ab.ca>
Source record: 233478

In article <1540013@hpcc01.HP.COM> wright@hpcc01.HP.COM (Jeff Wright) writes:
>Well, I was able to obtain enough information from Hybrid Arts to
>convince me to place an order for "EditTrack Gold." This product
>is the successor to EditTrack II, and will be shipping at the end
>of this week (if you believe software companies:-).
>
>This product does not sound at all like the typical crippled entry
>level sequencer (e.g., 60 track limit vs. 12 in Tiger Cub). As far
>as I can tell, the only thing that it lacks from the top end "SMPTE
>Track" sequencer is the SMPTE support. And the price is right -- $99
>list, $75 when purchased direct from Hybrid Arts.
>
I think you will be impressed. I've had SMPTE Track for a few years now and
it's a very powerful sequencer. You're right in that the only difference is
the SMPTE support. As for 'Gold' I paid for my update in November!!! I did
receive a beta version (or something) to keep me happy in the mean time but I'm
still waiting for the official 'Gold' hopefully with new docs as I found the
manual to be often confusing or incorrect.

Bob

2670. Re: GCR + 1.44Mb floppies

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 16:48:35 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Apr4174835@ghiggins.hpl.hp.com>
Source record: 233299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob Pegram replied to my query:

> Anyone know whether Spectre GCR handles the 1.44Mb floppy ugrade?

++ In any case, Spectre GCR 3.0 doesn't support the high density mode,
++ even if it could read GCR disks in such a system.

It does indeed. Thanks to Bob and all who responded. My internal floppy
is getting a bit flaky and I was wondering whether to replace it with
a 1.44Mb drive. Now I know --- thanks.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

2671. Re: Standardized GEM look and feel

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 18:07:12 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr4.180712.17535@uvm.edu>
Source record: 233445

From article <1991Mar31.043722.10904@convex.com>, by rosenkra@convex.com (William Rosencranz):

Much deleted...
>
> and if there IS a widely available document dealing exclusively with
> programming practices for GEM, i would sure like to hear about it, whether
> it comes from atari or elsewhere. note that i have most every book ever
> published (in the US) on the ST, including all those which are out of
> print (abacus, sybex, etc etc). i also have the developers docs.
>
> enuf said...
>
> -bill
> rosenkra@convex.com
> --
> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
> Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

All I ever had was a comprehensive article in, I believe, ST Log. It
listed the usual dos and don'ts, and even the prefered menu contents
and layout. It may also have had other references - was hard to read
though. I 'll try and get you the exact reference this weekend or
sooner. Don't want to type it in, it's long and probably still copywrited.

bye,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

2672. RUFUS problem - it won't run!

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 18:17:17 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Apr4.181717.20318@garfield.cs.mun.ca>
Source record: 233417

I ftp'ed RUFUS.TOS from the atari.archive. I ran the self-extracting archive,
and then booted up the disk. The GDOS-clone was in the auto folder, and
the fonts were in the GEMSYS folder, just like the archiver left them.
I ran RUFUS.PRG, but all I got was an alert box, saying something like
"GDOS falhure - Ungultiges Handle" I assume it's german. Anybody know
how to get this working? Are there english docs available?

--
C. Miguel Borges |"Cyberspace. A consensual hallucination... |||
carlos@odie.cs.mun.ca|Unthinkable complexity. Lines of light ranged |||
an630@po.cwru.edu |in the nonspace of the mind, clusters and / | \
ad040@yfn.ysu.edu |constellations of data. Like city lights, receding..."

2673. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 18:29:31 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr4.182931.29069@jato.jpl.nasa.gov>
Source record: 233477

In article <2318@lee.SEAS.UCLA.EDU> plinio@turing.seas.ucla.edu (Plinio Barbeito) writes:
>...
>Sounds great, but it is just that -- a promise. Has intel ever made
>good on the promise that its i860 would run at 50MHz so that the 150
>max MIPS figure hyped by the press could come to light?...
The 150 MIPS figure is the speed it's guaranteed not to exceed :-)

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2674. Spectrum/3-D/animation

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 19:04:24 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr4.190424.13189@milton.u.washington.edu>
Source record: 233473

Can this be done:

Create a 3-D model in Sculpt 3-D, paint/render it with
Spectrum, then animate the frames?

Is there any software pacakge/integration of packages,
that can do this for me using Spectrum? I do want the
advantage of all those colors on the screen at once...

Thanks

gunnar
alexd@milton.u.washington.edu

2675. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 20:07:06 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr04.200706.27367@ecst.csuchico.edu>
Source record: 233407

In article <7871@jhunix.HCF.JHU.EDU> d_alvear@jhunix.HCF.JHU.EDU (Dom Alvear) writes:
>In article <8216@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>>any body have number 2.i saw number 2 once it is nice and i am looking for
>>a copy of it.i have number 1 it is nice.but 2 will blow you mind with the
>>graphics and sound.wow!!!if you have it fess up dudes.if you want a copy of
>>one let me know.i will mail it out if you send 2 or 3 buck for a disk and
>>mailer.
>>----
>
>Better yet, how about you send union demo 1 to atari.archive in an
>.MSA file and the person who has union demo 2 can do the same? I have
>a burning desire to see some new demos. Also, I've asked before, but
>has anybody seen the LOSTBOYS MINDBOMB demo? I got a little taste of
>it from the RED SECTOR demo, but I want more!!!!

The Union Demo uses a strange disk format that .MSA won't recognize or work
with. If it did work, the Union Demo would have been on atari.archive a long
time ago. :^) I haven't tried Ultra, but I could give it a try. Also,
Jampacker and Pompey Packer recently posted to a.a seem to have some disk
compression. I can probably play with those a little and see what happens;
too bad they don't have docs. :^(

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2676. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 20:10:01 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr04.201001.27448@ecst.csuchico.edu>
Source record: 233481

In article <7871@jhunix.HCF.JHU.EDU> d_alvear@jhunix.HCF.JHU.EDU (Dom Alvear) writes:
>
>a burning desire to see some new demos. Also, I've asked before, but
>has anybody seen the LOSTBOYS MINDBOMB demo? I got a little taste of
>it from the RED SECTOR demo, but I want more!!!!

Someone on Fidonet was supposed to send me the Mindbomb demo and a couple of other new ones; I should have gotten them a week or so ago. When or if I do, I'll try to get them to a.a in some form.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2677. Re: Connecting Macintosh Hard Disks to Atari

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 20:16:46 UTC
From: laird@think.com
Message-ID: <1991Apr4.201646.12046@Think.COM>
Source record: 233405

In article <1991Mar25.130049.11679@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>In article <1991Mar24.104528.13341@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>>zimm@leland.Stanford.EDU (Dylan Yolles) writes:
>>>my ST hard drive? How do I go about doing 2)? What is the chance
>>>that this won't work at all? (The hard drive I'm planning to connect
>>>is one of the Syquest 44 meg removable's; probably the one made
>>>by Jasmine.)
>>
>> ^^^^^^^
>>
>>Huh? I thought they were all made by Syquest! I am soon to purchase one of
>
>There are many removables with different names, but the mechanism is always
>by SyQuest. How about Atari Megafile 44? It is an example of this...
>Under the name of SyQuest there are only the base SCSI-units... The drives
>(if external) are always named after the maker of the housing...
>
> Jartsu
>

Actually, there are a number of manufacturers of removable mechanisms
(Bernoulli, Syquest, and Ricoh are most popular). Each of these mechanisms
have their own advantages and disadvantages. Syquests are cheapest and
most common, but are relatively unreliable, causing a number of companies
in the Mac market to avoid or drop them. Ricohs are a new technology
which promises to be quite reliable, but are also more expensive.
Bernoullis are the most expensive, but are an established, reliable
technology. There are also more "exotic" technologies such as
megneto-optical drives, flopticals, and so on.

> ... the maker of the housing ...

Those mechanisms are used by a large number of companies, who add a case,
power supply, cables, driver software, documentation, and perhaps other
bundled software. The other factors are how much testing the company does
on the mechanisms it ships (to weed out failures), the quality of their
engineering, and the warranty and service that they provide. While some
companies may just be "the maker of the housing" there is a lot more than
that going on at any quality drive vendor.

- Laird "I spent years working in the Mac hard drive industry" Popkin

2678. Telecommunications - KWEST ST meeting - Wed Apr 10/91

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 20:29:55 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Apr4.202955.3330@watmath.waterloo.edu>
Source record: 233474
Cross-posted to: uw.sys.atari,comp.sys.atari.st,ont.micro,kw.micro

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
will have its 16-bit (ST) meeting
at 7:00pm on Wednesday, Apr 10, 1991
in MC2009, the DCS Course Room,
on the 2nd floor of the Math & Computer Building
at the University of Waterloo.
The meeting starts at 7:30 pm.

This month, Allen P. Bargen, Sysop of EX-10, will discuss
Bulletin Board Systems.

Also available will be the English translation of the Midi Maze II
docs provided by our own Pat FitzGerald.

In addition to our disk-of-the-month, over 170 disks
are available from our library.

This month's "The Hard Copy", the KWEST newsletter,
will include info about BBS's, various software reviews,
info on the upcoming Windsor/Detroit International Atarifest,
plus pictures of the ST Notebook and Pad prototypes.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Call 579-3695 for further details or send email.

Hope to see you there,
Dani Roloson

2679. Re: The cause of the phantom typist

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 21:13:42 UTC
From: apratt@atari.UUCP
Message-ID: <2893@atari.UUCP>
Source record: 233401

micro@imada.dk (Klaus Pedersen) writes:
>> To exorcise one may
>> 1) Replace expressions like ++i; if(i == ANYPOWEROFTWO) i= 0;
>> by ++i &= (ANYPOWEROFTWO - 1)

>jan@janhh.hanse.de (Jan Willamowius) writes:
> in what language do you want to write that?
>What you are writing is :
> ++i = ++i & (APO2-1);
> - no matter how you try to hide it...

That's not true. Semantically, "i += 2;" is equivalent to "i = i + 2;" but "++i += 2;" is not equivalent to "++i = ++i + 2;" because the people who designed C are smarter than that. The side-effect is performed only once.

But regardless of that, you are suggesting that what happens in a C statement is uninterruptable, so doing something in a single statement makes it safe when it might be unsafe in multiple statements. This is not true. On the 68000 family, an interrupt can come between any two instructions. Individual instructions can't be interrupted, but the bus can be arbitrated away (for DMA, for example) between the read and the write of a read-modify-write instruction, except for the TAS instruction which is explicitly atomic.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2680. Re: Spectrum/3-D/animation

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 21:55:21 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr04.215521.28274@ecst.csuchico.edu>
Source record: 233475

In article <1991Apr4.190424.13189@milton.u.washington.edu> alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Can this be done:
>
>Create a 3-D model in Sculpt 3-D, paint/render it with
>Spectrum, then animate the frames?
>

Dunno, maybe this can help though:

>Is there any software pacakge/integration of packages,
>that can do this for me using Spectrum? I do want the
>advantage of all those colors on the screen at once...
>

There is a program called Unispec, which supposedly lets you create Spectrum 512 animations. It's a commercial program. There's a player on atari.archive called ANISPEC and a couple of animations: WALL, 3D-512 I think, and another one. Unispec can be bought for under $30 mail order I think.

There's also a program, shareware or commercial, not PD, that lets you do 3D modeling in 512 colors, but I don't remember its name. I have a sample output pic. Leave me some e-mail if you're interested and I'll post it on atari.archive.

>Thanks
>
>gunnar
>alexd@milton.u.washington.edu

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2681. Re: Mice

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 22:27:41 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr4.222741.255@abode.wciu.edu>
Source record: 233410

Hi Marc,
Gee... your mouse has no ball(s)?! It must be a female mouse!
Being a female mouse, it must be unpredictable?! Ha! Alright, so that was not
very funny, but someone had to say it. And for you ladies out there, my wife
just slapped me in the head with my Golden Image male (GI-250) mouse!
Bye..........

Luis

--
"""""""

2682. Stalker/Steno & Diamond Back II w/Cache

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 22:33:52 UTC
From: yonder@netcom.COM
Message-ID: <1991Apr4.223352.19625@netcom.COM>
Source record: 233406

I am looking for the latest versions of Diamond Back II with Cache (v2.2) and the new version of Stalker/Steno (with Zmodem, etc, v3.0 ?) All of the mail order places I have called don't have these products in stock. Anybody know of a place that has these? I know I could probably get these both direct, but the "Street" price on these products is much lower than the list.
.....yonder@netcom.com
--
Christopher Russell (yonderboy) yonder@netcom.COM or clr40@amail.amdahl.com

2683. Re: Flicker Palettes [was Re: Graphics on the STE...]

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 22:35:06 UTC
From: micro@imada.dk
Message-ID: <1991Apr4.223506.11715@imada.dk>
Source record: 233480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dmb@wam.umd.edu (David M. Baggett) writes:

>Anybody know how to algorithmically pick colors that always blend?
>Given such an algorithm, one could write a program to find an "optimal
>flicker palette" -- one where the most combinations possible were
>rock-solid.

You can try to pick colors that have aprox. the same intensity. To this
you can use the NTSC formular :

Luminosity = 0.299*Red + 0.587*Green + 0.114*Blue

I have some code at here that can display 256 graylevels on the mono screen.
(written in C). The program is less than 50 lines long, and features
an advanced errordiffusion ditering algoritm, with a small edge sharping
filter (simple laplace). This have been coupled with a 3 screen 'flicker'
mode. The result is approx. the same as 256 grayscale VGA LCD screens (I
think mine is better, because there is no shadows running around the screen,
but...)
The 3 screens is build to that the 'on' pixels is equally distributed on the
3 'planes' - this avoids flicker.
All this could used with color too, and I think the result would be even
better because you can pick colors which is closer to each other (than on and
off)...
In color mode you can probaly show true-color, but you will need to make some
additional code, to handle interesting subjets - such as picking reprensative
colors from the picture file...

The program IS quick hack, and therefor it only runs on mono in 640x400.
I will send the source to who-ever that is interested...

Klaus (micro@imada.dk)

2684. Flicker Palettes (with minimum flicker)

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 23:13:41 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr4.231341.16386@ns.network.com>
Source record: 233482

Howard Chu suggests alternating frames (flicker palettes) to increase
the apparent number of available intensities per pixel R G or B.

He also (cleverly) suggests an unbalanced duty cycle -- two frames
of palette X and one frame of palette Y.

Dave Baggett mentions that some combinations of flicker intensities
are unsatisfactory, especially flickering between two extremes.

So I have made some tables of the possibilites of such an unbalanced
duty cycle flicker method. In the first table you can see the
redundancy of many of the intensity values. For instance many of
the intensities can be derived four different ways.

```
Y Palette value (1/3 duty cycle)
7 6 5 4 3 2 1 0
| | | | | | | |
7 - 21 20 19 18 17 16 15 14 . . . . . .
6 - . . 19 18 17 16 15 14 13 12 . . . . . .
5 - . . . . 17 16 15 14 13 12 11 10 . . . . . .
4 - . . . . . 15 14 13 12 11 10 9 8 . . . . . .
3 - . . . . . 13 12 11 10 9 8 7 6 . . . . . .
2 - . . . . . 11 10 9 8 7 6 5 4 . . . .
1 - . . . . . 9 8 7 6 5 4 3 2 . .
0 - . . . . . 7 6 5 4 3 2 1 0
| | | | | | | |
^ 7 6 5 4 3 2 1 0
|
|----- X Palette value (2/3 duty cycle)
```

In case you can't understand the above table, the one below puts the
Y palette value in better alignment and throws out selected redundancies.

```
Y Palette value (1/3 duty cycle)
7 6 5 4 3 2 1 0
| | | | | | | |
7 - 21 20 . . . . . .
6 - 19 18 17 . . . . .
5 - . 16 15 14 . . . .
4 - . . 13 12 11 . . .
3 - . . . 10 9 8 . .
2 - . . . . 7 6 5 .
1 - . . . . . 4 3 2
0 - . . . . . 1 0
```

```
^
|
|----- X Palette value (2/3 duty cycle)
```

Finally, I have a table of average values of intensity.
Note that the difference between X and Y values is never
greater that +or- 1. This should minimize the AC ability
of the eye to detect flicker. If our eyes were DC only,
then any of the other redundant combinations would have
worked as well. :-)

```
X X Y # Intensity (average)
----- -- ---------
7+7+7 = 21 = 7
7+7+6 = 20 = 6.666
6+6+7 = 19 = 6.333
6+6+6 = 18 = 6
6+6+5 = 17 = 5.666
5+5+6 = 16 = 5.333
5+5+5 = 15 = 5
5+5+4 = 14 = 4.666
4+4+5 = 13 = 4.333
4+4+4 = 12 = 4
4+4+3 = 11 = 3.666
3+3+4 = 10 = 3.333
3+3+3 = 9 = 3
3+3+2 = 8 = 2.666
2+2+3 = 7 = 2.333
2+2+2 = 6 = 2
2+2+1 = 5 = 1.666
1+1+2 = 4 = 1.333
1+1+1 = 3 = 1
1+1+0 = 2 = 0.666
0+0+1 = 1 = 0.333
0+0+0 = 0 = 0
```

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2685. Re: Does Lode Runner game exist for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 23:23:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <582@uqcspe.cs.uq.oz.au>
Source record: 233500

In <1991Apr3.205704.8441@unislc.uucp> bj@unislc.uucp (Bruce Jones) writes:

>The subject says it all. I would like to get Lode Runner for the
>ST if it exists. If yes, does someone want to sell their copy? If
>the answer is no are there any similar type games that you can recommend?

Try Runner in the atari/games directory on atari.archive.

I'm not sure, but I DID get a games from there that was EXACTLY like
lode runner. (Jeff Weiner's Index says "??" for that game, so email him
if it is indeed Load Runner - I'm pretty sure it is).

Warwick
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2686. MEGA STE trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 23:24:28 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.670807428.larserio@kvart.ifi.uio.no>
Source record: 233485

I have two problems with my new MEGA STE, and wondered if anyone out there
hadany good ideas for fixing them:

1) When using STEREO DMA sound (not normal ST sound) I get "static" (small
clicks kind of) in the sound. Sounds almost like a spark. Occurs even
when there is no sound (as long as the voulume is on). It has has no
strict pattern and occurs every now and then. Anyone have an idea ??

2) When the HDis active I get vertical flickering bars on my monochrome
monitor. The picture is flickering always, but it's really annoying
when the harddisk is working..... Is this interferencefrom the HD on
the RAM-chips (or somthing like that). Anything I can do about it ?

3) Ohhh, yes - One more thing - SYSMON doesn't work on the MEGA STE :-)
I really miss it :-(

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2687. Formdoit icons -> .RSC file

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 23:26:30 UTC
From: geoffc.zebedee@tharr.uucp
Message-ID: <7240412@zebedee>
Source record: 233447

I've just installed formdoit 1.1 on my ST and I love it ! Very nice little program which makes using GEM much quicker. Now for a couple of queries ..

1. Why do most dialogues come up with the button letters underlined and some don't ? eg: Show info on a disk drive within Neodesk 3.0 doesn't give any ALT-key combinations.

2. I have a dialogue box within a program that I have written which I want to have an '!' icon on. I don't really want to have to draw one by hand so does anyone know how I can import the icons supplied with formdoit 1.1 into my RSC file ? I use the laser C RSC editor but also have nrsc/k-resource if necessary. I could'nt find any way of converting the degas .bl3 files into the required format.

Advthanks,

Geoffrey
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 720202 ->

2688. help with boot sector info

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 23:28:04 UTC
From: depeche@cs.mcgill.ca
Message-ID: <1991Apr4.232804.6060@cs.mcgill.ca>
Source record: 233476

I have quite a bit of ST disks which don't have the MSDOS bootsector.
The ones that were formatted under tos1.4 are reading fine on my PC,
but the ones formatted with TURTLE are unreadable.

Could some kind soul please e-mail me information about how to make an
ST disk readable on a PC by changing whatever sector is needed to be
changed through Norton Utilites?

--
|S. Alan Ezust : McGill University School of Computer Science |
depeche@cs.mcgill.ca : Montreal, Quebec, Canada

2689. formdoit icons -> .RSC file

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 23:33:10 UTC
From: geoffc@zebedee%tharr.uucp
Message-ID: <5032704@zebedee%tharr.uucp>
Source record: 233446

I've just installed formdoit 1.1 on my ST and I love it ! Very nice little program which makes using GEM much quicker. Now for a couple of queries ..

1. Why do most dialogues come up with the button letters underlined and some don't ? eg: Show info on a disk drive within Neodesk 3.0 doesn't give any ALT-key combinations.

2. I have a dialogue box within a program that I have written which I want to have an '!' icon on. I don't really want to have to draw one by hand so does anyone know how I can import the icons supplied with formdoit 1.1 into my RSC file ? I use the laser C RSC editor but also have nrsc/k-resource if necessary. I could'nt find any way of converting the degas .bl3 files into the required format.

Advthanks,

Geoffrey
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 720202 ->

2690. Re: Flicker Palettes [was Re: Graphics on the STE...]

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 23:36:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <583@uqcspe.cs.uq.oz.au>
Source record: 233403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1991Apr4.052519.9240@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

>Anybody know how to algorithmically pick colors that always blend?

Colours with a similar lumminance will blend fine.

>Maybe if we assigned everyone reading this newsgroup a color combination
>to try and compiled the results... (Heck, there are only 262,144 different
>combinations. Aren't there supposed to be tens of thousands reading
>this group? Well then, that's only, what, 10-20 per person? I'll start
>the ball rolling with 000 and 001...)

Hmm, let's see, two palettes of 16 colours, each colour has 512 choices.
That's 512 to the power of 32. Which is the measley small value of

49732323640978664215538224814682084010045615079734771744046397689315949701253337553 3056
different palette pairs, less equivalent pairs.

okay, I'll do 2 and 3. :-)

No, but I'll check out the technique a bit more, using the pallette described
in the fractint post.

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2691. Re: Copying protected disks

Newsgroup: comp.sys.atari.st
Date: 1991-04-04 23:48:54 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Apr4.234854.18325@uokmax.ecn.uoknor.edu>
Source record: 233408

In article <XZkqZ1w163w@bluemoon.uucp> eudyeudy@bluemoon.uucp (Scott Eudy) writes:
>
> 1)Pro Copy this is a standard copier that works pretty well
> 2)A Copy the best one I think it works well

I'm looking to get a legal copy of the two programs mentioned above. Does
somebody have the companies' addresses?

>
>Scott D. Eudy
>Chairman Explorer Officers Association Central Ohio Division
>Vice President Explorer Post 891
>eudyeudy@bluemoon.uucp
>

Kenneth Love
STix Secretary

2692. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 00:15:38 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27FBC1AA.24038@maccs.dcss.mcmaster.ca>
Source record: 233420

Are people seriously replying to this message? Wouldn't it be wise to
be at least a little skeptical?

>Article 32880 of comp.sys.atari.st:
>>From: kiki@uhunix1.uhcc.Hawaii.Edu
>Newsgroups: comp.sys.atari.st
>Subject: Atari cpu evolution
>Keywords: Motorola 68040
>Message-ID: <12229@uhccux.uhcc.Hawaii.Edu>
>Date: 1 Apr 91 07:31:56 GMT
^^^^^
Does this date mean anything to anyone?
>Sender: news@uhccux.uhcc.Hawaii.Edu
>Organization: University of Hawaii

Or maybe this is one of them there prolonged jokes, and the joke
is on me for not recognizing it as such. <insert fav. smiley>

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2693. Re: Stalker/Steno & Diamond Back II w/Cache

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 01:22:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr05.012247.29533@ecst.csuchico.edu>
Source record: 233413

In article <1991Apr4.223352.19625@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>I am looking for the latest versions of Diamond Back II with Cache (v2.2) and
>the new version of Stalker/Steno (with Zmodem, etc, v3.0 ?) All of the
>mail order places I have called don't have these products in stock. Anybody
>know of a place that has these? I know I could probably get these both
>direct, but the "Street" price on these products is much lower than the list.

The latest version of STalker is 2.06. Version 3.0 won't be out for
a couple of months still; at least that's what Eric Rosenquist says. I highly
recommend you get STalker now and upgrade later.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2694. Re: Does Lode Runner game exist for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 01:24:51 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr5.012451.16778@nmt.edu>
Source record: 233483

In article <1991Apr3.205704.8441@unislc.uucp> bj@unislc.uucp (Bruce Jones) writes:
>The subject says it all. I would like to get Lode Runner for the
>ST if it exists. If yes, does someone want to sell their copy? If
>the answer is no are there any similar type games that you can recommend?

There is a good mono-only Lode Runner clone at atari.archive. It's
from Germany and I think it's name is GO_UP.

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

2695. Re: MEGA STE trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 01:27:44 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr05.012744.29596@ecst.csuchico.edu>
Source record: 233414

In article <CMM.0.88.670807428.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>I have two problems with my new MEGA STE, and wondered if anyone out there
>hadany good ideas for fixing them:
>
>1) When using STEREO DMA sound (not normal ST sound) I get "static" (small
> clicks kind of) in the sound. Sounds almost like a spark. Occurs even
> when there is no sound (as long as the voulume is on). It has has no
> strict pattern and occurs every now and then. Anyone have an idea ??
>

I get this on my STe as well. Not as often as it seems you do, however. Mine
occurs usually about once every two weeks or so. Could it be non-computer
related, such as your amp or speakers?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2696. Re: MEGA STE trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 01:36:27 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr5.013627.16876@nmt.edu>
Source record: 233484

In article <CMM.0.88.670807428.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>I have two problems with my new MEGA STE, and wondered if anyone out there
>hadany good ideas for fixing them:
>
>1) When using STEREO DMA sound (not normal ST sound) I get "static" (small
> clicks kind of) in the sound. Sounds almost like a spark. Occurs even
> when there is no sound (as long as the voulume is on). It has has no
> strict pattern and occurs every now and then. Anyone have an idea ??

I don't have an STE so I am assuming that you are playing samples.
If the sample is recorded so that when you look at it on a sample
editing program, the sample is not vertically centered over the "zero"
output line, you will almost invariably hear a "pop" at the beginning
and end of the sample. This is because the player is trying to jump
from zero output to a higher output. In which case, any computer
will pop while trying to make the sound.
Of course, this is all assuming that you in fact _are_ playing samples.

If any of this makes any sense to you, then good for you! :-)

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

2697. (INQUIRY) ST players for Amiga animation and *.SPS files

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 02:03:51 UTC
From: bgodot@wixer.UUCP
Message-ID: <9104050203.AA02014@wixer>
Source record: 233491

Is there an ST player for the Amiga animations that are played with
the Amiga program 'flick'?

Also, what kind of ST graphics files are those with the .SPS
extender? I downloaded a number of them (NAGEL**.SPS) , but can't view
them. What do I need to view those?

2698. Problems with ST Writer (3.8) double column format.

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 02:05:17 UTC
From: bgodot@wixer.UUCP
Message-ID: <9104050205.AA02028@wixer>
Source record: 233492

I've been having problems with the double-column formatting with version 3.8 of ST Writer.

It truncates the line at column 105, no matter what I set the second right margin to.

I'm using a Star NX-1000 and the EPSON MX-80 printer driver (EPSMX80.DAT). It could be the printer driver messing it up, but seems the closest printer driver to the Star.

Is there a printer driver specificly for the Star NX-1000?

2699. Analyze! Metafiles (HELP!)

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 03:26:14 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr5.032614.17167@nmt.edu>
Source record: 233487

Has anyone used the make Metafile option of the _Analyze!_ spreadsheet?
It doesn't seem to work right. The files it creates don't correctly load
into DP programs. Also, when I use GEM2PS, the program creates a series
of definitions and the like, but never makes any print information.

Could it be that it is creating IBM Metafiles? Or does the fact that it
must use GDOS automatically mean that it is trying to create GEM Metafiles?

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

2700. Mega Ste and Clab's notator?

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 03:39:12 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <670918973.3@egsgate.FidoNet.Org>
Source record: 233341

I can tell you this much, Notator 3.0 works great with the new Mega STE.

S.S.

2701. New Atari Explorer, 1.44 Mb drives

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 03:47:16 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <670918973.4@egsgate.FidoNet.Org>
Source record: 233342

I just bought the March/April issue of Atari Explorer and it is great. Some refreshing news! I would highly recommend this issue. There is a review of the newest Quartet sampler/sequencer program, Portfolio Management, Lynx Games, DTP using Pagestream, A guide to fonts, review of FSM/GDOS (new GDOS from Atari!), Font Designer, coverage of Atari at Comdex and CES shows, a hands on review of the Mega STE and a great interview with Greg Pratt, Atari U.S.'s General Manager!

In the interview, he mentions that "one third-party developer is expected to announce an Ethernet card that will fit in the VME slot on the machines". He also said: "Besides Unix, we're also developing significant enhancements of our existing technologies to keep abreast of current developments in competing markets. For example, we've received good reports on the design chips that will control our new high-density 1.44 MB floppy drives, and expect shortly to announce a range of upgrade products and optio

ns based on this technology. We're also moving swiftly towards being able to supply state-of-the-art 14" and 19" monitors for use with DTP, CAD, and other graphics-based applications."

I just thought this was an interesting bit of info I would pass along.

S.S.

2702. Connecting the Atari ST to it's 8-bit counterparts

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 04:10:06 UTC
From: dddean@bluemoon.uucp
Message-ID: <JFXwZ1w164w@bluemoon.uucp>
Source record: 233266

Hello:

I have heard that you could connect the Atari ST to the Atari 8-bits, and then store the 8-bit software on the 3.5'' disks that the ST uses.

I was wondering what all was involved in this process. I know that you need the "Null Modem" cable, and that the 8-bit will need some sort of interface, probably the 850... after that, could you just use terminal software for each computer, and then "download" from the 8-bit to the ST??

Now... I have an Atari SX212 that has both the RS232 port for the ST and the port that the 8-bit uses. Would it be possible to just use the modem as a link between the two?? Could I do so without the Null Modem, and just use my RS232???

ALSO: I have heard that the ST can RUN about 90% of the 8-bit software if you have another hardware module... anyone else heard this??

Thanks for any replies!!

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

2703. MEGA => MEGA STE Board?

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 05:05:03 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr5.000503.8678@umiami.ir.miami.edu>
Source record: 233493

I have heard that Atari Canada has a bridgeboard for the MEGA computers to turn them into a MEGA STE. Now, like I said this is just stuff I have been hearing and I was wondering if any of our Canadian frineds, or anyone else out there has any info on this. And if so, when, if ever, might we see it in the US? From what I heard it plugs into the expansion port behind the CPU.

Mark Santora
Film Production Major at the Univeristy of Miami
Internet: dlk0ms9s@umaimi.ir.miami.edu

If the world was ruled by women, would missles be shaped any differently?

2704. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 05:43:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40919@cup.portal.com>
Source record: 233490

Lotsa questions about various "demos" for the ST..

These demos are great, but.. is anyone involved in creating the demos
also involved in creating anything useful..?

If you bother to wait through all the text on most of these demos, they
all seem to be self-congratulatory messages between various software
pirating groups...

We've got a wonderful body of "demos" to run on our computers, but do they
equate into anything "real"..?

BobR

2705. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 05:53:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40920@cup.portal.com>
Source record: 233404

Lotsa speculation about Atari using '040 and beyond..

Golly.. Lenonard Tramiel has already stated that Atari will never use the 68040 (I think it was at the Glendale AtariFest last year..?), so why worry about it..?

Atari wouldn't lie to us, would they..?

BobR

2706. Re: Flicker Palettes [was Re: Graphics on the STE...]

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 06:02:12 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr5.060212.17712@nmt.edu>
Source record: 233418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr4.223506.11715@imada.dk> micro@imada.dk (Klaus Pedersen) writes:

[stuff deleted]

>
>I have some code at here that can display 256 graylevels on the mono screen.
>(written in C). The program is less than 50 lines long, and features
>an advanced errordiffusion ditering algoritm, with a small edge sharping
>filter (simple laplace). This have been coupled with a 3 screen 'flicker'
>mode. The result is approx. the same as 256 grayscale VGA LCD screens (I
>think mine is better, because there is no shadows running around the screen,
>but...)
>The 3 screens is build to that the 'on' pixels is equally distributed on the
>3 'planes' - this avoids flicker.
>All this could used with color too, and I think the result would be even
>better because you can pick colors which is closer to each other (than on and
>off)...
>In color mode you can probaly show true-color, but you will need to make some
>additional code, to handle interesting subjets - such as picking reprensative
>colors from the picture file...
>
>The program IS quick hack, and therefor it only runs on mono in 640x400.
>I will send the source to who-ever that is interested...
>
>Klaus (micro@imada.dk)

Wow! Now if only someone would write a mono GIF viewer with this!!!
<Hint> <Hint> <Hint> :-)
I would if I knew how to program!!!

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

2707. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 06:09:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <40922@cup.portal.com>
Source record: 233419

>It seemed reasonable to point out here that VGA uses a minimum of (I hope I
>have this right) 256 K of screen memory. I'm rather nearer to certain that
>most super VGA uses a Meg. This isn't the sort of thing that would have bee
>considered reasonable when the ST was designed.

That's very true..!

Of course, the ST was designed over *FIVE YEARS* ago, and has never really
changed since then..

(WHY???)

An Atari 8-bit screen only took up 8k of RAM... if you want to take it to
extremes, an AstroCade only needed 2K to display a full screen..

Why not change with the times..? Why not provide competitive graphics
modes..?

Why...?

BobR

2708. Re: MAC-Roms, roms,roms...

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 07:41:56 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1262@idcapd.idca.tds.philips.nl>
Source record: 233486

In article <12736@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:
>
>What are they ??? the bios on rom ??
Sort of, they contain the 'Toolkit' which make the Mac tick..

>-what are they exactly (numbers etc...) so. what would I ask when going shopping ?
>-are there differend versions, if so what's the newest / one for GCR 3.0 ???
I haven't got the numbers handy, but note: there are 64Kbyte and 128kbyte
versions. You need the 128K versions for Spectre 3.0. The Spectre manual states
the Apple part numbers.

>-anythin else I should know ???
If all else fails: I have seen Spectre's using EPROM copies. This is illegal
of course!!! But I guess we haven't seen the end of this piracy, because Apple
is becoming more and more fussy on their ROM sets.

Hope this helps.

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back
____

2709. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 08:23:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr05.082347.2154@ecst.csuchico.edu>
Source record: 233421

Bob_BobR_Retelle@cup.portal.com writes:

- Lotsa questions about various "demos" for the ST..
-
- These demos are great, but.. is anyone involved in creating the
- demos also involved in creating anything useful..?

No.

- If you bother to wait through all the text on most of these demos,
- they all seem to be self-congratulatory messages between various
- software pirating groups...

And there's something wrong with that? Maybe they should congratulate one person. Maybe they should congratulate, maybe -- just maybe, Bob Retelle? Nah. It would read, "Greetings to Bob Retelle. Scr*w everyone else," or something like that, as they do.

- We've got a wonderful body of "demos" to run on our computers, but
- do they equate into anything "real"..?

I don't know about you, but I bought my STe just to see the CoolSTe demo by An Cool. When I'm not reading Usenet, CoolSTe is always playing. I can't get enough of Janet Jackson's 'Rhythm Nation,' nor of Mickey Mouse bouncing around among 4096 colors.

Okay, sarcasm mode off. Actually, some of the groups create games for the ST. Is that useful enough? :^D They also make file packers. Then there's TCB (The Carebears) Tracker, Soundtracker module creator. I'm sure there's other stuff that we don't see here in the States.

But I agree with you, too bad we don't see more productivity products from them. I think they could write some very nice stuff.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2710. Re: Spectrum/3-D/animation

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 09:09:07 UTC
From: monsoon@bill.ucsc.edu
Message-ID: <14160@darkstar.ucsc.edu>
Source record: 233488

In article <1991Apr4.190424.13189@milton.u.washington.edu> alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Can this be done:
>
>Create a 3-D model in Sculpt 3-D, paint/render it with
>Spectrum, then animate the frames?
>
>Is there any software pacakge/integration of packages,
>that can do this for me using Spectrum? I do want the
>advantage of all those colors on the screen at once...
>
>Thanks
>
>gunnar
>alexd@milton.u.washington.edu

There are several ways to do this. First of all, to get animation using Spectrum 512, there is a program called Unispec, which is actually an upgrade module to Spectrum, which turns it into a desk accessory and adds many new features (including animation.) The new additions alone merit recommendation for anyone who uses Spectrum, such as better anti-alised(sp) functions, and an improved dithered blur, just to name a scad few.

As for rendering it in spectrum, there is a painful way, and some other not so painful ways...

First of all, you could always just use Cad 3-D (I believe you are referring to CyberSculpt, if not, then the rest of these techniques do not apply...) and do a straight degas import into Spectrum, frame by frame (also, Cyber Control, an animation scripting language, is recommended for this) and tweak the colors using spectrums global color commands.

There is also a program from the magazine STart, called RezRender. This program can use Cad 3-D objects, and raytrace them using various styles (flat polygons, gourad shading, off the top of my head), BUT can only render in 16 shades (yes you can make 16 psuedo-shades, on most colors except some such as grey). It does, however have many excellent features like shadowing, chekerboard plane backgrounds, gradient backgrounds, and limited animation. I believe this can be founds in the February 1989 or 1990 issue of STart.

Another program, called GFA Raytrace (which is VERY hard to find, but one source would be on the British-mag ST Format, not sure which issue) which will raytrace objects in full, glorious 512 colors, BUT it is not compatible with Spectrum 512, and the tools are quite limited.

Also, there is news of a new program from a company called Lexicorp,
which is creating a 3-D rendering system far superior to the Cyber series.

In summary, it is a bit of a pain to do 3-D animation in Spectrum.
Like any system, you need gobs of memory (even at 8 Megs you run out of room!),
and things like an accelerator are VERY handy to have (it took me at least
12 hours to render 16 frames of a rotating object on a stock 1040 using
RezRender).

2711. HELP! wanted read C64 disks on Atari

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 09:34:03 UTC
From: bombman@diku.dk
Message-ID: <1991Apr5.093403.21576@odin.diku.dk>
Source record: 233494

I am posting for a friend who was wondering if it is possible to
read files from a C64-format disk. If it is, is there a PD
utility for this and where can i get it ?
If you are so kind to help me, please send me E-mail:
bombman@freja.diku.dk

Many thanks in advance.... Hans Henrik Staerfeldt.

--

____
DK_ | | Bombman the mad bomber |
// .|{}| Bombman@freja.diku.dk |
/-| |__| Hans Henrik Staerfeldt |

2712. Re: sundog

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 09:40:37 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1991Apr5.094037.28130@gdr.bath.ac.uk>
Source record: 233498

In article <7543@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>Sundog runs on any color ST. It is one of the true lost classics.
>A really great game!

Apropos the original question, I run it on one of the earliest 520 STs, no expansions. So should run on anything with a color screen.

Apropos Robert's comment, I personally found it tediously slow, after a while. Was cute at first, but after a while the realism-effects begin to feel like annoying time-wasters. Like, I want to buy a new X-coil, so I go to the parts shop, and then have to sit around twiddling my thumbs while the salesman waits on everyone else in the shop first. If I want to wait in lines, I don't need a computer game to help me out.

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

2713. Wanted: LOGO/Backgammon

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 09:47:47 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Apr5.094747.14526@csug.rdg.ac.uk>
Source record: 233489
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello World,

I am looking for the Atari Version of LOGO. I think that it is PD, but I can't seem to find it anywhere (Haven't really looked that hard). Does anyone out there know where it is/if it is PD? I need it for a programming project.

Does anyone know where I can get a graphical version of the Backgammon game for the ST?

Please mail me relpies, as our news reader is very flakey and most messages are junked....

Thanks, Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	

2714. Re: Can't connect a 1040st to a TV Set :-(

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 10:16:00 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr5.101600.27789@newcastle.ac.uk>
Source record: 233497

Why not get an external modulator? I think even the Amega A500 one
should work if the connections are changed at the monitor socket end.

If not silica software here in the UK sell an ST modulator.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

2715. Whatabout 68030 accelerator?

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 12:09:08 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1519@tau.sm.luth.se>
Source record: 233416

In ST World Issue 51 (May 1990) page four there was a small note about
hyperCACHE-030 but since then I have never heard of it. I've also
read some note somewhere about the 68030 from Gadgets by Small.

Is this products that will come "some time in the future", or are they already
for sale somewhere? Do they work with all ST's and at what speed?
Any compatibility problems? Price?


```
_____________________________________________________________________________
| | |
| Niklas Grip | Phone: 0920-26228 (international: +46 920 26228) |
| University of Luleaa | Vallstensgatan7 | Internet: d90-ngp@sm.luth.se |
| SWEDEN | S-951 55 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2716. Re: Constructive?

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 13:13:28 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4804@syma.sussex.ac.uk>
Source record: 233415

From article <UbyaIxC00UhBE0ynEu@andrew.cmu.edu>, by mc4c+@andrew.cmu.edu (Mark Choi):
> You want constructive, TRH? Here it is.
>
It's nice to see what started as a bit of a slanging match ending (I hope) in a constructive dialogue. I'm not competent to evaluate them, but there were certainly some interesting suggestions in Mark's article.

> We need to get the jump on the market, or else you
> may find that the market has gotten away.

It may interest/sadden people to know that Atari UK's marketing manager (Peter Stadden, if I've remembered his name correctly), in an interview published in the UK weekly 'New Computer Express' dated April 6th, was hoping that the machines shown at CeBIT would be with UK dealers in 18 months. I don't know what the market for handwriting recognition will be in October 1992, but I'd expect the notebook market to have moved on a bit from the current ST_Book spec by then. Perhaps Peter Stadden is just being conservative (or perhaps Atari UK has slipped down the pecking order for new product releases).

Most of the rest of the interview was about how Atari UK are trying to move from a games image to that of a company supporting serious applications on its 680x0 range. I hope the company succeeds, but I can't help feeling that the move is at least three years too late. I should stop at this point, as I started out by praising Mark for being constructive, and I can feel myself sliding into doom 'n gloom mode...

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
INTERNET: grahamt@syma.sussex.ac.uk JANET: grahamt@uk.ac.sussex.syma
BITNET: grahamt%sussex.syma@UKACRL UUCP: grahamt%sussex.syma@ukc.uucp
Phone: +44 273 678165 Fax: +44 273 685865

2717. STe SIMM Pin Layout

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 13:36:16 UTC
From: camm@els.ee.man.ac.uk
Message-ID: <2371@m1.cs.man.ac.uk>
Source record: 233422

Hi All,

I have just upgraded my 520STe to 2 Megs so I now have 2 1/4M SIMM's rattling about in a draw. A colleague of mine is working on a project at home and could use this RAM. So what I want to know is, what is the pin layout for these SIMM's.

If you have the information or can point me in the right direction I would be most grateful.

Thanks in advance,

Ian

--
Ian Camm | JANET: camm@uk.ac.man.ee.els
Dept. of Electrical Engineering | ARPA: camm@els.ee.man.ac.uk
University of Manchester, England | UUCP: ...!!ukc!man.ee.els!camm
Disclaimer: If you think I need one make it up yourself.

2718. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 14:48:11 UTC
From: seb3@gte.com
Message-ID: <10921@bunny.GTE.COM>
Source record: 233411

In article <KENTD.91Apr4102750@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent.Dalton) writes:
>2. Convert to Spectrum 512 format using GIFSPC (<-- available at an
> archive near you)

Just a reminder: I'm more than happy to email GIFSPC (and IFFSPC) to anyone without ready FTP access.

Steve Belczyk seb3@gte.com

2719. New download at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 14:52:39 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Apr5.145239.17736@irscscm.UUCP>
Source record: 233444

adardemo.arc - a self-running GEM demo of "A Day at the Races" (ADAR)

ADAR is a comprehensive simulation of the horse racing track
environment.

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

2720. Re: help with boot sector info

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 16:09:08 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <25307@ttidca.TTI.COM>
Source record: 233496

In article <1991Apr4.232804.6060@cs.mcgill.ca> depeche@cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:
>I have quite a bit of ST disks which don't have the MSDOS bootsector.
>The ones that were formatted under tos1.4 are reading fine on my PC,
>but the ones formatted with TURTLE are unreadable.
>
>Could some kind soul please e-mail me information about how to make an
>ST disk readable on a PC by changing whatever sector is needed to be
>changed through Norton Utilites?

If you have a copy of VKILLER, version 3.0 or later, just do a KILL on the disk. The resulting bootsector, with all non-critical data zeroed, will also have the necessary values to be readable on any MS-DOS system.

///
//
/
/ Fodder
/
//
///

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca.tti.com *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

2721. Re: Stalker/Steno & Diamond Back II w/Cache

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 16:40:46 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7553@tekgen.BV.TEK.COM>
Source record: 233433

In article <1991Apr4.223352.19625@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
>I am looking for the latest versions of Diamond Back II with Cache (v2.2) and
>the new version of Stalker/Steno (with Zmodem, etc, v3.0 ?) All of the
>mail order places I have called don't have these products in stock. Anybody
>know of a place that has these? I know I could probably get these both
>direct, but the "Street" price on these products is much lower than the list.

Diamond Back II V2.20 should be in the distribution channels by the middle of next week. I had a number of startup problems after regaining control of Diamond Back II from Data Innovations. Primarily, the printer was 4 weeks late in delivering the disk labels(and since I prepaid for speed I had no choice but to wait). It seems a run of 2000 labels is very low priority to a label printer whose normal runs are in the hundreds of thousends. Anyway, I shipped V2.20 to all the major distributors on Tuesday and they should reach the mail order outlets next week.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

2722. Re: RUFUS problem - it won't run!

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 17:02:18 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Apr5.170218.7752@menudo.uh.edu>
Source record: 233412

carlos@garfield.cs.mun.ca (MiG - Miguel Borges) boldy writes in article
<1991Apr4.181717.20318@garfield.cs.mun.ca>
>I ftp'ed RUFUS.TOS from the atari.archive. I ran the self-extracting archive,
>and then booted up the disk. The GDOS-clone was in the auto folder, and
>the fonts were in the GEMSYS folder, just like the archiver left them.
>I ran RUFUS.PRG, but all I got was an alert box, saying something like
>"GDOS falhure - Ungultiges Handle" I assume it's german. Anybody know
>how to get this working? Are there english docs available?
>
>--
>C. Miguel Borges |"Cyberspace. A consensual hallucination... |||
>carlos@odie.cs.mun.ca|Unthinkable complexity. Lines of light ranged |||
>an630@po.cwru.edu |in the nonspace of the mind, clusters and / | \
>ad040@yfn.ysu.edu |constellations of data. Like city lights, receding..."

Put the GDOS file in the autofolder. Put everything else in the root.
Then reboot. It worked when I did that. I used a new disk, copied the
stuff over from my ramdisk, rebooted and then clicked on rufus. Nice
program. I wonder how it would act at 9600 bd. Text routines don't
seem to be the most efficient....

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2723. Understanding Chaos???

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 17:17:46 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <7179@ncrcae.Columbia.NCR.COM>
Source record: 233448
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

Could someone please explain how Chaos Strike Back is laid out?
I have maps from atari.archive but I'm having a hard time matching
where I am to the maps. You start on level 5. What are the different
colors (char. classes) mean? Where do you go when you get transported
from level 4? Help!

Rick
email: ricks@opus-2.Columbia.NCR.COM

P.S. Please send email as I will not be able to read the net for a few
days and don't want to miss the response. Thanks!

2724. New Midwest show

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 17:26:29 UTC
From: baaa02@mixcom.COM
Message-ID: <465@mixcom.COM>
Source record: 233436

The Milwaukee Area ST User Group (M.A.S.T.) will be sponsoring an Atari Swapfest on June 2nd, 1991 in Milwaukee, WI.
We wish to thank the following developers and vendors for committing to attend the show:
Apple Annie
Branch Always Software
Compu-Seller West
Dennis Palumbo Fonts
H&H Enterprises
Kolputer Systems
Micro Magic
M-S Designs
SKware One
Timeworks
Toad Computers
We also will have the new Atari Coupon Books And Catalogs from E. Arthur Brown Available to the attendees.
We hope that you will be able to join us in Milwaukee for this show.
We will be updating this notice as we have more information.
Ticket cost is two dollars in advance, three dollars at the door.
If you are a developer or a vendor and would like to display, please leave E-mail to Bob Carpenter, or David Mumper on Genie or to Rlaudenbach on Delphi or to Jim Hand on Compuserve or to Teri Krofta on the Net at baaa02@mixcon.com. for more information.
If you need advance tickets please send two dollars (check or money order please) and a self-addressed envelope to
M.A.S.T.
P.O. Box 25679
Milwaukee, WI 53225
For more information please leave e-mail to one of the people listed above.

2725. HD Floppies Stepper Motor

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 18:24:02 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.670875842@krypton>
Source record: 233423

Hi,

Well, after a month of using my HD Floppy the Stepper motor finally
blew up!!!.

The drive is an FD235HF - Teac Mechanism.

Does any body know in the U.K. where I could either get it repaired
or buy the stepper motor.

Note: The Drive only cost me 46 pounds.

Alan Hourihane

e-mail: alanh@logitek.co.uk

2726. Re: Standardized GEM look and feel

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 18:52:47 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr5.185247.28240@uvm.edu>
Source record: 233276

From article <1991Apr4.180712.17535@uvm.edu>, by pegram@kira.UUCP (Robert B. Pegram):
> From article <1991Mar31.043722.10904@convex.com>, by rosenkra@convex.com (William Rosencranz):
>
> Much deleted...
>>
>> and if there IS a widely available document dealing exclusively with
>> programming practices for GEM, i would sure like to hear about it, whether
>> it comes from atari or elsewhere. note that i have most every book ever
>> published (in the US) on the ST, including all those which are out of
>> print (abacus, sybex, etc etc). i also have the developers docs.
>>
>> enuf said...
>>
>> -bill
>> rosenkra@convex.com
>> --
>> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
>> Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

Boy, it feels funny replying to one of my own postings. I found the reference I wrote about before. It is:

_Visual_Interface_Guidelines_ by Frank Cohen (of Regent Soft fame - alas Regent is no more 8-()
ST Log, #28, February 1989 pp. 20 - 32

If your local users group doesn't have a packrat like myself, you could try to get the article in 1 of 2 ways.

1) Contact L.F.P. Inc in N. Hollywood, CA 91615 (yes, that's Larry Flynt Publications - check out a Hustler for a more complete address)

2) Get in touch with Clayton Walnum - former editor of ST Log at:
Taylor Ridge Books
P.O. Box 48,
Manchester, Ct. 06040

He published a compilation of his ST Log C-manship articles, and might be persuaded to publish other things. I'd like to see some of the out of print ST books revived, and Claus Brod's book in English.

bye,
Bob Pegram

pegram@griffin.uvm.edu
or

....!uvm-gen!pegram

2727. Megafile 44 cartridges

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 19:09:53 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Apr5.190953.26284@watmath.waterloo.edu>
Source record: 233499

Does anyone know of a better deal than $75(US) each?
(L&Y - March Current Notes)

Has anyone had good/bad experiences with L&Y ?

Are the cheaper prices because of non-Atari brand name cartridges?
Are they poorer quality?

Enquiring minds want to know 8-)

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

2728. Re: WD 1772 IC....

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 19:47:57 UTC
From: davea@col.hp.com
Message-ID: <16830013@col.hp.com>
Source record: 233430

yonder@netcom.COM (Christopher Russell) / 6:12 pm Apr 3, 1991 /
> All of the floppy controller IC's that JDR had are almost
> exclusively under $10 and the 1771 is $5.. Almost all of these IC's are
> 40 pin and I am sure more sophisticated than the 1772 ...
> I call up B&C and San Jose Computer, and sure they have it but at $25 (!!)

If it's pins you want, stock up on 6800's and 8080's. The 1772 is more
"sophisticated" than a lot of the 40-pin FDC's you'll find. I don't know if
$25 is the best price, but don't let the smaller pincount fool you.

dave allen, colorado springs

2729. SIDELINE SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 19:53:36 UTC
From: mikal.bbs@shark.cs.fau.edu
Message-ID: <245XZ1w163w@shark.cs.fau.edu>
Source record: 233424

>>jcksnst@nmt.edu (Admiral JC) had some questions about
Sideline Software of Ft Lauderdale FL and there great prices.
Others contributed there experiences with the company.
Here are mine:
Im at Florida Atlantic in Boca Raton. On my way home I went
looking for Sideline. I was a bit suspesious as they were
listed in the white pages but not the yellow pages. After
about a half-hour I found them. They told me they did no
sales there (only mail-order), but were part of a computer
store nearby called Computer Room. I did see that they had
a good stock of software, but was not allowed in. I figured
if they were part of a store, I could get the same prices
at the store. I was wrong. At Computer Room the prices
offered where the same at any store. Even the stuff with
the great prices at Sideline where $20-30 more at the
Room.
Sideline does exist. How they can offer such good prices
I do not know.

mikal.bbs@shark.cs.fau.edu (Michael Brown)

2730. Re: Wanted: LOGO/Backgammon

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 20:06:35 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14020@ccncsu.ColoState.EDU>
Source record: 233402
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[No readable article body recovered]

2731. Re: Whatabout 68030 accelerator?

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 20:10:35 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14021@ccncsu.ColoState.EDU>
Source record: 233426

The 030 card by Mr. Small is named SST by Mr. Small in their last newsletter, and there are articles written by Mr. Small in Current Note about it. In the newsletter he was planning for THIS MONTH availiblity of SST. But have not hear any formal announcement yet.
Tang
sytang@lamar.colostate.edu

2732. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 20:26:00 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr5.202600.7995@wam.umd.edu>
Source record: 233427

In article <1991Apr05.082347.2154@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>
>- Lotsa questions about various "demos" for the ST..
>-
>- These demos are great, but.. is anyone involved in creating the
>- demos also involved in creating anything useful..?
>
>No.

Now Ed, let's not bash these demo writers too much. :-) While in general it seems that many of these demo authors are egomaniacs who don't follow guidelines, there are some of them that write "useful" stuff. (That is, if you consider games useful.) At least, I know the game Enchanted Lands was written by some former demo hackers. This shows in the game itself -- the scrolling is smooth and full-screen, and the music is good. Not my favorite game, but techincally quite impressive.

I'm sure demo authors write other things too. (I realize you were being a bit sarcastic.)

>- If you bother to wait through all the text on most of these demos,
>- they all seem to be self-congratulatory messages between various
>- software pirating groups...
>
>And there's something wrong with that? Maybe they should
>congratulate one person. Maybe they should congratulate, maybe --
>just maybe, Bob Retelle? Nah. It would read, "Greetings to Bob
>Retelle. Scr*w everyone else," or something like that, as they do.

I agree with Bob. I think it's pretty tasteless to put cheesey messages to one's friends in demos, and besides that, it limits the usefulness of the demo. One purpose of demos is to show off the computer. I remember the "walking robot" demo from Atari 8-bit days -- I bet that sold a few machines. But no store owner is going to put a demo up that says, "Howdee to all crackurs out there" or some similar garbage. Correctly spelled messages might be nice occasionally, too. :-)

>- We've got a wonderful body of "demos" to run on our computers, but
>- do they equate into anything "real"..?
>
>I don't know about you, but I bought my STe just to see the CoolSTe
>demo by An Cool. When I'm not reading Usenet, CoolSTe is always
>playing. I can't get enough of Janet Jackson's 'Rhythm Nation,' nor

>of Mickey Mouse bouncing around among 4096 colors.

I know I've already bantered about this before, but I think demos often miselad non-programmers as to what the capabilities of their machine actually are. You can do a heck of a lot more in a demo than you can in general-purpose code.

The recent thread on flicker palettes provides an example: Suppose I come up with two palettes in which 32 combinations blend with no flicker at all. Then I can write a demo that puts 32 colors on the screen at once with no flicker (of course, putting a note at the bottom of the screen saying, "By the way all u crakers and hakkurs, count the colurs on the screen HA HA wunder how i did that?")

That doesn't mean that anyone could use my 32-color "screen mode" for _anything useful_. You couldn't write a paint program to take advantage of it. (Well, maybe.) In any case techniques like these often break down when you try to make them general-purpose.

>But I agree with you, too bad we don't see more productivity products
>from them. I think they could write some very nice stuff.

To be honest, I'm not so sure that's true. I don't mean to be critical here, but many of the demos I've seen

1) simply crash when run from a hard drive
2) take over the entire system
3) provide no way to exit the program, probably because they trash the OS in horrible ways
4) are usually weird and unpolished in their operation
5) rely on all sorts of undocumented and unsupported hardware "features", e.g., shifter bugs, instruction timings, etc.

It's as though the authors only spend much time on the "nifty hack" parts of the demos -- the routine that puts 522 colors on the screen or whatever, and then just do a half-baked job on the rest. It doesn't take much work to make a well-behaved program, but it requires a kind of discipline I guess.

You can't release a productivity program with any of the above 5 problems unless you want bad sales. Games, on the other hand, are pretty much like demos in that you don't have to follow as many rules.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2733. 520ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 20:29:12 UTC
From: davea@col.hp.com
Message-ID: <16830014@col.hp.com>
Source record: 233431

```
Atari 520ST for sale, including:
1 MByte ram
SC1224 Color Monitor
SF314 Disk drive
SF354 Disk drive
Software (with original disks and documentation):
Swift Calc spread sheet
Word Writer ST word processor
PC Intercom, VAX and UNIX interface software
Personal Pascal
Atari Logo programming language
Also several games (no docs)
Price $500

(Posted for a friend - please email inquiries to me)
dave allen, colorado springs
```

2734. Re: Atari 1040ST System For SAle

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 21:00:42 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr05.210042.10339@ecst.csuchico.edu>
Source record: 233409
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <1991Apr2.034923.429@isc.rit.edu> rcc9885@ultb.rit.edu (R.C. Costello) writes:
>
>Software
>--------
> ....
>o Gribnif Utility Disk (Gribnif)

What is this? Certainly not NeoDesk. I didn't know Gribnif commercially
published anything but NeoDesk and NeoCLI.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2735. Re: MEGA STE trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 21:02:38 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Apr5.210238.21718@daffy.cs.wisc.edu>
Source record: 233429

In article <CMM.0.88.670807428.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>I have two problems with my new MEGA STE, and wondered if anyone out there
>had any good ideas for fixing them:
>
>1) When using STEREO DMA sound (not normal ST sound) I get "static" (small
> clicks kind of) in the sound. Sounds almost like a spark. Occurs even
> when there is no sound (as long as the voulume is on). It has has no
> strict pattern and occurs every now and then. Anyone have an idea ??

It may not be a problem at all. Some samples aren't sampled at the max rate, and therefore will seem a bit staticky. The higher the sample rate per second, the better the sound quality.

If you want to get rid of the popping and static, get better samples at higher rates like 47KHz for example. Careful though, this requires MEGA 4 amounts of memory to do this, and it doesn't last long.

--Gregory

2736. Rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 21:11:24 UTC
From: darling@cellar.UUCP
Message-ID: <PP9XZ1w163w@cellar.UUCP>
Source record: 233438

Really the best thing about RUFUS is that you can change the name to RUFUS.ACC and run it as an accessory...It's really nice when you're working on a lengthy MIDI or CAD project to just pop in to a local BBS for a couple of minutes. I wouldn't try it on a 520, though.

```
!! \ __ __ __ ____ __ _ ___ !! Production, Pre-Production,
!! \ //! ! \\ !! !! !\\ ! // \\ !! and dance remixing @ FACT HQ:
!! / //_! !_// !! !! ! \\! ! __ !! darling@cellar.uucp
!!_/ // ! ! \\ !!__ _!!_ ! \! \\_!! !!_______________________________
```

2737. Re: MEGA STE trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 22:59:36 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.670892317.larserio@kvart.ifi.uio.no>
Source record: 233425

Well, the static occors even when there is no sampel played...
As long as the voulume of the STEREO soundchips is on....
There is nothing wrong with the samples (I have played them on a standard ST
an on a standard STE and there is no trouble there....)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2738. Re: MEGA STE DMA sound trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 23:04:10 UTC
From: c164-ca@yorric.uucp
Message-ID: <12510@pasteur.Berkeley.EDU>
Source record: 233432

I remember reading somewhere that STE DMA sounds would have a static popping
if they had bad DMA chips. The solution was to replace the DMA chip.
I'm not sure about this, though.

Has anyone heard about this problem?

Axel K. Olmos U.C. Berkeley EECS-C Junior "Hep me!"

2739. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 23:17:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Apr5.231704.19657@jato.jpl.nasa.gov>
Source record: 233428

In article <40922@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>It seemed reasonable to point out here that VGA uses a minimum of (I hope I
>>have this right) 256 K of screen memory. I'm rather nearer to certain that
>>most super VGA uses a Meg. This isn't the sort of thing that would have bee
>>considered reasonable when the ST was designed.
>
>That's very true..!
>
>Of course, the ST was designed over *FIVE YEARS* ago, and has never really
>changed since then..
>
> (WHY???)
>
>
>An Atari 8-bit screen only took up 8k of RAM... if you want to take it to
>extremes, an AstroCade only needed 2K to display a full screen..
>
>Why not change with the times..? Why not provide competitive graphics
>modes..?

I think that's a good question... Lessee... Lots of systems out there
have 1280x1024 monochrome displays now. There have been 2048x2048 and
larger for the military and other applications for a while too. I just
wonder - if you can draw 1280x1024 = 1.25Mpixels/frame, 60+ times a
second, why can't you do it in color? Doesn't increase the speed requirements,
just the width of the bus...

I would like to build a true-color board that uses, say, 16 bits per pixel
and 8-bit style display lists. Then hardware scrolling in either direction
only becomes a matter of updating display list pointers, instead of copying
huge amounts of pixel memory. I guess there's not much point to having
multiple graphics modes though. (is there?) Lessee, 1.25Mpixels @ 16bits
gives 2.5MBytes/screen. Big deal, memory is cheap. We'll say the board has
16MBytes of memory, enough space for 6 screens plus 1MB for display lists
and palettes/CLUTs. (Ok, 16MBytes *minimum*.)

The display list entries will have to include the address to begin drawing
a scanline from. Let's have an optional flag to include palette and address
changes at arbitrary pixel counts into the scanline - that gives us the
ability to move windows around the screen very rapidly, and allow windows to
have their own independent palettes. All of this can be achieved with a
simple state-machine, so it should be simple to do quickly in hardware.

I was also considering one or two separate bitplanes for text-only, which
would be overlayed simultaneously. (Who needs multicolor text anyway, eh?)

Haven't given much thought to the text-management though, maybe a separate buffer would be harder to manage than it'd be worth. (But geeze, who wants to waste cycles scrolling 24-bitplanes worth of *text*??)

Hm... Is there a practical use for 64K colors out of a larger palette? Mebbe 8 bits per pixel is sufficient, especially given that palettes can be switched on the fly. Mebbe there *is* a reason for multiple modes... Oh well.

It seems to me that most of today's workstation vendors spend so much time on how to draw things into their frame buffers, (Oooo, we can do 6 trillion shaded polygons per second!) but no time at all thinking about what they can do with the frame after it's been drawn - no thought spent on panning, zooming, rotation, what-have-you... The display-list idea is incredibly powerful. Have another option for memory-increment to next pixel - this gives you the ability to do instantaneous reductions (zoom-out), as well as 90-degree rotations (corner-turns) just by choosing the appropriate increment. Use another option for pixel-replication, with a count, and you get instant expansion (zoom-in). All of this can be implemented with just an adder/counter circuit and maybe a couple more address registers.

Oops. Keyboard run-on again... Well anyway, if I ever get this thing built, I'm sure y'all will find out about it. }-)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2740. Re: (INQUIRY) ST players for Amiga animation and *.SPS files

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 23:21:22 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91095.152122REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 233434

In article <9104050203.AA02014@wixer>, bgodot@wixer.UUCP (Paul Ortega) says:
>Also, what kind of ST graphics files are those with the .SPS
>extender? I downloaded a number of them (NAGEL**.SPS) , but can't view
>them. What do I need to view those?

I think the program is SPSLIDEX. The 'S' stands for smooshed, I think.

Terry

2741. Rufus v1.02 and a color monitor...

Newsgroup: comp.sys.atari.st
Date: 1991-04-05 23:29:06 UTC
From: johnb@wookumz.gnu.ai.mit.edu
Message-ID: <JOHNB.91Apr5182906@wookumz.gnu.ai.mit.edu>
Source record: 233435

Greetings all,

I am currently using rufus on my st, and I have a few questions. I would like to change fonts, but I only get a choice of system 6x6 or TMAIL ANSI. When I use TMAIL ANSI, I can't seem to change the font to fit on my screen? The Documentation is all in german, so that is little help to me. Any info would be usefull....

John Bunch
--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

2742. WANTED: MT C-Shell/VSH

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 02:14:25 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr06.021425.12227@ecst.csuchico.edu>
Source record: 233437

Anyone have MT C-Shell and/or VSH that they would like to sell?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2743. New uploads at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 03:22:35 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr6.032235.18479@terminator.cc.umich.edu>
Source record: 233440

Well, I finally got around to moving all of the new uploads out
of new. There are no more, with the exception of the gcc upgrades, soon to be
released. Roy, if you're out there, please mail me. I missed one
part somewhere, and lost your address.

Also, the index reflects all of the ??? upgrades I've recieved to date.
There's still two more directories to go, I'm beginning them now.

If you sent something (upload or index upgrade) and it's not thee,
please let me know. That's all I have laying around here.

weiner

```
Apr 2 15:47 2column4.lzh -> ../printing/2column4.lzh
Apr 2 15:50 alarmclk.lzh -> ../utilities/alarmclk.lzh
Mar 31 22:47 ana_m2_5.arc -> ../languages/ana_m2_5.arc
54 animate.lzh -> ../graphics/animate.lzh
Apr 5 21:31 arcsh24.arc -> ../archivers/arcsh24.arc
Apr 2 15:55 ataripic.lzh -> ../graphics/ataripic.lzh
Apr 5 21:31 bldedit.lzh -> ../games/bldedit.lzh
Apr 5 21:32 bootinfo.lzh -> ../diskutils/bootinfo.lzh
Apr 5 21:57 cachev35.lzh -> ../diskutils/cachev35.lzh
Mar 26 19:22 dterm_1e.lzh -> ../telecomm/dterm_1e.lzh
Apr 5 21:55 emula.lzh -> ../utilities/desktop/emula.lzh
Apr 4 14:51 flrmt3_5.lzh -> ../diskutils/flrmt3_5.lzh
Apr 5 21:16 gogost40.lzh -> ../utilities/desktop/gogost40.lzh
Apr 5 21:16 hs_fix.lzh -> ../utilities/tosfixes/hs_fix.lzh
Apr 5 20:57 iconv8_e.arc -> ../languages/iconv8_e.arc
Apr 5 20:57 iconv8_l.arc -> ../languages/iconv8_l.arc
Apr 5 20:57 iconv8_s.arc -> ../languages/iconv8_s.arc
Apr 2 15:44 jampack3.lzh -> ../archivers/jampack3.lzh
Apr 1 09:48 lhz11316.lzh -> ../archivers/lhz11316.lzh
Apr 1 09:40 mdmz2doc.lzh -> ../games/mdmz2doc.lzh
Apr 5 21:01 mgr.zoo -> ../mint/mgr.zoo
Apr 5 21:01 mgrterm.zoo -> ../mint/mgrterm.zoo
Mar 31 22:42 mntinc8.zoo -> ../mint/mntinc8.zoo
Mar 31 22:41 mntlib8.zoo -> ../mint/mntlib8.zoo
Mar 31 22:41 mntolb8.zoo -> ../mint/mntolb8.zoo
Apr 1 09:46 msa_141.lzh -> ../archivers/msa_141.lzh
Apr 2 15:44 newitems -> ../newitems
Apr 5 21:51 noiztrkr.lzh -> ../sound/players/noiztrkr.lzh
Apr 5 21:52 pfm.lzh -> ../applications/pfm.lzh
Apr 2 15:58 pompey.lzh -> ../archivers/pompey.lzh
Apr 5 21:48 rtexshll.zoo -> ../tex/rtexshll.zoo
Apr 5 21:46 starwars.lzh -> ../graphics/starwars.lzh
```

```
Apr 3 22:47 stenodmo.arc -> ../editors/stenodmo.arc
Apr 3 22:47 stkrdemo.arc -> ../telecomm/stkrdemo.arc
Apr 5 21:44 texdraw.lzh -> ../tex/texdraw.lzh
Apr 5 21:26 vantrm38.lzh -> ../telecomm/vantrm38.lzh
Apr 1 09:43 wedit11.lzh -> ../editors/wedit11.lzh
Apr 5 21:19 xyzshl34.lzh -> ../telecomm/xyzshl34.lzh
Also, zest.lzh -> ../emulators/zest.lzh
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a White Castle
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"
```

2744. SPURT.LZH

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 04:50:21 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr06.045021.13007@ecst.csuchico.edu>
Source record: 233441

I just posted this file to atari.archive. It's a SPectrum Uncompressed Ray Tracer. I briefly referred to this program a couple of days ago; this is the one I was thinking about when I mentioned solid modeling in a Spectrum 512 format. Actually, this is not the program, but a text file introducing the program, and a demo pic.

Also, the file ATARIPIC.LZH in /newitems is an archive containing pictures from ZNET of the new Atari CDAR505 CD-ROM, the TT running Unix, and the Notebook and Pad. To whoever uploaded it, THANKS!!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2745. Hard Drive Access Trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 07:12:10 UTC
From: bhodges@afit.af.mil
Message-ID: <1991Apr06.071210.20559@afit.af.mil>
Source record: 233443

I've got a Supra 20M drive and after I work for a while if I try to access files the BUSY light stays on or flickers and I get the box about "Damaged Data". If I shut the drive off for a while it acts right again. Before it gets any worse, what's the best way to find the problem and where should I start looking?

Thanks,
Bill

--

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

2746. BMS tape backup

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 07:20:22 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Apr06.072022.29674@chinet.chi.il.us>
Source record: 233274

I recently got a BMS tape backup system. As is usual for BMS products, its good points are superb compatibility with multi-vendor setups and incredible support. As is also usual with BMS products, the bad point is incomplete software support. Has anyone written any utilities that work with the BMS tape backup? Care to let them out?
Steve saj@chinet.chi.il.us

2747. Re: Zmodem and Xmodem for VAX

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 07:40:05 UTC
From: archbold@bluemoon.uucp
Message-ID: <iT2yZ1w164w@bluemoon.uucp>
Source record: 233265

fsctc@csduts1.lerc.nasa.gov (Clarence T. Chang) writes:

> Hi. A couple of months ago, someone here posted a message saying that
> he has access to zmodem and xmodem programs on the VAX. Would that person
> kindly reply to me via email, please. I am fed up with transmission by
> Kermit and would like a faster transfer, preferrably by zmodem. Thanks.
>
> Clarence T. Chang
> fsctc@csduts1.lerc.nasa.gov

WOW! You're not the only one who's looking for such a program for
VAX... Whoever has these programs could kindly mail me too, or simply
post a message to the net and perhaps u/l these programs to atari.archive
(even though they're not for atari computers)...

Anyway, my mail address:

CE_JASZCZ@kcgl1.eng.ohio-state.edu
or archbold@bluemoon.uucp

Replies, flames, whatever to:
osu-cis!n8emr!bluemoon!archbold
archbold@bluemoon.uucp

2748. Re: SPC Pics from Umich, corrupt?

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 07:59:45 UTC
From: archbold@bluemoon.uucp
Message-ID: <aq3yZ2w164w@bluemoon.uucp>
Source record: 233267

avalon@exeter.ac.uk writes:

> The other day I downloaded several SPC pictures from bart, but when
> I tried to view them on my ST, using a specshow programme I found
> on bart, only the top quarter of the pictures was visible...the
> rest was a mess of lines...could the files be corrupt, or is my
> viewing programme just buggered?
>
> Thanks,
> Scott
> .

Yeah, the same thing happened to me a few days ago. Some of the
spc pics worked just fine (like moonflag.spc, apollo10.spc and
apollo9.spc), but others just wouldn't load and my shower would abort.

So, I guess my question is the same: whats up with some of these
pics?

Replies, flames, whatever to:
osu-cis!n8emr!bluemoon!archbold
archbold@bluemoon.uucp

2749. WTERM

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 08:28:09 UTC
From: johnb@GNU.AI.MIT.EDU
Message-ID: <9104060828.AA02191@wookumz.gnu.ai.mit.edu>
Source record: 233442

Subject: WTERM...

Hello,

I am using WTERM from the telecomm directory of atari.archive and was
wondering if there was some type of terminal that it emulates? I haven't
been able to figure out what it uses? I tried vt100,vt52,adm3a,and h19.

Please reply.

John BUnch

```
*************************************************************************
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
*************************************************************************
```

2750. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 09:41:18 UTC
From: pv@polari.UUCP
Message-ID: <3680@polari.UUCP>
Source record: 233449

In article <5281007@nathan.ruhr.de> ue@nathan.ruhr.de (Udo Erdelhoff) writes:
>In article <440@mixcom.COM> uuvvuu@mixcom.COM (Craig L. Stodolenak) writes:
>
>> I just purchased a used 1040 ST and SC1224 about a week ago and have a
>> few questions. Okay, really just one question: Which telecommunications
>> package do you use and why?
>
>Just one word ahead: Go out, sell your SC1224 and get an SM124 instead. Most
>comm packages perform best on a monchrome display.
>I use Rufus, a german comms package written by Michael Bernhard. It has build
>
You may see the ever-popular Uniterm mentioned as a possible program. You
would not have to sell your color monitor. Uniterm supports med and hi rez.
It's also very fast, full-featured for main-frame and *nix systems, runs
external programs (I run XYZ.TTP) with a mouse click for Zmodem), very
powerfull script language and ability to use GDOS fonts. Full GEM,
and reliable code (not one crash in three years of use). Lastly, it's
in english, comes with extensive documentation, and is free. Current
version is 2.0e. I love to use it with vi (if I have to) where I can click
on the screen and the cursor goes there for editing.
-Pv-

UUCP- pv@seattle
GEnie- P.VARN

>
>--
>Udo Erdelhoff smart: ue@nathan.ruhr.de
>Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
>W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
> Please keep your replies short - I have to pay for recieving mail

2751. Re: Spectre GCR Mac->DeskJet Printer Driver Needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 11:21:25 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Apr6122125@ghiggins.hpl.hp.com>
Source record: 233439

Try the info-mac directory at sumex-aim.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

2752. Re: New Uniterms????

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 17:50:41 UTC
From: gdo@mirsa.inria.fr
Message-ID: <10712@mirsa.inria.fr>
Source record: 233450

From article <8809.27e3f603@jetson.uh.edu>, by rcte2p@jetson.uh.edu (Paul S. Sears):
> Does anyone know if Simon Poole is still developing upgrades to Uniterm?
> There are a few things that I would like to fix, and if the source is released
> in the PD, I would do them myself. Anyone know if he is on the net? Snailmail
> is not for me....
>
>
> --
>
> Paul Sears The Univ. of Houston |"The greater an individual's power
> Student of the College of Technology | over others, the greater the evil that
> RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
> RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2753. Re: Rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 18:25:12 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <ODDJOB.91Apr6132509@oz.oz.plymouth.edu>
Source record: 233251

In article <PP9XZ1w163w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:

> Really the best thing about RUFUS is that you can change the name to
> RUFUS.ACC and run it as an accessory...It's really nice when you're

Really ?? (I JUST got it and can't read German(?!)) Does anybody
have an English version of the .RSC ?? I can guess a lot but not all
of the meanings of the menu entries.

Hmmm..... Rufus (I'm using it now) seems to NOT update the screen (I
keep having to do Control-L's in Emacs), I assume this is a setup
problem..

Also, it doesn't let me mark text in GNU-Emacs (Control-Space) Is
there a solution for this (NOT vi , I use Gnus, and VM for news and
email almost exclusively)

-Andy-

--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

2754. oids

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 19:17:52 UTC
From: wilsont@mist.CS.ORST.EDU
Message-ID: <1991Apr06.191752.20596@lynx.CS.ORST.EDU>
Source record: 233253

Does anyone know where i could get a copy of oids? I just saw it on demo and i want to get it now...isn't a really old game by FTL?
If anyone wants to sell their copy..i might buy if cheap enough (10-12 bucks)
or is it not this cheap mail-order(if i could even get it mail order!)
thanx

wilsont@mist.cs.orst.edu

2755. The new "Extended Control Panel" for older STs?

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 19:19:27 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4716.27fdd8ef@miavx1.acs.muohio.edu>
Source record: 233254

Well, I just picked up the latest Atari Explorer, in which they have a review of the Mega STe. Well, they also got into the new Extended Control Panel and how it does work on older ST's. I was wondering if this is going to be made available to current ST owners?

Also, is there any documentation writteen on how to program "Control Panel Extensions"?

--

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2756. .IMG/Pagestream/Postscript

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 20:10:33 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr6.201033.3056@milton.u.washington.edu>
Source record: 233252

Hi.

I have yet to purchase the software, but I know I am going
to be using .IMG files (of which I know little or nothing about),
AND am going to NEED to print these .IMG in a Postscript DTP
environment...hence Pagestream comes to mind. I have been holding
off buying 1.82 due to the purported soon release of 2.x.
I will have a TRUE PS printer shortly- the NEC Silent Writer 90.

My question: Am I in for trouble in placing .IMG files into
a Postscript format? Should I expect loss or degradation in the
conversion? is there a conversion? and, what .IMG editing tools
are out there? TOUCH_UP ? others? Are .IMG typically large?
And if converted to PS.. can I assume that were I to go to a
printhouse for greater than 300dpi, i will be able to get the
higher resolution for the graphics images?

your help is very much appreciated.
thanks

gunnar
alexd@milton.u.washington.edu

2757. Re: .IMG/Pagestream/Postscript

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 23:38:19 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr6.233819.28847@ns.network.com>
Source record: 233255

alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Am I in for trouble in placing .IMG files into
>a Postscript format?

I do .img imports into Pagestream all the time.

> Should I expect loss or degradation in the conversion?

.img files are simply compressed bit images. So, to whatever degree
PageStream distorts bitimages upon resizing is your only true worry.
Bit for bit reproductions should be error free.

>Are .IMG typically large?

Depends. Some of my clip-art type scans with the geniscanner produce
.img files that are 1/6th the storage of a raw bitmap.

>And if converted to PS.. can I assume that were I to go to a
>printhouse for greater than 300dpi, i will be able to get the
>higher resolution for the graphics images?

I don't know.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2758. Pagestream

Newsgroup: comp.sys.atari.st
Date: 1991-04-06 23:45:20 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr6.234520.27520@milton.u.washington.edu>
Source record: 233256

Sorry, i should have included this question in my first posting.

Question: will Pagestream allow me to place text on a .IMG
raster without obscurring elements of the raster definded by
the "box" that it creates to house the text? In other words,
can one place individual characters of text on top of a .IMG
file without the "text in-a-box" approach?

Sorry for the bad wording of the question.

Thanks
gunnar
alexd@milton.u.washington.edu

2759. Please Ignore- Test Message...

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 00:46:25 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <23118@know.pws.bull.com>
Source record: 233262

This is a test of the pws.bull.com port.

It was posted by mailing to comp.sys.atari.st@pws.bull.com

So why ARE you reading this? I told you to ignore it! :-)

--
- -
Jim Bernatowicz | Berni's First Law of Common Sense:
jbernat@andy.bgsu.edu |
jbernat@bgsuvax.uucp | Everything is found in the last place one looks.

2760. Noisetraker for 512K???

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 02:57:10 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr7.025710.4059@nmt.edu>
Source record: 233264

Is there a PD program in existence that will allow me to make
my own .MOD files on a standard 512K TOS 1.0 system?

The programs on atari.archive: sync.lzh (demo), TCB Tracker (demo)
and Noisetracker 1.5 all don't run or bomb most heinously. They all
run fine on my friend's 1Meg TOS 1.4 system.

I really want to be able to make these these files without having
to upgrade, yet.

I would appreciate any help!

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

2761. Re: lynx

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 03:10:16 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671019520.0@egsgate.FidoNet.Org>
Source record: 233343

You are wrong. Atari has been continuously advertising the LYNX. They have about 18 games now with 16 more to come by summer and another batch by the end of the year. I think that Atari will do really well with its LYNX. Also, the Portfolio is selling really well, and now that it sells for $299 U.S. instead of $399...

S.S.

2762. Re: The new "Extended Control Panel" for older STs?

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 05:25:31 UTC
From: scott@cmb00.larc.nasa.gov
Message-ID: <SCOTT.91Apr7002531@cmb00.larc.nasa.gov>
Source record: 233261

> Also, is there any documentation writteen on how to program "Control Panel
> Extensions"?

I like cpanel but it doesn't like GEMINI! Also, I followed the
instructions for changing the SCRAPDIR and TRASHDIR values but it
doesn't seem to work. The trashdir gets moved, but that dern clipbrd
keeps appearing on a hard partition that I don't want things to get
scribbled on. Is this a known bug?

And my usual request:
1) Does anyone have any information on the TOS 1.4 patches for STOS
My STOS is useless right now. :-(
--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

2763. Epson LQ-510 printer for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 05:50:04 UTC
From: gaines@mars.njit.edu
Message-ID: <1991Apr7.055004.23845@njitgw.njit.edu>
Source record: 233257

I have the following for sale:
Epson LQ-510 24 pin printer. Very good condition. Works with all
software including Word Up. Parallel and serial ports. Asking $275. You
pay shipping above 4th class. Leave e-mail for more info.

"They can fly rings around the moon, | Mike
but we're years ahead of them on the highway" | gaines@mars.njit.edu

---

System 7 on an 800K floppy? HA!

2764. Re: Does Lode Runner game exist for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 07:21:18 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.032118.4860@mailer.cc.fsu.edu>
Source record: 233268

In article <1991Apr3.205704.8441@unislc.uucp>, bj@unislc.uucp (Bruce Jones) writes:
>The subject says it all. I would like to get Lode Runner for the
>ST if it exists. If yes, does someone want to sell their copy? If
>the answer is no are there any similar type games that you can recommend?
>

There is a great PD version from Germany called Go-Up. If it is not on
atari.archive, I can upload it. Please let me know if it is not. It works
on mono monitors (I don't know about color).

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
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2765. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 07:25:57 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.032557.4937@mailer.cc.fsu.edu>
Source record: 233269

```
In article <7871@jhunix.HCF.JHU.EDU>, d_alvear@jhunix.HCF.JHU.EDU (Dom Alvear) writes:
>In article <8216@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>>[Chuckie's text (or whatever) deleted]
>
>Better yet, how about you send union demo 1 to atari.archive in an
>.MSA file and the person who has union demo 2 can do the same? I have
>a burning desire to see some new demos. Also, I've asked before, but
>has anybody seen the LOSTBOYS MINDBOMB demo? I got a little taste of
>it from the RED SECTOR demo, but I want more!!!!

At last count, I have 9 full disk type demos other than Union and Lostboys.
If this semester ever ends, I will MSA them and put them on atari.archive.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
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```

2766. Re: Spectrum/3-D/animation

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 07:32:59 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.033259.4983@mailer.cc.fsu.edu>
Source record: 233258

In article <1991Apr4.190424.13189@milton.u.washington.edu>, alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Can this be done:
>
>Create a 3-D model in Sculpt 3-D, paint/render it with
>Spectrum, then animate the frames?
>
>Is there any software pacakge/integration of packages,
>that can do this for me using Spectrum? I do want the
>advantage of all those colors on the screen at once...
>

I have two Spectrum animations: one of those desk toys with the little pendulum balls swinging (and reflections moving with them), and four atari color monitors each with a different moving display (one even has a vertical hold problem!!). I have no idea how they were done. The viewing program I posted to atari.archive (showspec.arc, I think I called it) has an option to show these animations. They appear to be mulitple spectrum pics with a sequencing file. If you do not have these animations, and they are not on atari.archive somewhere, let me know and I will arc and post them. These are two of the first demo's I ever got. Remember "Shiny Bubbles"? That one sold a lot of Atari's! The two spectrum animations are of the highest quality.
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
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2767. Re: (INQUIRY) ST players for Amiga animation and *.SPS files

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 07:39:30 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.033930.5049@mailer.cc.fsu.edu>
Source record: 233270

In article <9104050203.AA02014@wixer>, bgodot@wixer.UUCP (Paul Ortega) writes:
>Also, what kind of ST graphics files are those with the .SPS
>extender? I downloaded a number of them (NAGEL**.SPS) , but can't view
>them. What do I need to view those?

I uploaded a viewer when I uploaded those Nagels (they are terrible, I have a much better batch coming soon. Should have checked first . . .). The viewer is in a file called, um, specshow.arc or showspec.arc (sheesh, it was late).

--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |

2768. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 07:42:45 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.034245.5113@mailer.cc.fsu.edu>
Source record: 233271

In article <40919@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
>These demos are great, but.. is anyone involved in creating the demos
>also involved in creating anything useful..?

Some of the Tex group are now writing games for the ST and Amiga. They
certainly have the talent . . .

>We've got a wonderful body of "demos" to run on our computers, but do they
>equate into anything "real"..?
>

Heck, give me a pile of demoes and a good buzz any day . . .

>BobR

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2769. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 08:06:20 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.040622.5384@mailer.cc.fsu.edu>
Source record: 233272

In article <1991Apr5.202600.7995@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>
>[.........]
>I agree with Bob. I think it's pretty tasteless to put cheesey
>messages to one's friends in demos, and besides that, it limits the
>usefulness of the demo. One purpose of demos is to show off the
>computer. I remember the "walking robot" demo from Atari 8-bit days --
>I bet that sold a few machines. But no store owner is going to put a
>demo up that says, "Howdee to all crackurs out there" or some similar
>garbage. Correctly spelled messages might be nice occasionally, too. :-)
>
>[...........]
>I know I've already bantered about this before, but I think demos often
>miselad non-programmers as to what the capabilities of their machine
>actually are. You can do a heck of a lot more in a demo than you
>can in general-purpose code.
>
>[............]
>>But I agree with you, too bad we don't see more productivity products
>>from them. I think they could write some very nice stuff.
>
>To be honest, I'm not so sure that's true. I don't mean to be
>critical here, but many of the demos I've seen
>
> 1) simply crash when run from a hard drive
> 2) take over the entire system
> 3) provide no way to exit the program, probably because they
> trash the OS in horrible ways
> 4) are usually weird and unpolished in their operation
> 5) rely on all sorts of undocumented and unsupported
> hardware "features", e.g., shifter bugs, instruction
> timings, etc.
>
>It's as though the authors only spend much time on the "nifty hack"
>parts of the demos -- the routine that puts 522 colors on the screen or
>whatever, and then just do a half-baked job on the rest. It doesn't
>take much work to make a well-behaved program, but it requires a kind
>of discipline I guess.
>
>You can't release a productivity program with any of the above 5
>problems unless you want bad sales. Games, on the other hand, are
>pretty much like demos in that you don't have to follow as many rules.
>
>Dave Baggett

>dmb%wam.umd.edu@uunet.uu.net

Dave, these works are not commercial efforts!! Some of these kids are not even in High School yet, for cripes sake! Recognize these demos for what they are: great demoes written by pirating groups. The messages are programming challenges and boasts of great hacks. What the heck is "general purpose code"??? The general purpose of the Union demo is to amaze the eyes and ears, and create envy toward the members of the Union. Sounds good to me . . .

As for the demoes being useless, I for one and amazed by many of them. Very few folks leave my house without a glazed look in the eye and a new appreciation for computer graphics. I LOVE to show them to PC types. They sell Atari machines (and Amiga machines).

The only thing that scares me is: What the hell are we going to do when the little buggers hit the job market . . . . :-)

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
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2770. Re: oids

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 08:11:36 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.041136.5451@mailer.cc.fsu.edu>
Source record: 233273

In article <1991Apr06.191752.20596@lynx.CS.ORST.EDU>, wilsont@mist.CS.ORST.EDU (Timothy E. Wilson) writes:
>Does anyone know where i could get a copy of oids? I just saw it on demo and i want to get it now...isn't a really old game by FTL?
>If anyone wants to sell their copy..i might buy if cheap enough (10-12 bucks)
>or is it not this cheap mail-order(if i could even get it mail order!)
>thanx
>

I still see this one advertised in ads. Dial some of the 1-800 numbers
and see if anyone has it in the bargin bin. I have picked up some great
stuff for $5 or $10.
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

2771. Re: .IMG/Pagestream/Postscript

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 08:16:42 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.041649.5540@mailer.cc.fsu.edu>
Source record: 233259

In article <1991Apr6.201033.3056@milton.u.washington.edu>, alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Hi.
>
>My question: Am I in for trouble in placing .IMG files into
>a Postscript format? Should I expect loss or degradation in the
>conversion? is there a conversion? and, what .IMG editing tools
>are out there? TOUCH_UP ? others? Are .IMG typically large?
>And if converted to PS.. can I assume that were I to go to a
>printhouse for greater than 300dpi, i will be able to get the
>higher resolution for the graphics images?
>

No problem, I do it all the time. I cannot detect any loss of resolution.
I do all my printing at school, and only use my little 9-pin to check
alignment (Pagestream allows one to lighten the density of a printout, so
I can check stuff fast). I print PS to disk, then put it on a floppy and
lpr it on a NEC (or Laserwriter, they both work). I don't know about the
>300dpi thing, if you find out please email or post. Oh, by the way, there is
no conversion, you just load them straight in.
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

2772. Re: Pagestream

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 08:20:48 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.042049.5580@mailer.cc.fsu.edu>
Source record: 233260

In article <1991Apr6.234520.27520@milton.u.washington.edu>, alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Sorry, i should have included this question in my first posting.
>
>Question: will Pagestream allow me to place text on a .IMG
>raster without obscurring elements of the raster definded by
>the "box" that it creates to house the text? In other words,
>can one place individual characters of text on top of a .IMG
>file without the "text in-a-box" approach?
>

If you place text on an image, the only thing obscured is that which the characters cover. No box-like hole is created. You can define this precisely, using other backgrounds as well.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2773. Re: Does Lode Runner game exist for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 09:07:00 UTC
From: ieb4826@zeus.tamu.edu
Message-ID: <14266@helios.TAMU.EDU>
Source record: 233380

In article <1991Apr7.032118.4860@mailer.cc.fsu.edu>, boyd@nu.cs.fsu.edu (Mickey Boyd) writes...
?In article <1991Apr3.205704.8441@unislc.uucp>, bj@unislc.uucp (Bruce Jones) writes:
?>The subject says it all. I would like to get Lode Runner for the
?>ST if it exists. If yes, does someone want to sell their copy? If
?>the answer is no are there any similar type games that you can recommend?
?>
?
?There is a great PD version from Germany called Go-Up. If it is not on
?atari.archive, I can upload it. Please let me know if it is not. It works
?on mono monitors (I don't know about color).
?
I tried go-up using a mono-emulator and found that it was unplayable (too slow and jerky). However, Broderbund has released Lode-Runner for the ST through a French company called Loriceil (sp?). I played it on a friend's ST and it was a very good port. Better sound and graphics by far than the old apple II vers. It also has a level editor and a cheat mode. If you liked the old LR you should call around to some software dealers who sell imports like:

COMPUTER GAMES+ (800) 443-8189
SIDELINE SOFTWARE (800) 888-9273

Good Luck
Ed Bou-saada

2774. smail on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 09:35:10 UTC
From: gdo@mirsa.inria.fr
Message-ID: <10713@mirsa.inria.fr>
Source record: 233277

I've read a few months ago that there was a port of smail for the Atari on the way. Is it finished now, and if yes is it available somewhere ?

Thanks !

2775. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 09:59:42 UTC
From: kawakami@cyclone.Berkeley.EDU
Message-ID: <1991Apr7.095942.1761@agate.berkeley.edu>
Source record: 233263

In article <1991Apr5.202600.7995@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>It's as though the authors only spend much time on the "nifty hack"
>parts of the demos -- the routine that puts 522 colors on the screen or
>whatever, and then just do a half-baked job on the rest. It doesn't
>take much work to make a well-behaved program, but it requires a kind
>of discipline I guess.

>Dave Baggett
>dmb%wam.umd.edu@uunet.uu.net

Facts is facts, and the fact is, most of the fun in programming (at least
from what I've seen) is in getting the program/function to work right, and
squeezing in as many "features" as possible. Careful design and a good
user interface take a back seat.

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

2776. Fastload of programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 10:40:20 UTC
From: HOPPET@tubvm.cs.tu-berlin.de
Message-ID: <91097.124021HOPPET@DB0TUI11.BITNET>
Source record: 233284

I am interested to speed up the program loading process on my atari
and I have found the assembler source of `fastload' on atari.archive.
But unfortunately I'am not experienced in assembley programming of
68000 nor do I have an assembler program available. Is any body
out there who has compiled this program and who could send me
a corresponding `.prg' file?

As I have noticed from the source code, it seems that `fastloading'
is higly site dependent. I am still working on TOS 1.0 dated 02/06/86,
thus I would appreciate if somebody could send me an `error free' fast-
loader for this old TOS.

Please respond by Email and thanx in advance

Thomas Hoppe

2777. lzh use

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 11:23:53 UTC
From: wxh@lanl.gov
Message-ID: <20549@lanl.gov>
Source record: 233275

How can I extract data from an lzh file into the directory I'm working in
instead of to the default directory the file was saved under, without
extracting each file one by one. I'm using the unix version of lzh,
which doesn't seem to have a command to do this.
Billy Harvey wxh@lanl.gov

2778. Procopy New Address

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 12:57:12 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Apr7.125712.45@minyos.xx.rmit.oz.au>
Source record: 233283

```
xx

Does anybody have a more recent address for the makers of procopy than
this one:

ProCo Products
PO Box 665 Chepachet RI 02814
Tel: (401) 568 8459

I have recieved no confirmation of registration or updates since purchasing
version 1.8 in june last year 1990..Does anybody have a new address for the
company?

Thanks from Richard

zz
ZZ
quit
```

2779. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 16:09:51 UTC
From: daniel@hexagon.se
Message-ID: <3333@hexagon.se>
Source record: 233312

In article <40919@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
)
)These demos are great, but.. is anyone involved in creating the demos
)also involved in creating anything useful..?

Actually, many of them are (even if they were not at the time they
made the demo): A few examples could be The Exceptions, The Carebears,
and S.Y.N.C. (I believe TEX and TCB are working at Thalion GmbH.,
Germany. SYNC have written Audio Sculpture--we all know what that is,
don't we?)
Of course, there are even more people NOT working yet, since the vast
majority of these demos are written by youths less than 20 years old.

The simple truth about the scrolltexts is that everybody knows
everybody else in these circles, and the scrolltext is a good way to
boost your ego. For example, your friends in school might be impressed
if you in the scrolltext claim that you're trading pirated software with
13 famous cracker groups all over the world. I know, since I've got to
deal with a lot of people like this in the store, even if most of them
have Amigas. And you should see the ads for different groups' HQ BBSs
at Fidonet here in Sweden. "Always the Latest Warez", they claim.

Piracy on the ST is getting better here in Sweden I think (less of it,
that is ;-). On the Amiga things are getting worse, though. As an
example: When we recived the new game "ELVIRA" from Accolade noone would
buy it. Everyone had been playing it for months, they said. Compare
this with the Nintendo market: Whenever a new game is released, we have
already sold all the cartridges we expect to get, even before we get
them! Games won't be a success for a home computer until the CD-ROMs
are real cheap.

Hope I didn't tire you,
Daniel

--
Daniel Deimert, daniel@hexagon.se or ...!sunic!kullmar!pkmab!hexagon!daniel

2780. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 16:22:58 UTC
From: buggs@cup.portal.com
Message-ID: <41016@cup.portal.com>
Source record: 233278

What about all treal CHEAP & POWEFULLY SPARC clones?
Seems that'd be a better choice, at least to me...
You uld have either software emulation or hardware coprosessors to run
existing software.

2781. Apple StyleWriter with the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 16:52:16 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4721.27ff07f0@miavx1.acs.muohio.edu>
Source record: 233279

I've been reading about the new Apple StyleWriter, which can be had at our University for $420. I was wondering if anyone has any idea whether it will work with a ST? All I've seen is an ad, but its supposed to be 360X360, and uses TrueType. It doesn't have a built ASCII mode though.

--

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2782. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 19:03:26 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr7.190326.5477@wam.umd.edu>
Source record: 233280

In article <1991Apr7.040622.5384@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>Dave, these works are not commercial efforts!! Some of these kids are not
>even in High School yet, for cripes sake! Recognize these demos for what
>they are: great demoes written by pirating groups. The messages are
>programming challenges and boasts of great hacks.

I know this is going to sound pedantic, but why should we applaud bad programming practices? OK, I'm impressed by the fact that M.C. Crakker or whoever can put 522 colors on the screen, but I just have a hard time giving praise to these folks, because if they continue to write things that rely on hardware ideosynrcsies and internal TOS variables they will cause endless headaches for everyone when they do release commercial software. The Care Bears' sample sequencer recently posted is a perfect example. That program is a complete disaster as far as "coexisting in harmony with the system." People don't WANT a file selector that has little stars flying around the screen. People don't WANT to have to run the program off floppy, and put up with the thing crashing all the time. It's great that they managed to get 4 digitized samples playing simultaneously. I can tell you from experience that's NOT easy. But without some attention paid to good programming practices and "the rules," the program is useless, IMHO. Ask Allan Pratt what he thinks about programs that rely on "undocumented features" or circumvent GEMDOS and use their own floppy-disk handling code...

I am NOT trying to say that these programmers are not good; on the contrary many of them seem to be very talented (especially if they're as young as you say), but the last thing the world needs is a bunch of people writing nonportable, non-fool-proof, and non-bullet-proof code. The irony is that it's not that they _can't_ make robust, portable programs. Being such programming whiz-kids, it should be no problem. They just don't care. That's the part that I wish would change.

> What the heck is "general
>purpose code"??? The general purpose of the Union demo is to amaze the eyes
>and ears, and create envy toward the members of the Union. Sounds good to
>me . . .

Well, at the very least, "general-purpose code" in the case of a demo means, "code that will run on all ST/TT machines". (Within reason. If you write an STe or TT only demo, that's another matter.)

As I've pointed out before, there are many, many demos that don't run on my machine because my monitor can't handle the UNDOCUMENTED forced change to 50Hz. Just sour grapes, you say? Nope, I just wish that these people would spend a little more time figuring out how to do things the right way, rather than hacking the OS to pieces.

Trust me, most things like screen interrupts that put 512 colors on the screen CAN be done such that the "great hack" will work on all ST's.

As for "envy," on the one hand you're saying that I shouldn't expect too much of these people because they are high school kids, but on the other hand you tell me tht the point of the demos is to make me impressed with their programming genuis. To me this is similar to saying, "There's a really incredible ice skater I know. She falls down a lot, but if she can keep going she can do these _amazing_ jumps."

A lot of people consider Darek Mihocka to be a "whiz-kid," and he was writing code when he was in high school too. My impression, however, is that he follows "the rules". He writes great stuff (the 8-bit emulator is certainly an impressive "hack"), but still manages to make sure it's robust and TOS-version independent. My point is that I am personally more impressed by something like Quick ST than the Union Demo in terms of programming ability. Quick ST isn't showy, but it's a great hack, and it works on every ST/TT in creation. OK, so Quick ST is a commercial product. So what? There's no reason those demo people couldn't write commerical-quality software too. They obviously have plenty of spare time, and it would probably help them pay for college!

Again, just my opinion.

>The only thing that scares me is: What the hell are we going to do when the
>little buggers hit the job market . . . . :-)

Pray that they have learned to write portable and robust code before you have to use one of their programs. :-)

That all said, I'm really not trying to flame the demo authors. Poor programming practices and non-portable code just get to me. Maybe there's a traumatic expereince involving poor programming in my past. :-/

Enough o' my raving...

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2783. ZEST demo in atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 19:13:19 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr7.191319.25814@oz.plymouth.edu>
Source record: 233282

Hey netters,

I just downloaded the ZEST demo for the ST from atari.archive and it
is great. Embossed windows with ability to background utility windows and
do something else. It was a demo inspired by the NeXT computer according
to the author. You need monochrome, but if you are running color, grab
EMULA which is a monochrome emulation (that actually works well). I was
very impressed by the demo, whoever did it, if you are reading this, please
continue!

One word about EMULA, make sure you put this on a floppy AUTO folder
not your Hard drive, it does some funky stuff that will probably conflict
with other AUTOboot prgs and perhaps fry your Hard Drive.

Have Fun!!!

--
\/\/\/

2784. Thanks - Pagestream info

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 19:57:08 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr7.195708.4519@milton.u.washington.edu>
Source record: 233281

Thanks to all those who responded to my questions about
.IMG files and Pagestream/Postscript.

This has been a real help.

Another Question: If i save a music score of several pages in
length to an .IMG file and export it to Pagestream, does
Pagestream know how to handle a raster file of this size?
Does the score automatically get appropriated to multiple pages
in the DTP?

Thanks

cheers!
gunnar
alexd@milton.u.washington.edu

2785. Re: Zmodem and Xmodem for VAX

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 20:28:21 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Apr7.202821.17278@ccu.umanitoba.ca>
Source record: 233308

In article <iT2yZ1w164w@bluemoon.uucp> archbold@bluemoon.uucp (Archie Jaszcz) writes:
>fsctc@csduts1.lerc.nasa.gov (Clarence T. Chang) writes:
>
>> Hi. A couple of months ago, someone here posted a message saying that
>> he has access to zmodem and xmodem programs on the VAX. Would that person
>> kindly reply to me via email, please. I am fed up with transmission by
>> Kermit and would like a faster transfer, preferrably by zmodem. Thanks.
>
> WOW! You're not the only one who's looking for such a program for
>VAX... Whoever has these programs could kindly mail me too, or simply
>post a message to the net and perhaps u/l these programs to atari.archive
>(even though they're not for atari computers)...

The VAXVMS directory on SIMTEL contains the following two
files:

"PD1:","<MISC.VAXVMS>","RZSZ9103.README",1,574,7,910329,""
"PD1:","<MISC.VAXVMS>","RZSZ9103.TLB",1,175104,8,910328,""

These appear to be the latest versions of Chuck Forsberg's rz/sz for
VMS (I presume they include rx/sx and rb/sb as well). The .TLB file
seems to be some sort of VMS library file. The .README says:

To extract files from rzsz.tlb, issue the following DCL commands:

$ LIB/EXTRACT=EXTRACT_TLB^COM/OUTPUT=EXTRACT_TLB.COM rzsz.tlb
$ @EXTRACT_TLB rzsz/exit

I'm not sure if this will give you working copies of rz and sz, or
source which you'll have to compile yourself. Probably the latter;
detailed instructions are likely included. Anyway, fetch the file
from the archives and give it a try.

(The ftp address for the SIMTEL archives is wsmr-simtel20.army.mil;
login as "anonymous" and give your full account name as password. If
you're not familiar with the archive, it's probably a good idea to
read some of the help files in the top directory. I think there's a
help file specifically pertaining to ftp'ing from a VMS machine; read
it carefully before proceeding, or you'll almost certainly end up
fetching the file in a format you can't use. To get to the vms
directory you need to type `cd pd1:<misc.vaxvms>'.)

Hope this helps, BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba

Winnipeg, Man R3T 2N2 (204) 474-9105

2786. Re: Telecom program help needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-07 20:35:50 UTC
From: schultzd@kira.uucp
Message-ID: <1991Apr7.203550.1077@msuinfo.cl.msu.edu>
Source record: 233302

In article <1991Apr3.170133.2948@menudo.uh.edu> rcte2p@menudo.uh.edu (Paul S. Sears) writes:

-> >Why not try RUFUS, it is in German and is Shareware,
[Stuff deleted...]
->
-> Can someone d/l it from Genie and post in on atari.archive? I assume
-> that it is PD... I no longer have a Genie account to do this...

Obviously, if it is SHAREWARE, it is NOT PD!!!

Of course, it could still be downloaded. Just PAY FOR IT if you USE IT!!!!

Support your shareware authors. It's really all we've got with an ST.
Of course, PD is nice too!!!

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \

2787. ZModem For The Vax Available

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 00:33:22 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1991Apr8.003322.27599@udcps3.cps.udayton.edu>
Source record: 233309

Well, for all of you that asked for it, ZModem for the Vax will soon be
available from atari.archive. It was uploaded as SZ.EXE and RZ.EXE and they
are both the executable code. You need to set up a logical symbol like
this (for both files) and put it in your LOGIN.COM file:

```
$ RZ :== $UTIL:RZ.EXE
^^^^
\
whatever directory you put it in
```

I would have just told you where to get it, but I can't remember. Oh, well.

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton - Dayton, OH
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /_____/ Internet: vanleejf@udcps3.cps.udayton.edu

2788. Re: WD 1772 IC....

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 02:33:06 UTC
From: yonder@netcom.COM
Message-ID: <1991Apr8.023306.14236@netcom.COM>
Source record: 233291

davea@col.hp.com (David E Allen) writes:

>yonder@netcom.COM (Christopher Russell) / 6:12 pm Apr 3, 1991 /
>> All of the floppy controller IC's that JDR had are almost
>> exclusively under $10 and the 1771 is $5.. Almost all of these IC's are
>> 40 pin and I am sure more sophisticated than the 1772 ...
>> I call up B&C and San Jose Computer, and sure they have it but at $25 (!!)

>If it's pins you want, stock up on 6800's and 8080's. The 1772 is more
>"sophisticated" than a lot of the 40-pin FDC's you'll find. I don't know if
>$25 is the best price, but don't let the smaller pincount fool you.

>dave allen, colorado springs

To answer my own question, the best place that I found to get the 1772 is
BEST electronics in San Jose, Ca. I talked to somebody named Brad. He was
very helpful and actually talked to me for a while about my problem and even
made suggestions etc.. The number of couse can be found in several of the
Atari Mags.. but I have it right here: 408-243-6950..

BTW, I spent some time calling around about this IC and Western Digital no
longer manufactures it (even though it is listed in the 1991 IC master).
There is another company that is going to be putting out some compatables soon,
but the price was even more than $25... I think BEST's price was $18 and some
odd cents.. but don't quote me..
.....yonder
--
Christopher Russell (yonderboy) yonder@netcom.COM or clr40@amail.amdahl.com

2789. lynx

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 05:17:16 UTC
From: chuckie@pro-odyssey1.cts.com
Message-ID: <8444@crash.cts.com>
Source record: 233285

new games for lynx coming soon....
hard drivin,crystal mines,warbirds,nfl football,hydra,stun runner,block
out,ninja gaiden,cyberball,scrapyard dog,hockey,casino,basket
brawl,apb,vindicators,checkered flag,and many many more!!!!!check them out
dont look at the game toy just the animal lynx(#1).nintendo can't touch
this!!!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey1.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

2790. Re: sundog

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 05:17:51 UTC
From: chuckie@pro-odyssey1.cts.com
Message-ID: <8445@crash.cts.com>
Source record: 233286

In-Reply-To: message from boblu@tekgen.BV.TEK.COM

what is sun dog about again????

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey1.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

2791. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 05:18:47 UTC
From: chuckie@pro-odyssey1.cts.com
Message-ID: <8446@crash.cts.com>
Source record: 233287

In-Reply-To: message from d_alvear@jhunix.HCF.JHU.EDU

are these demoes union 1 and 2 in the archive and lostboys one etc???

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey1.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

2792. union demo2

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 05:19:23 UTC
From: chuckie@pro-odyssey1.cts.com
Message-ID: <8447@crash.cts.com>
Source record: 233288

```
the bbs was down so whoever has union demo 2 let me know!!!!!
thnaks
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey1.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

2793. demos

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 05:20:18 UTC
From: chuckie@pro-odyssey1.cts.com
Message-ID: <8448@crash.cts.com>
Source record: 233289

if any of you have demos like union demo etc please email me the tiltyles i would be glad to pay you to mail it to me.we are starving foe some in n.california
thank you

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey1.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

2794. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 06:03:56 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12371@uhccux.uhcc.Hawaii.Edu>
Source record: 233290

[previous statements about British PgC cpu series and influence on Mot./Intel]

>From: plinio@turing.seas.ucla.edu (Plinio Barbeito)
>It would be more fair to call it a monopoly if Motorola's prices were
>unreasonable (like intel's).

I would contend that their decision to not license their 030/040 and 386/486 architectures to other companies was very short-sighted. If Motorola had allowed their chips to be second sourced, especially with Japanese companies like Toshiba and Hitachi, they would have attained a much larger share of the market. Distributing the development of the cpus would have allowed Motorola and their licensees to debug and produce their designs much faster. Instead, the 040 arrived more than a year overdue and does not meet its performance expectations. As for Intel, from what I read, they seem to be simply unscrupulous with their licensees and I guess it would have been out of character for them to have an open architecture.

[PgC 7610 specs and availability...]

>Promising 80 MIPS by Feb. 1992 for $40 in (large volumes, I assume)?
>Sounds great, but it is just that -- a promise. Has intel ever made
>good on the promise that its i860 would run at 50MHz so that the 150
>max MIPS figure hyped by the press could come to light?

Someone posted that there was an article on the PgC chips in the international edition of Byte. It is supposed to be in the March '91 (not '89) issue and perhaps someone from Britain might post more information.

>Other questions to be resolved: how efficiently would the processor
>emulate a 68000... We wouldn't know all of this until the machine and
>emulation software were inplemented.

The following information about a similar processor might provide more proof of the viability of the PgC design: Teraplex (Champaign, IL) developed a 32 bit processor with a 128 bit instruction word (PgC 7600 uses 96 bit instr.). The Teraplex cpu does not have microcode or decoding circuits so it uses the the first 64 bits of the instr. word for hardware control, while the second 64 bits are the instruction operands. The instructions are very primitive so that it is capable of mimicking other processors. Actual systems built with this MISC (minimal instruction set computer) execute MS-DOS programs at about 4.5 times the speed of a 33Mhz '386. Although it does not have a FPU, the Teraplex 32 bit CMOS design is about as fast as a MIPS R3000 with an FPU. Other systems based on the MISC are running MIPS and SPARC programs and the company is also investigating running Motorola 68000 code.

Teraplex hopes to have commercial workstations and desktop computers based on the chip, by the fourth quarter of 1991. Refer Byte, Nov. '90, pgs. 19-20.

>Also, a lot of fast cpus will be introduced in this year of 1991, so
>that 80 MIPS (whatever that means in real terms of performance) may
>not seem as fast by comparison in one year. And 1993? Well, in
>computer years, that's ages hence. By then, the 68050 may be a more
>familiar sight...

It's hard to make predictions, but it seems certain that one of the dominant OS running on the new processors will be UNIX and the SPARC RISC was designed to run it optimally. Also, Sun's decision to have an open architecture is resulting in a flood of systems based on the SPARC chip set. A partial list of companies introducing SPARC systems are Northgate, Chicony Electronics, CompuAdd, Hyundai, Tatung, DTK Computer, Opus, RDI/TriGem, DCM Data, Mars, Sampo, Solbourne, Meiko World, ICL, Solarix, Toshiba, Twinhead, etc... It would appear that the SPARC-UNIX combo will mirror what happened with the MS DOS-INTEL systems; you will be able to get a very powerful system, very cheap.

Atari will have a hard delivering an '040 system that will be competitive with the SPARC-based systems. If the specs for the PgC and Teraplex chips hold true, then it would seem to me that Atari could have an amazing machine that would be capable of running programs faster than the target system!

>From: Bob_BobR_Retelle@cup.portal.com
>Golly.. Lenonard Tramiel has already stated that Atari will never use
>the 68040 (I think it was at the Glendale AtariFest last year..?), so
>why worry about it..?

I was reading some of the old Znet and STreports on Freenet (thanks to the people who upload them) and Alwin Stumpf of Atari Germany supposedly said in an interview that they would use the 68040 if its price were reasonable. Is Leonard Tramiel head of R&D? I remember reading an article about a guy name Shiraz Shivji. Is he still around at Atari?

Jack

2795. Rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 06:26:38 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Apr8.062638.4276@cs.wayne.edu>
Source record: 233292

I dloaded RUFUS from atari.archive sometime last year and only recently bought G+Plus so I could try it out (RUFUS needs GDOS). However, I am having problems with it. First, I have the terminal protocol set to VT100, but I call up the University machines and the screen won't scroll. It gets to the bottom of the screen and all the text disappears below the last line. Also, the text that comes back from the mainframe is all junk! I have the settings done the same as Uniterm but it's like RUFUS uses its own character table! Anybody had the same type of problems with RUFUS?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

2796. Re: HD Floppies Stepper Motor

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 08:09:13 UTC
From: hase@netmbx.UUCP
Message-ID: <2222@netmbx.UUCP>
Source record: 233293

alanh@logitek.co.uk (Alan Hourihane) writes:
> Well, after a month of using my HD Floppy the Stepper motor finally
>blew up!!!.
> The drive is an FD235HF - Teac Mechanism.
> Does any body know in the U.K. where I could either get it repaired
>or buy the stepper motor.

Its not worth it.
If You want to replace the stepper motor, You would have to readjust it
for the tracks beiing compatible with other drives.
It is impossible to do this without special measuring equipment
including a special disk to check the alignment of the tracks.

You should get Your drive replaced on warranty (it came with a warranty,
right?).

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

2797. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 08:20:35 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2694@odin.cs.hw.ac.uk>
Source record: 233305

In article <1991Apr7.040622.5384@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>As for the demoes being useless, I for one and amazed by many of them. Very
>few folks leave my house without a glazed look in the eye and a new
>appreciation for computer graphics. I LOVE to show them to PC types.

Like magic, It's easy to be impressed when you don't know how it's done.

If they read a scrolling message for long enough, it's not surprising your
friends have a glazed look in their eye. :-)
When the PC types show me Pakemaker 4 and a good reliable Microsoft Write
I get a glazed look in my eye.

>They sell Atari machines (and Amiga machines).

To people who then wonder why only demos ever managed to do those effects.

>The only thing that scares me is: What the hell are we going to do when the
>little buggers hit the job market . . . . :-)

Nothing. Few of them have a clue about application writing and the only high
level language they ever use is BASIC. (OK :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 demos!" !
+---+

2798. Re: Rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 08:25:32 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr08.082532.26936@ecst.csuchico.edu>
Source record: 233294

In article <1991Apr8.062638.4276@cs.wayne.edu> pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
>I dloaded RUFUS from atari.archive sometime last year and only recently
>bought G+Plus so I could try it out (RUFUS needs GDOS). However, I

There is a GDOS clone at atari.archive called AMCGDOS. It's from Germany, I believe. Actually, I'm pretty sure it's at a.a; I think that's where I got my version. So, those who want to try Rufus don't need to purchase G+Plus, although G+Plus is an excellent product.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2799. Re: SPC Pics from Umich, corrupt?

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 08:55:16 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr8.085516.14405@informatik.uni-erlangen.de>
Source record: 233295

archbold@bluemoon.uucp (Archie Jaszcz) writes:

> Yeah, the same thing happened to me a few days ago. Some of the
>spc pics worked just fine (like moonflag.spc, apollo10.spc and
>apollo9.spc), but others just wouldn't load and my shower would abort.

> So, I guess my question is the same: whats up with some of these
>pics?

I have downloaded some of them, and I noticed that all files with length
50014 Bytes are ok.

Any comments/ideas?
Lars


```
+--------------------------------------+----------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+--------------------------------------+----------------------------------|
| "May the Schwartz be with you!" |
+-----------------------------------------------------------------------------+
```

2800. Re: Rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 09:46:17 UTC
From: killer@vipunen.hut.fi
Message-ID: <KILLER.91Apr8114617@vipunen.hut.fi>
Source record: 233297

In article <ODDJOB.91Apr6132509@oz.oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>Really ?? (I JUST got it and can't read German(?!)) Does anybody
>have an English version of the .RSC ?? I can guess a lot but not all
>of the meanings of the menu entries.

There is one at funic.funet.fi in directory pub/atari/comm (or telecomm).
Someone could get it and put it in atari.archive, and also check my
translation.

--
****
* Kalle Kivimaa * In the beginning the Universe was created. *
* JMT 7A123 * This has made a lot of people very angry and *
* 468 2041 * has widely been regarded as a bad move. *

2801. MAC Emulations on ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 10:06:29 UTC
From: nik@st_nik!swindon.ingr.com
Message-ID: <1991Apr8.100629.3286@st_nik!swindon.ingr.com>
Source record: 233301

I have an a Mega ST2 , a 40Mb hard disk and a Mono monitor, I'm
considering adding a MAC emulation to this setup, I would be grateful
if somebody (anybody) could let me know what the current capabilities of
these emulators are, also any known drawbacks vis-a-vis a cheap MAC.
Use the Reply-To address rather than the address in a signature
as this was posted from a friend's account.
--
|---|
| Nik Simpson Mail : nik@swindon.ingr.com |
Systems Consultant (UNIX). Intergraph UK Ltd.

2802. Okami shell found!

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 11:01:04 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1395@ssp18.idca.tds.philips.nl>
Source record: 233296

Hi,

After somebody told about the Okami shell, I have seen a lot of
questions where to get it.
Yesterday I found this shell on a local bbs here ("Dutchman").
As it is quite large (200k compressed) I will not post it. As soon as
someone tells me how to MAIL it to atari.archive, I will send it. (I
can not use FTP!)
So if someone is interested, please email.

Jan

##
Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl
##

2803. Re: Rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 13:22:44 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14063@ccncsu.ColoState.EDU>
Source record: 233298

AMCGDOS come with the Rufus, when you unarchived the Rufus.tos by run it, it would generate all the file and in AUTO folder would have AMCGDOS.
Tang
sytang@lamar.colostate.edu

2804. GhostScript ported?

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 13:34:58 UTC
From: hess@rospc1.informatik.uni-hamburg.de
Message-ID: <hess.671117698@rospc1>
Source record: 233334

Hello,

I just got the GNU GhostScript sources, but I`m not so good at porting large software (about 1,5MB c source). Was anyone successfull with this? Could you then send me the complete Interpreter (without fonts, they aren`t to be ported I guess) or just the right Projectfile with the needed changments to the source?

Thank you

Hauke Hess / University Hamburg / Germany

2805. Atari for Auction

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 14:44:45 UTC
From: meo3@jaguar.ucs.uofs.edu
Message-ID: <407@platypus.uofs.edu>
Source record: 233304

Ok, here's the story: I have an Atari ST that I no longer need, so I will be auctioning it off here. Bids will be taken from 4/8/91 through the 22nd. The highest bid, of course, will win. If the highest bid is a dollar, than the system is yours for $1!. I will post updates on the bidding every few days to keep you all informed as to how things are going. By now, you're saying, all right already, what's the package. Well, here goes:

Atari 520ST upgraded to 1Meg RAM
Indus double-sided drive
ComputerEyes color digitizer
Color Monitor
Monochrome Monitor
Mouse
INDUS SCSI hard drive controller (w/software & cable, but no drive)
A double (360K)/Quad (720K) 5 1/4" drive (great for IBM emulation)
A lot of software (mostly games, which I dont feel like listing.)

So let the bidding begin!

```
-------------
|Mike Ogrinz|
-------------
```

2806. STalker/STeno, MC/VISA yet??

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 15:35:14 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr8.153514.7513@lonex.radc.af.mil>
Source record: 233306

Subject almost says it all!! Does anyone know if it is possible to
order these via MC/VISA yet?

Jeff

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

2807. TOS 2.05 bugfix

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 15:41:45 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.671116414.larserio@kvart.ifi.uio.no>
Source record: 233303
Body handling: Inline uuencoded payload not displayed: tos205fx.arc

While testing out my new MEGA STE i discovered a nasty bug in one
of the Xbios routines (I can't understand why no beta-tester has).

The XBIOS 5 call setscreen(logadr,physadr,resolution)
is used to set screen adresses and change screen resolution.

However, calling setscreen with -1 as resolution doesn't change
the current resolution. On monochrome many programs still call
the setscreen function with 2 (monochrome) as resolution and
this works OK on older ST's, BUT on the MEGA STE's TOS 2.05
strange things happend :-(

The routine does NOT wait for vertical blank as it i supposed to
but resets the video in the middle of the screen, causing the
picture to wrap around the left edge of the screen in 50% of
the cases. This does not look good (you get the edge of the
grapic screen in the middle of the monitor screen :-)

To get around this problem I have made a VERY small program that
hooks on to the XBIOS 5 if in monochrome, and always sets the
resolution parameter to -1 (no change). Then things work OK !!

I would like an offical comment from Atari Corp on this bug !!!!
How i the world could this pass through the beta-testing ????
In only one day I found 10 programs that goes mad because of it.

table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: tos205fx.arc]

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2808. ZEST .. it's beautiful!

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 15:56:41 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr8.155641.17469@milton.u.washington.edu>
Source record: 233300

Ah! So nice!
More.. more.. please... how about an entirely new desktop
"ZeSTop"... love it...

Demo is in atari-archives newitems.

gunnar
alexd@milton.u.washington.edu

2809. Re: Rufus English RSC

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 16:20:25 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14071@ccncsu.ColoState.EDU>
Source record: 233307

Well, Just got the English version of RUFUS.RSC from funic.funet.fi as given
in earlier post by some one in Europe(sorry forgot to write down your name)
And one can find it in Atari.archive.umich.edu under /atari/new/rufuseng.rsc
utill they transfer to approviate directory by the care taker.
Tang
sytang@lamar.colosatte.edu

2810. Re: Two New Computer Announcements - CeBIT

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 17:17:13 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr8.171713.15270@uvm.edu>
Source record: 233328

From article <1991Mar31.095414.21978@actrix.gen.nz>, by Alex.Valdez@bbs.actrix.gen.nz:
> In article <2885@atari.UUCP> trh@atari.UUCP (T R Hall) writes:
>> As far as data transfer, both the Notebook and Pad versions of the
>> machines will include file-transfer software in the ROMS, transfering
>> over parallel-ports to other ST's, and serial ports to non-ATARI
>> machines (hopefuly with an existing protocol, so Atari won't have to
>> write [shudder!!] MS-DOS software).

> I thought the ST's parallel port is output only. Surely one would
> transfer data from the notebook/pad into a regular ST as well.

Nope, it's bidirectional - but not exactly the way IBM ports
are (which is partly why Portfolio code to transfer to PCs doesn't
work on STs). I should know, my dear departed 520 got me my BS, as it
ran my Armatron for Senior (EE) project. The ST sent the arm
commands, and the arm sent back signals when it hit its limits of
motion - all through the parallel port.

> Alex Valdez

Bob Pegram {anxiously awaiting backordered STE 8-}

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

2811. Tex on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 18:09:26 UTC
From: william@oreo.berkeley.edu
Message-ID: <1991Apr8.180926.27674@agate.berkeley.edu>
Source record: 233310

Hithere. I'm looking for a ST version of TeX and a dvi previewer.
Do such things exist in the public domain ? If so, where ?

Thank you,

Bill Grosso

2812. GDOS

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 19:11:25 UTC
From: darling@cellar.UUCP
Message-ID: <q6m4Z1w163w@cellar.UUCP>
Source record: 233315

Could someone explain what this GDOS beast is? I have a German clone in the AUTO folder for RUFUS; what does it do besides allow me to use selected programs?

BTW, I am sort of surprised about all the probems people are having with RUFUS. I downloaded it from GEnie, un-ARCed it, and it has run flawlessly without tinkering.

```
!! \ __ __ __ ____ __ _ ___ !! Production, Pre-Production,
!! \ //! ! \\ !! !! !\\ ! // \\ !! and dance remixing @ FACT HQ:
!! / //_! !_// !! !! ! \\! ! __ !! darling@cellar.uucp
!!_/ // ! ! \\ !!__ _!!_ ! \! \\_!! !!_________________________________
```

2813. Re: smail on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 20:47:21 UTC
From: jan@janhh.hanse.de
Message-ID: <1093.04.91@janhh.hanse.de>
Source record: 233313

Article-I.D.: janhh.1093.04.91
Posted: Mon Apr 8 01:01:22 1991
References: <10713@mirsa.inria.fr>
Lines: 14

From article <10713@mirsa.inria.fr>, by gdo@mirsa.inria.fr (Guillaume Doumenc):
> I've read a few months ago that there was a port of smail for the Atari on
> the way. Is it finished now, and if yes is it available somewhere ?

I did a port quite a while ago and it runs on a few German sites. It
can be used in a slightly modified Mercuy-UUCP enviromnet. It's not
available thru FTP yet, but I guess I'll put it on a German FTP host RSN.
I'll post detailed information when it's on available.

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

2814. Re: Tex on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 21:00:37 UTC
From: stabl@fmi.uni-passau.de
Message-ID: <STABL.91Apr8210037@trillian.fmi.uni-passau.de>
Source record: 233311

```
>>>>> On 8 Apr 91 18:09:26 GMT "Bill" == william@oreo.berkeley.edu (W. E. Grosso) wrote:
Bill> Hithere. I'm looking for a ST version of TeX and a dvi previewer.
Bill> Do such things exist in the public domain ? If so, where ?

Look at forwiss.uni-passau.de (/pub/atari/tex-3.1). There you will find
an implementation of TeX-3.1 for the ST and showdvi, a previewer for
DVI files on various ST screens.

Regards
Robert Stabl.

--
>>>>>>>> Robert Stabl <<<<<<<<<<< stabl@unipas.fmi.uni-passau.de <<<<<
> Dept. of Computer Science <>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<
>>>> University of Passau <<<>>>>>>>>>> Phone: +(49)851/509-711 <<<<<<<<
>>> D-8390 Passau, Germany <<>>>>>>>>>> Fax: +(49)851/509-497 <<<<<<<<<
```

2815. Re: SPC Pics from Umich, corrupt?

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 21:23:11 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <cc0Bwzu00UhB80qeVZ@andrew.cmu.edu>
Source record: 233314

>
> Yeah, the same thing happened to me a few days ago. Some of the
>spc pics worked just fine (like moonflag.spc, apollo10.spc and
>apollo9.spc), but others just wouldn't load and my shower would abort.

You were viewing these in the shower. No wonder you had problems. All
that water.

2816. Re: SPC Pics from Umich, corrupt?

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 21:39:11 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <cc0C=zW00UhB00qjdz@andrew.cmu.edu>
Source record: 233318

>
> Yeah, the same thing happened to me a few days ago. Some of the
>spc pics worked just fine (like moonflag.spc, apollo10.spc and
>apollo9.spc), but others just wouldn't load and my shower would abort.

You were viewing these in the shower. No wonder you had problems. All
that water, and all. was the shower hot or cold?

-geisha-

2817. Notebooks: SO there!

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 21:59:10 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <0c0CSim00UhBI0qUIv@andrew.cmu.edu>
Source record: 233322

For all those out there who are convinced that TRH is the Word when it comes to the notebook market, and that Atari knows what the hell is going on on the other side of their closed eyelids, please read on:

Zeos Notebook PC
12mhz 286, 2"x12"x10", 1 meg RAM, backlit VGA, and ext. vid. port, 20 Meg HDD, 1.44 meg floppy, $1995.

Compaq LTE
20MHz 386, 7 I/O ports, 30 /60 meg HDD, 3 meg RAM, 1.44 meg floppy

Dataworld NS 320SX
386sx, VGA with ext. vid., 2 meg RAM, 20 meg drive

Others include the Northgate slimline, and the Austin sx, with standard 2 meg RAM. These machines have stated weights of under 7 lbs, including the battery charger. I doubt the notebook ST wieght includes the charger. Without the charger, they weigh in less than 6 lbs. Granted they weigh a bit more than the ST notebok, but do NOT tell me that they are figments of my imagination, or that there are no machines out there with both a hard drive and a floppy, as the guru TRH has stated. There are others that are lighter, and are closer to the ST notebook, but I have better things to do than to reread piles of magazines just to vindicate my position against the cries of the ignorant. I think I'll stick with the STacy for a while. Dog as it is, at least I can use it easily enough. And from the sounds of things over the Pond, we won't be seeing the notebook for atleast another year and a half, if not longer, anyway. (Told you so.)
Sorry about no more constructive criticism, but I came to the realization that as great (and, most importantly, feasible) my *dream* machine is, no one at Atari is listening to anything but there own shallow breathing. Too bad. They still have some glaring oportunites to take over the US market. But not as long as their philosophy is "Power without the Power". Maybe later I will have some more constructive comments, but for now, there seems little point. Prove me wrong Mr. Hall. Prove me wrong Atari. I dare you.

-geisha-

2818. Re: union demo 2

Newsgroup: comp.sys.atari.st
Date: 1991-04-08 22:05:39 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.671148271.larserio@kvart.ifi.uio.no>
Source record: 233316

Well, Karl-Anders here in Norway has written a much better SoundTracker
than Audio Sculpture (i have posted it but things take a long time to pop up
in comp.binaries....). Both the St and STE sound is great and it's a normal
PRG-file and can be used from harddisk (no nasty programming here...)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2819. Re: ZEST .. it's beautiful!

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 00:09:07 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Apr9.000907.7880@colorado.edu>
Source record: 233317

In article <1991Apr8.155641.17469@milton.u.washington.edu> alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Ah! So nice!
>More.. more.. please... how about an entirely new desktop
>"ZeSTop"... love it...
>
>Demo is in atari-archives newitems.

Includes the gfa sources too, if anyone wants to write any ZeST compliant apps..

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

2820. Re: Rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 00:27:59 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr9.002759.29961@santra.uucp>
Source record: 233323

In article <KILLER.91Apr8114617@vipunen.hut.fi> killer@vipunen.hut.fi (Kalle Kivimaa) writes:
>In article <ODDJOB.91Apr6132509@oz.oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
>>Really ?? (I JUST got it and can't read German(?!)) Does anybody
>>have an English version of the .RSC ?? I can guess a lot but not all
>>of the meanings of the menu entries.
>
>There is one at funic.funet.fi in directory pub/atari/comm (or telecomm).
>Someone could get it and put it in atari.archive, and also check my
>translation.
>

The translation is good but not complete... ;-/

Maybe I'll finish it some day. It may require changing the program itself
and I am anyway trying to make scandinavian characters work.
So I'll have to contact the maker of it...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2821. Re: Rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 00:43:19 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr9.004319.192@santra.uucp>
Source record: 233324

In article <1991Apr8.062638.4276@cs.wayne.edu> pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
>I dloaded RUFUS from atari.archive sometime last year and only recently
>bought G+Plus so I could try it out (RUFUS needs GDOS). However, I

I use Rufus quite often (few times a day) and I have never used it with
GDOS! Why GDOS is needed? I know it comes with it and you are not able to
load additional fonts without it, but that's all. It runs well without GDOS.

>am having problems with it. First, I have the terminal protocol set to
>VT100, but I call up the University machines and the screen won't
>scroll. It gets to the bottom of the screen and all the text disappears
>below the last line. Also, the text that comes back from the mainframe
>is all junk! I have the settings done the same as Uniterm but it's like
>RUFUS uses its own character table! Anybody had the same type of
>problems with RUFUS?

Screen won't scroll? That's odd. I have never seen that...
Rufus uses character table similar to German keyboard... That's bad!
Set it so that it uses only 7-bit characters. It usually works.
And you may have the screen-size setting wrong. Try 80x24.

Hope this helps a bit.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2822. Stalker/Steno & Diamond Back II w/Cache

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 02:26:04 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671267880.1@egsgate.FidoNet.Org>
Source record: 233219

STalker/STenno 3.0 will not be out for another two months.

S.S.

2823. Re: smail on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 02:26:28 UTC
From: steve@thelake.mn.org
Message-ID: <A2739803784@thelake.mn.org>
Source record: 233320

[In article <10713@mirsa.inria.fr>,
gdo@mirsa.inria.fr (Guillaume Doumenc) writes ...]

> I've read a few months ago that there was a port of smail for the Atari on
> the way. Is it finished now, and if yes is it available somewhere ?

I'm using a version of smail that has been, in my opinion, finished for quite a long time. However, I didn't port it. The people who did the port have not released it for distribution, so I can't pass it around. Sorry.

The program also depends on the existence of several related programs (uucico, lmail, email, etc.) that also have not been released.

I wish I could be more encouraging, but if the program I'm using is the one you've been waiting to see released, I'm afraid it's simply stuck in limbo.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2824. MEGA STE trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 02:27:32 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671267880.2@egsgate.FidoNet.Org>
Source record: 233220

This static you get, do you get it even when you have speakers hooked up to the stereophonic RCA jacks? Or do you use the monitor for sound?

S.S.

2825. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 02:31:20 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671267880.3@egsgate.FidoNet.Org>
Source record: 233216

Now why the hell did Lenny say no 040's? What kind of a stupid, premature decision is that? I hope he is wrong.

S.S.

2826. The TT -- Gosh, I actually touched one

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 02:58:38 UTC
From: steve@thelake.mn.org
Message-ID: <A2807240328@thelake.mn.org>
Source record: 233321

The delays had dragged on so long that I had stopped looking for it. But when I stopped by my dealer today to typeset the newsletter for the Minnesota Atari ST user group, I finally got to use a genuine production-model TT030.

So long as I stuck with ST High resolution, the TT was happy with PageStream 1.8. Higher (TT-only) resolutions produced bus errors and, in one case, an ``Illegal AES call'' dialog box. (One operation in 16-color TT mode locked up the machine.) Presumably these bugs are known and will be fixed in PageStream 2.1, which is said to be only weeks away from release.

The machine was clearly faster than the ST. I didn't use it to lay out the newsletter, just to drive an SLM605, so I can't offer any details.

The Mega STE also was in stock.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2827. Terminator Request

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 06:57:42 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <46902@ut-emx.uucp>
Source record: 233325

I'm not certain, but ... I assume thoriginal Tos1.0 on floppy is
considered pd. If so, could some one please post this to Terminator?
I've discovered some programs tht do not work under Tos 1.4 and wish
to try booting first with the old Tos.

No flames if this sounds foolish (wont the internal 1.4 over-ride the
software 1.0?), but some in net land once told me that this tactic
fixed his problem.

Thanks in advance,

Sean Sterling Foiles / Univ. Texas Comp Sci Grad / sean@happy.cc.utexas.edu
---

2828. Borland Germany address needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 09:02:01 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4821@cernvax.cern.ch>
Source record: 233326

All is in the subject. Thanks in advance for you reply.

Roger hohr@cernvax.cern.ch

2829. Okami shell

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 09:53:50 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1396@ssp18.idca.tds.philips.nl>
Source record: 233327

Hi,

I have uploaded the okami shell (okami12.lzh) to atari.archive today.

As for the enormous amount of email, I guess a lot of people want to
have this shell.
Thanks to everyone who replied to my previous posting.

Please stop mailing me about the okami shell now, otherwise my mbox
will explode :-)

##
Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl
##

2830. BackupST: Looking for beta testers

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 11:22:19 UTC
From: fred@cv.ruu.nl
Message-ID: <fred.671196139@prisma>
Source record: 233332

Hi,

I am looking for users of the program BackupST. I have collected the
bug reports and wish lists for a while and BackupST 1.22 is the result
of it. If you are a current user of BackupST I invite you to become a
beta tester of the new program. The documentation is not updated yet,
so if you are a new user, you better not become a beta tester.
The following is a brief list of the news features/bug fixes in the
new release.

1. Single program instead of 2 programs. Bfront is disapeared. The oply
program left is BackupST.prg. The 'ttp' interface is gone too.
2. Bug fix: files which were located on a disk boundary had a high chance
of being damaged.
3. Bug fix: The number of files/directories reported at the end was double the
actual amount.
4. Screen flipping: Is improved. It should work now on all monitors.
5. Archive bit is set after the backup is done. This means that if you abort
the backup process half way for some reason, the archive bit is not
effected.
6. 'q' works in more. This means that you can stop a listing when you have
found what you are looking for.
7. List outputs to screen, disk or printer.
8. The welcome scene is changed somewhat.
9. Sound can be enabled/disabled. Some people found the bell annoying.
10. '$' in filename bug fixed. Not a lot of people acutually reported this
bug. If a special character (^$.*[]) was present in the filename, it
caused enless loops in some cases.
11. You can specify files/dirs to be skipped. Also wildcard are supported.
(e.g. *.bak *.o d:/tc d:/tex etc.)

If you want to become a beta tester, please mail me. If will send you
the program by mail. Between 5 and 10 testers would be great.

Fred J.R. Appelman, 3D Computer Vision, Utrecht University
AZU, Heidelberglaan 100, 3584 CX Utrecht, The Netherlands.
Telephone: +31-30-506710 Fax: +31-30-513399
e-mail: fred@cv.ruu.nl or appelman@cs.unc.edu

2831. Atari for Auction: Update

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 11:48:55 UTC
From: meo3@jaguar.ucs.uofs.edu
Message-ID: <409@platypus.uofs.edu>
Source record: 233351

Ok, here's the first update on the auction. I wasnt going to enter this
so soon, but maybe it'll stop the flood of $5 bids to my account :)

Our highest bid after 1 day: $200 for the complete system.

Other offers worth mentioning: $75 for the color digitizer.

Now, for those of you who missed out, now's your chance to send me a bid
on the following system. The highest bid as of April 22 takes the lot.
To recap, the package is:

Atari 520St w/1Meg & Mouse
Color Monitor
Mono Monitor
Indus DS/DD drive
5 1/4" 360K/720K drive
Color Digitizer (ComputerEyes)
SCSI controller card w/ cable & software
Lots of software (mostly games)

Mike

2832. TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 12:24:41 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <23274@know.pws.bull.com>
Source record: 233335

As a TT user, life is pretty lonely right now. I keep posting questions on the net about TT compatible software but I do not get any responses.

If anyone has an answer to any of the following, please post a reply:

1. Is there a terminal emulation package (VT100/240,etc) that works on the TT in TT screen modes (Flash and Uniterm have to be in ST screen mode).

2. Do any of the PC emulators work on the TT (ATOnce, ATSpeed, Delta-Modul, SuperCharger). I want minimum AT emulation but would prefer 386 performance.

3. When will Pagestream be fixed to work on a TT (Calamus works in ST screen modes and sort of works in TT screen mode).

4. Has Signum been updated for the TT? (Tex works well but I hate the command interface).

5. NeoDesk 3 requires a warm reboot to change rez on the TT, thus making it unusable because I have to change rez often. Will this be worked around in the future.

6. I spoke with the developer of Revolver and there is no plan for an upgrade to the TT (ST versions did not sell very well). Pity, the ST/TT without Revolver is a drag. Anyone else working on a TT task switcher (I could retire before UNIX is ready).

7. MVG works only in ST high rez; any plans for a TT screen mode fix?

8. Turtle and Megamin will not work on the TT; any plans for an upgrade?

9. Will EasyDraw be recompiled for the 68030/68882; it would scream!

2833. atari.archive: uploaded Mercury UUCP by Rodney Volz

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 12:31:56 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr9143156@orion.laas.fr>
Source record: 233333

I have just uploaded mercbin.lzh to atari.archive. I picked it up on some Finnish ftp site. It seems to be a very recent version (1.18), since the readme is dated Sat Jan 12 15:45:16 1991. If someone has the corresponding source, maybe they could upload it, too.

Here's the release.src file:

Stuttgart, Sat Jan 12 15:10:42 1991

Hello dear friends!

This will be the last time that I'll have to care about Mercury UUCP - at least I hope so. Like I said to or three months ago, I've decided to release the sourcecode of Mercury UUCP. Now, here come some words about its status.

Mercury UUCP is Shareware. That means, you are free to copy the stuff, pass it to friends, distribute it via any kind of network and install it on as many machines as you like. Otherwise it means, you are *not* allowed to sell it, or to gain money by distributing it. Also, you are allowed to install the package on your machine, but you are expected to send a shareware-fee to me, if you use it steadily. The amount of this fee depends upon the way you use Mercury UUCP, and who you are. See the file "README" for further informations.

If you compile and/or change the source of Mercury UUCP, please alter the version description (defined in "defs.h") before. DO NOT just change the version number!

Version "1.18" should become "1.18.sf.2" if it's the second
^^-----+
| |
release of a hacked up version by Steven Falken. Okay? Thanks.

Mercury UUCP is the first program I wrote in C, and you can see that when looking at the code. When I started writing it (with megamax C), I didn't even have a C-library, so I had to write everything on my own. I learned very much by doing so, but I wonder whether anyone other than me will manage to compile the source. :-) Some newer parts of Mercury UUCP are to be compiled with Mark Williams C. They should be quite okay.

Thanks to all those who helped me while developping the stuff!

Have Fun,
-Rod

2834. 2 things

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 12:32:53 UTC
From: koagouro@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr9.123253.14987@informatik.uni-erlangen.de>
Source record: 233331

Hi there, i have two questions:

First: Could somebody please tell me the ip# of atari.archive cause I can't get through by the name.

Second:
I read once that there should be such thing like a csh for the ST. Could anybody tell me, if that is true and if where to get it?

Greetings,

Konstantin

---

ksagouro@immd4.informatik.tu-muenchen.de
Konstantinos Agouros, Erlanger Str. 11 8521 Spardorf GERMANY
+49 9131 501103

2835. GEM source code

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 12:36:34 UTC
From: hofmann@cbnewse.att.com
Message-ID: <1991Apr9.123634.12778@cbnewse.att.com>
Source record: 233336

Awhile back a request was made for people on the net to release
examples of working GEM code for use as a tutorial to those trying
to learn how such code works. A good idea, but I have one question.
Aren't the include files that come with a compiler proprietary?
That being so, I can post the source (set to compile with Prospero C)
but not the include files. That would not be all that helpful.

Jim Hofmann
AT&T Bell Laboratories
Naperville, ILL
hofmann@ihlpf.att.com

2836. Re: RUFUS problem - it won't run!

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 12:55:55 UTC
From: wolfram@ikki.informatik.rwth-aachen.de
Message-ID: <wolfram.671201755@ikki>
Source record: 233329

carlos@garfield.cs.mun.ca (MiG - Miguel Borges) writes:

>I ran RUFUS.PRG, but all I got was an alert box, saying something like
>"GDOS falhure - Ungultiges Handle" I assume it's german.

It is, it means 'invalid handle'. Rufus works fine with me, but I use
it without GDOS. Try to boot without GDOS. Rufus should work then,
although you will not be able to use fonts.
I dont know if there are English instructions, yet I dont even have
the German ones... Try sending an email directly to the author, the
adress should be in the docs.
So long
Wolfram

2837. Re: Background graphics.

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 13:08:04 UTC
From: wolfram@ikki.informatik.rwth-aachen.de
Message-ID: <wolfram.671202484@ikki>
Source record: 233330

dh108@cs.city.ac.uk (KEATES M G) writes:

>Has anyone 'extracted' graphics from commerical games that they
>could send me?

Quite some time ago I have written a program for the 8bit to do
right that, extract picture data from program disks. I did it by
copying sector after sector into the screen memory. This should
work on the ST as well if the picture data ist stored in bitmap
format. Wont work of course with compressed pictures. In this case
your program could scan the disk for magic numbers used by the
various picture formats and extract the following data to a seperate
file, then use guck or a similar multi-format browser to see if you
actually caught a picture.

2838. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 13:51:17 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr9.135117.24365@informatik.uni-erlangen.de>
Source record: 233337

CSULLOGG@CRL.AECL.CA writes:

>1. Is there a terminal emulation package (VT100/240,etc) that works on
> the TT in TT screen modes (Flash and Uniterm have to be in ST
> screen mode).

Try Rufus.

>2. Do any of the PC emulators work on the TT (ATOnce, ATSpeed, Delta-
> Modul, SuperCharger). I want minimum AT emulation but would prefer
> 386 performance.

The SuperCharger works.

>4. Has Signum been updated for the TT? (Tex works well but I hate
> the command interface).

Yes, there is a TT update. (ST-High only!)

>6. I spoke with the developer of Revolver and there is no plan for an
> upgrade to the TT (ST versions did not sell very well). Pity,
> the ST/TT without Revolver is a drag. Anyone else working on a TT
> task switcher (I could retire before UNIX is ready).

Try MultiGEM from Maxon in Germany. It's a MultiFinder-clone for the
ST which will soon be released for the TT, too.

>9. Will EasyDraw be recompiled for the 68030/68882; it would scream!

Why do you think so? I don't think they're using many floating point
ops in Easydraw, do they? Better get some TT RAM and let it run there;
this gives you 20 to 40 % more performance. You might also move TOS
into fast RAM which makes for another noticeable speed boost.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2839. Re: atari.archive: uploaded Mercury UUCP by Rodney Volz

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 14:07:01 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr9160701@orion.laas.fr>
Source record: 233338

```
Oops! Left out my signature.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
================================================================================
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?
```

2840. Re: Terminator Request

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 14:45:12 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991Apr9.144512.8991@math.lsa.umich.edu>
Source record: 233339

In article <46902@ut-emx.uucp> sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
>I'm not certain, but ... I assume thoriginal Tos1.0 on floppy is
>considered pd. If so, could some one please post this to Terminator?

Please don't. If you do upload it, we won't put it up for download unless we get explicit approval from Atari to do so. We already got it trouble with them for having TOS 1.4 up for download, we don't need any more problems.

The tos-up-for-download incident prompted us to stop allowing people to download things directly from the "new" directory. Now we have to review everything before it gets made available for retrieval.

Finally, we're atari.archive.umich.edu first and foremost. The fact that you can reach us via terminator is just a coincidence.

Jon

2841. Need TOS 1.0 on floppy; (was Re: Terminator Request)

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 15:02:22 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2801D77F.3696@maccs.dcss.mcmaster.ca>
Source record: 233393

In article <46902@ut-emx.uucp> sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
>I'm not certain, but ... I assume thoriginal Tos1.0 on floppy is
>considered pd. If so, could some one please post this to Terminator?
>I've discovered some programs tht do not work under Tos 1.4 and wish
>to try booting first with the old Tos.
>[...]

I could really use TOS 1.0 on disk as well. I even have the
original disk, but it went bad. In my naive days as new ST owner, backups
were not something I was familiar with. I doubt you could post it on
an archive site, but could you mail it to someone?

Thank you.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2842. 720 + 360 == 2* 360 ??

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 15:42:19 UTC
From: raford@oracle.com
Message-ID: <1991Apr9.154219.10099@oracle.com>
Source record: 233394

A friend recently replaced his internal 1/2 meg drive with a 1 meg drive. He threw out the old one, so I thought I'd use it as a second drive on my STM (no internal drive). I made up a lead, but as soon as I connected the new drive, BOTH of my drives started acting as single sided. Anyone understand this? It must be possible to have one of each, since lots of people have 1/2 meg internal drives and 1 meg externals on their STFMs.

Then again, we had to throw out a board full of electronics from his machine when we upgraded. Is this something to do with it? Could I use this? Will it allow me to have the 1/2 meg as B: (I certainly don't want one as A:!).

Alternatively, anyone got a cheap 1 meg drive for sale near London, England? Do PC drives fit?

Thanks for any help.

Regards,
Roger Ford

SQL*TextRetrieval Support Manager
Oracle European Development Centre, Chertsey, UK.

Oracle*Mail: RAFORD.UK Internet: raford@uk.oracle.com
Phone (International) +44 932 87 2020 (UK) 0932 87 2020 ext. 2260
Fax (International) +44 932 87 4625 (UK) 0932 87 4625

2843. Re: Mega Ste and Clab's notator?

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 17:01:56 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr9.170156.4574@milton.u.washington.edu>
Source record: 233345

In article <670918973.3@egsgate.FidoNet.Org>
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
>I can tell you this much, Notator 3.0 works great with the new Mega STE.
>
>S.S.

I don't have a Mega STe... but, i have been told
by someone using the Mega STe with NOTATOR that because you must
disable the cache to run NOTATOR.. you really only see
about a 20% overall speed improvement over an 8 mhz ST..

Is this what you find to be about right?

cheers!
gunnar
alexd@milton.u.washington.edu

2844. FSM GDOS: when will it be real???

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 17:48:50 UTC
From: <>
Message-ID: <1991Apr9.174850.16579@agate.berkeley.edu>
Source record: 233340

Question: When will FSM GDOS be out, and how will I be able to get it to print with a DeskJet 500?

Why: Because I need to know if I should shell out the money for the Migraph GDOS printer driver.

BTW, FSM GDOS exists in some form. I got a letter from Goldleaf (of WordFlair fame) that was printed on a SLM605 with FSM GDOS. It looked VEERY nice. I sense two possible bugs: 1) the spacing of the letters is not perfect, 2) the capital letters are blacker than the lowercase letters. These might just be bugs in the fonts. The 605's output is very nice; FSM's rasterization appears to be very good as well.

Another BTW, they used a Palatino or Palatino-like font.

Review: Wordflair II is very nice. Problems: as usual, it's slowed down by Atari's GDOS and VDI and AES; still not enough drawing tools; the screen bitmap is not buffered, so updates are unnecessarily slow; only one edit window; no word processor file conversion utilities. Assets: this is the only word processor of its kind on the ST (the object oriented model is perfect for modern document management; the only other program I have used like this is framemaker); it's faster than most other ST word processors which have half the features; comes with a graphics file conversion .ACC; has dictionary, thesaurus, and hypenation dictionary (all are based on digital Webster, so Goldleaf went outside for those modules); FSM GDOS compatible; pretty good database management which works better for mailmerge than the usual db-program-or-textfiledatabase + wordprocessor combination.

WF is geared mostly toward writing dynamic documents, that is, documents that will change over time, or change depending on who is supposed to read it. This is the opposite of most word processors, which are geared toward static documents like research papers and books (well, some can be used to write books). I will continue to use WordPerfect for some things, but anything with a table, graphics, or mailmerge will definitely end up on Wordflair.

Is it worth $125? Yes.

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

2845. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 18:00:52 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr09.180052.7036@ecst.csuchico.edu>
Source record: 233348

In article <23274@know.pws.bull.com> CSULLOGG@CRL.AECL.CA writes:
>As a TT user, life is pretty lonely right now. I keep posting questions
>on the net about TT compatible software but I do not get any responses.
>
>If anyone has an answer to any of the following, please post a reply:
>
>1. Is there a terminal emulation package (VT100/240,etc) that works on
> the TT in TT screen modes (Flash and Uniterm have to be in ST
> screen mode).
>

Atari's TT030 brochure has a desktop screen shot with a multicolored STeno window opened. I wouldn't be surprised if STalker, which has VT100, works on the TT.Eric Rosenquist, would you like to comment if it works on the TT in TT screen modes?

>2. Do any of the PC emulators work on the TT (ATOnce, ATSpeed, Delta-
> Modul, SuperCharger). I want minimum AT emulation but would prefer
> 386 performance.
>

I heard Atari is writing their own MS-DOS emulator for the TT, although they probably won't admit to it. Other than that, I don't know if the others work.

>3. When will Pagestream be fixed to work on a TT (Calamus works in
> ST screen modes and sort of works in TT screen mode).
>

Pagestream 2.0 supposedly works on the TT in TT screen modes. It will be out in a few weeks.

>4. Has Signum been updated for the TT? (Tex works well but I hate
> the command interface).
>

Dunno 'bout that one.

>5. NeoDesk 3 requires a warm reboot to change rez on the TT, thus
> making it unusable because I have to change rez often. Will this
> be worked around in the future.
>

I'm kinda not surprised about this. To change from mono to color on the ST, the ST *usually* requires a warm boot.

However, I was playing with EMULA, which is a pretty good monochrome emulator, and when I changed from color (running EMULA) to mono, the computer didn't reboot!!! I was really surprised, and pleased. Now, if there's a program out there that does this for color mode, without EMULA, I'd really like to hear about it! Anyone know of one?!

>6. I spoke with the developer of Revolver and there is no plan for an
> upgrade to the TT (ST versions did not sell very well). Pity,
> the ST/TT without Revolver is a drag. Anyone else working on a TT
> task switcher (I could retire before UNIX is ready).
>

Many people thought that Intersect was out of business and not coming back. Apparently, Revolver doesn't work with TOS 1.4 and up. Just curious, how did you get a hold of them?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2846. APPLE Imagewriter on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 18:06:29 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <1991Apr9.130629.29558@kuhub.cc.ukans.edu>
Source record: 233346

Has anyone ever tried to hook an Apple Imagewriter up to an ST?
Any thoughts on doing it would be appreciated.

(Why do it? I am being given a MAC and the printer, and would like
to try to use it with my ST too. It is much better than my old,
expensive NEC 8023.)

Thanks.

Steve Shawl
Shawl@kuhub.cc.ukans.edu

2847. Re: MultiGEM (was Re: TT questions)

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 18:08:54 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr09.180854.7134@ecst.csuchico.edu>
Source record: 233349

In article <1991Apr9.135117.24365@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>6. I spoke with the developer of Revolver and there is no plan for an
>> upgrade to the TT (ST versions did not sell very well). Pity,
>> the ST/TT without Revolver is a drag. Anyone else working on a TT
>> task switcher (I could retire before UNIX is ready).
>
>Try MultiGEM from Maxon in Germany. It's a MultiFinder-clone for the
>ST which will soon be released for the TT, too.

What else can you tell us about MultiGEM? Price? Is it compatible with
TOS 1.4 and STe? Any plans for a North American distribution? Please
provide us with Maxon's address.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2848. Atari 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 18:42:23 UTC
From: lattanzi@eleazar.dartmouth.edu
Message-ID: <1991Apr9.184223.12129@dartvax.dartmouth.edu>
Source record: 233344

```
ATARI 1040ST For Sale
---------------------
1 MB RAM 720K Drive Color Monitor
Software including: Modula II compiler, Flight Simulator,
EZ Score II (music score-writing program
using MIDI interface),
UniTerm (public domain terminal emulator),
and the software that comes with the machine
(1st Word, BASIC, Logo, NEOChrome)
---------------------
In excellent condition. $300.
Send inquiries to: Steve Lattanzi (lattanzi@eleazar.dartmouth.edu)
```

2849. Re: smail on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 18:42:53 UTC
From: darius@edm.isac.CA
Message-ID: <1991Apr09.184253.5423@edm.isac.CA>
Source record: 233357

In article <A2739803784@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <10713@mirsa.inria.fr>,
> gdo@mirsa.inria.fr (Guillaume Doumenc) writes ...]
>
>> I've read a few months ago that there was a port of smail for the Atari on
>> the way. Is it finished now, and if yes is it available somewhere ?
>
>I'm using a version of smail that has been, in my opinion, finished for
>quite a long time. However, I didn't port it. The people who did the port
>have not released it for distribution, so I can't pass it around. Sorry.
>

Is this the Smail that we all know and love that runs on UNIX boxes,
i.e. the mail delivery agent? If it is, then it's covered by the GNU
copyleft, so any version should be freely distributable.

I'd be interested in using this as the mail delivery agent when
running MINIX, as soon as I get UUCP for MINIX working properly.

--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. uucp:{uunet,alberta}!ncc!isagate!darius
Edmonton, Alberta, Canada phone:(403) 420-8081

2850. digicomposer uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 18:44:02 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Apr9.184402.6232@ugle.unit.no>
Source record: 233350

I've just uploaded digicomposer to atari.archive.
It was sent to me from daniel@hexagon.se, and since he
doesn't have ftp access I uploaded it.
This is a PD-tracker that should also work on the TT.
Enjoy.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

2851. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 19:22:19 UTC
From: jerry@polygen.uucp
Message-ID: <1039@stewart.UUCP>
Source record: 233389

```
korpela@stew.ssl.berkeley.edu (Eric J. Korpela) writes:
>
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>
>>This is what
>>you get on a PC with VGA, 3 bits for one color, 3 bits for another,
>>and 2 bits for the last. I don't recall what the 2-bit color on VGA is.
>>At any rate, it covers the full spectrum; there are no color gaps or
>>missing or overemphasized colors in this scheme.
>>
>
>Are you sure this is how things are done on the VGA? I though that
>VGA has a palette of 256 colors out of 32K total...
>

You are (wrong about this). VGA simply has 6 bits per primary color, for
a total of (2^6)^3 = 262,144 colors, with 256 palette entries. No tricks,
no horizontal-sync interrupts, none of that crazy stuff. On a monochrome
monitor, you get 64 levels of gray.
--
+------------------+---------------------+---------------------------------+
| JERRY J. SHEKHEL | POLYGEN CORPORATION | When I was young, I had to walk |
| Drummers do it... | Waltham, MA USA | to school and back every day -- |
| ... In rhythm! | (617) 890-2175 | 20 miles, uphill both ways. |
+------------------+---------------------+---------------------------------+
| ...! [ princeton mit-eddie bu sunne ] !polygen!jerry |
| jerry@polygen.com |
+-----------------------------------------------------------------------+
```

2852. Re: Borland Germany address needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 19:55:29 UTC
From: omerzu@quando.quantum.de
Message-ID: <1996@quando.quantum.de>
Source record: 233347

```
The address is:

Borland GmbH
Lindwurmstrasse 88
8000 Muenchen 2

Tel.: +49-89-72010-0
Fax.: +49-89-779339

--
*---------------------------------------------------------------------------*
Thomas Omerzu. Internet: omerzu@quantum.de
Quantum GmbH Bitnet: omerzu%quando@UNIDO.bitnet
Dortmund,Germany UUCP: ...!unido!quando!omerzu
```

2853. Re: lynx

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 20:03:47 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Apr9.200347.2622@menudo.uh.edu>
Source record: 233354

Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744) boldy writes in article <671019520.0@egsgate.FidoNet.Org>
>You are wrong. Atari has been continuously advertising the LYNX. They have about 18 games now with 16 more to come by summer and another batch by the end of the year. I think that Atari will do really well with its LYNX. Also, the Portfolio is selling really well, and now that it sells for $299 U.S. instead of $399...
>
>S.S.

This is very true. There is a full page ad in this month's Rolling Stone for the Lynx. I am actually impressed by this!

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2854. HacMan II v1.15 available at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 20:39:12 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr9.203912.11911@wam.umd.edu>
Source record: 233352

Several people have been had trouble installing HacMan II of late. I believe all these problems are related to lack of sufficient disk space when extracting the archives. If anyone's been unable to get it working, please let me know. (If you've got 0-byte files, that's a sign that you need a bigger RAMdisk or HD directory when extracting...)

For those of you with single-sided floppy systems, version 1.14 had a file misnamed, thereby causing the game to abort instead of prompting for disk 2. That's been fixed in version 1.15, which can be FTPed from atari.archive.umich.edu:atari/newitems/hacmn215.arc.

Since this is a particularly annoying problem for SS floppy users, I would (once again) greatly appreciate it if people with access to GEnie, Compuserve, etc., could update the copies posted on those on-line services.

Sorry for any headaches the "bug" may have caused.

Thanks all,

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2855. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 20:56:03 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Apr9.205603.27656@rodan.acs.syr.edu>
Source record: 233368

In article <1991Apr9.135117.24365@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>
>Try MultiGEM from Maxon in Germany. It's a MultiFinder-clone for the
>ST which will soon be released for the TT, too.

Does anybody know where to get this in the US?
-Gerry
ggreenbe@rodan.acs.syr.edu

2856. Re: Re: GEM source code

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 21:58:06 UTC
From: steve@thelake.mn.org
Message-ID: <A2135103113@thelake.mn.org>
Source record: 233355

[In article <1991Apr9.123634.12778@cbnewse.att.com>,
hofmann@cbnewse.att.com (james.r.hofmann) writes ...]

> Awhile back a request was made for people on the net to release
> examples of working GEM code for use as a tutorial to those trying
> to learn how such code works. A good idea, but I have one question.
> Aren't the include files that come with a compiler proprietary?
> That being so, I can post the source (set to compile with Prospero C)
> but not the include files. That would not be all that helpful.

Unless the Prospero people have lost their good sense, their
.h files should be interchangable with anybody else's .h files.
I haven't used Prospero, but I have looked at the manual, and
their GEM libraries seemed conventional.

Of course, you should post any .H files written for the application,
including .H files generated by a resource editor.

GEMFAST (for Sozobon, Alcyon and assembler) uses a single GEMFAST.H
file in lieu of the standard obdefs.h and gemdefs.h files. The
portable solution (on a system using GEMFAST) is to install
files bearing the standard names but consisting of the following
lines:

```
#ifndef GEMFAST_H
#include <GEMFAST.H>
#endif
```

If a lot of GEMFAST-dependent code starts showing up, it may be
worthwhile to write a GEMFAST.H file that #includes the standard
files and #defines fsel_exinput if your compiler lacks that
binding.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2857. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 22:47:00 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b3mv7m@mwowm.mantis.co.uk>
Source record: 233395
Cross-posted to: comp.sys.atari.st,alt.peeves

In <1991Apr3.115106.4220@hemel.bull.co.uk>, Keith Bedford writes:
>Re the Pgc cpu - see Byte March 89 (maybe only the International edition?)
>for more details.

Indeed, it's only in the "International" edition, since it's a well-known
fact that Americans aren't the slightest bit interested in anything which
is happening in Europe.

The so-called "International" section of Byte is one of the many reasons
why the magazine sucks.

mathew
--
If you're a fan of John Foxx, please mail me.

2858. Wanted: Phone # for MWC Support line

Newsgroup: comp.sys.atari.st
Date: 1991-04-09 23:55:39 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <46960@ut-emx.uucp>
Source record: 233353

Does anyone know the customer support line for Mark William's C?

Thanks,

sean@ccwf.cc.utexas.edu.UUCP (Sean Sterling Foiles)

2859. Question about the game IMMORTAL (Spolier about level 2)

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 00:52:15 UTC
From: n8742883@unicorn.cc.wwu.edu
Message-ID: <1991Apr10.005215.9522@unicorn.cc.wwu.edu>
Source record: 233370
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I've been playing the IMMORTAL on level 2, and have been stuck there for some time. I've got everything from the level-- killed the orc king and he told me his message. He is specific about "... three jewels ..." but I have only two and the stone. I would assume that there is some way to turn the stone into a gem to get to the next level, but I haven't been able to find out how to do it. He did say "... rock become floor ...", which could be a reference to the stone, but I dunno. How does one obtain that last gem? and BTW, has anyone been able to get back up to the first level? The instructions say "... move up to it [ladder] and you'll automatically climb ..." but I haven't been able to do it. (I wanted to do so to use the light & amulet on the stone to see if it would turn into the last gem). Also, has anyone been able to escape out of a pit trap by "gently rocking the joystick back and forth at an even pace?" Those traps always get me!

Thanx in advance,

Perry Pederson
n8742883@unicorn.wwu.edu
n8742883@henson.wwu.edu

2860. A dream come true (Well ALMOST!)

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 01:46:50 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr10.014650.27723@lonex.radc.af.mil>
Source record: 233356
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been LaTeX'ing on my ST for about 3 years now, and have always dreamed of an ST program similar to Fig for Suns! But such a beast I have never seen, up till now!

I just downloaded from forwiss.uni-passau.de in the /pub/atari/tex directory a great looking file called texdraw.lzh. I unlharced it, and found that the majority of the document and program is in German.

BUT DOES THIS PROGRAM LOOK GREAT!! Do any of our bi-lingual net readers know if there are any plans for an English version of this program??
I only know that if such a beast exists, or is in the planning stage, many of us ST/LaTeX freaks would love it!! Anyone willing to check on this??
How about just an english version of the .rsc file??

Heck, this thing is so impressive, I may learn to read German just to use it! I'm talking one very slickly done piece of graphics/TeX tool here!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

2861. Re: Atari for Auction: Update

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 02:44:51 UTC
From: 6600hien@ucsbuxa.ucsb.edu
Message-ID: <10429@hub.ucsb.edu>
Source record: 233011

In article <409@platypus.uofs.edu> meo3@jaguar.ucs.uofs.edu (OGRINZ MICHAEL E) writes:
[Text deleted]

My bid for a hard drive is $50.

2862. rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 03:11:14 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.671253074@mrcnext>
Source record: 233363

I ftp-ed rufes from atari.archive and downloaded it. everything runs
nicely, no problems w/ GDOS.
However I did notice that when I uploaded something with the
internal Xmodem or Ymodem, it does a disk access every kilobyte.
Needless to say, this is not good. Is there a way around this, or are
you pretty much expected to use the external Zmodem that is provided?
This may be in the documentation, but I'm many years out of practice
with German.

(BTW, you can't see an entire 80X24 screen unless you change the font
that it comes up in to something smaller. Then it all fits nicely.)
--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

2863. STE Products

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 03:12:50 UTC
From: thompson@cis.ohio-state.edu
Message-ID: <105656@tut.cis.ohio-state.edu>
Source record: 233359

Hello everyone. I was just wondering if someone in net land could send me a list of any commercial products that use the STE's enhanced features, other than Space Ace and Dragon's Lair 2. I am particularly interested in digitizers and a game from England that uses all of the STE's features(it had something to do with a dragon?). Anything else would be appreciated as well. Thanks.
Jeff
thompson@cis.ohio-state.edu

2864. Aladin search

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 03:46:27 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr10.034627.28771@terminator.cc.umich.edu>
Source record: 233367

[I'm posting this for someone without access to news. Please reply to
him, not to me. Thanks!]

From CRSDCO@ritvax.isc.rit.edu Tue Apr 9 21:13:47 1991
From: DEDICATED-PRELOAD <CRSDCO@ritvax.isc.rit.edu>
Subject: Alladian

Would anyone know where I could
get a copy of the actual Alladain mac emulator program. Please post it at the
terminator atari archives. I am in desperate need for it to complete a
microtechniques project using hypercard.
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a White Castle
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

2865. X Y Z 3 . 3

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 04:36:36 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <PZ86Z1w164w@ersys.uucp>
Source record: 233375

While reading the FoReM Network (Programming Crossnet), I noticed a message from a user that dealt with the release of XYZ 3.3. The user did not say where the program could be found, so I decided to ask for it here. I would appreciate it if anyone who has this program could mail it to me, or give me information about this release of the program. At t time, it is not even clear if XYZ 3.3 is an official release. I hope it is, as this is a wonderful Zmodem/Ymodem Batch transfer utility. Thank you (I hope).

Michel Forget ersys!mforget@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

2866. Re: sundog

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 05:02:26 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <41126@cup.portal.com>
Source record: 233361

In Article: <7543@tekgen.BV.TEK.COM>
boblu@tekgen.BV.TEK.COM (Robert Luneski) writes...
>In article <4450001@hpcvca.CV.HP.COM> jg@hpcvca.CV.HP.COM (Joe Gilray) writes:
>>
>>What are the system requirements for Sundog? RAM? color? Etc.
>>
>
>Sundog runs on any color ST. It is one of the true lost classics.
>A really great game!
>
An interesting bit of trivia on Sundog is that it was originally written
for the Apple][(I saw it many years ago at the West Coast Computer Faire
in San Fran.). Sundog was written in UCSD Pascal.

I thought it was a fantastic game on the Apple][... grabbed it instantly
when I found that there was an ST version. Don't think I'll ever FINISH it
though, but its interesting to explore all those worlds!

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com BIX: r.tim_coslet
California could REALLY use 40 days and 40 nights of rain right now!

2867. Re: STe SIMM Pin Layout

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 05:38:32 UTC
From: baffoni@aludra.usc.edu
Message-ID: <16485@chaph.usc.edu>
Source record: 233183

In article <2371@m1.cs.man.ac.uk> camm@els.ee.man.ac.uk (Ian Camm) writes:
>Hi All,
>
>I have just upgraded my 520STe to 2 Megs so I now have 2 1/4M SIMM's rattling
>about in a draw. A colleague of mine is working on a project at home and could
>use this RAM. So what I want to know is, what is the pin layout for these
>SIMM's.
I got this from Treavor Peacock somewhere over there in UK: Let me know if
it works!

```
---------------------------------


___________________ ___________________
| Bank 1 high byte | | Bank 1 low byte | === R90 CAS0HI
| CAS1HI and RAS1 | | CAS1LO and RAS1 | === R93 CAS1HI
------------------- ------------------- === R94 CAS1LO
------------------- ------------------- o RAS1 (solder thru)
| Bank 0 high byte | | Bank 0 low byte | === R91 CAS0LO
| CAS0HI and RAS0 | | CAS0LO and RAS0 | o RAS0 (solder thru)
------------------- ------------------- === A8
=== A6
/ === A3
9*33ohm--< === A0
\ === A4
=== A2
=== A5
=== A1
=== A7
----------------------front edge of board---------------------------------
```

The data in/out lines are connected on each chip, so this is the same as on a
SIMM, where they are already connected. The data lines are common between
bank 0 and bank 1, that is, the data line from the LSB on bank 0 connects to
the data line from the LSB of bank 1.

SIMM pinouts
=-=-=-=-=-=-=
PIN# Function. Note '*' means -ve logic.

1 Vcc = +5V
2 *CAS
3 D1 <-- Note, goes from D1 - D8, not D0 - D7. Makes no difference though
4 A0
5 A1
6 D2
7 A2

8 A3
9 Vss = 0V
10 D3
11 A4
12 A5
13 D4
14 A6
15 A7
16 D5
17 A8
18 A9 <-- N/C on 256k SIMMS
19 N/C
20 D6
21 *W
22 Vss = 0V
23 D7
24 *PRD <-- Not on all SIMMS, just pulled low. Best left N/C
25 D8
26 N/C
27 *RAS
28 N/C
29 N/C
30 Vcc = +5V

>Thanks in advance,
>
>Ian
>
>--
>Ian Camm | JANET: camm@uk.ac.man.ee.els
>Dept. of Electrical Engineering | ARPA: camm@els.ee.man.ac.uk
>University of Manchester, England | UUCP: ...!!ukc!man.ee.els!camm
>Disclaimer: If you think I need one make it up yourself.

Hope that helps anyone out there!

-Mike

.sig? I can't afford one ....

2868. Re: 2 things

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 06:55:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <702@uqcspe.cs.uq.oz.au>
Source record: 233372

koagouro@immd4.informatik.uni-erlangen.de (Konstantinos Agouros) writes:

>Could somebody please tell me the ip# of atari.archive cause I can't get
>through by the name.

it is: 141.211.164.8

>I read once that there should be such thing like a csh for the ST. Could
>anybody tell me, if that is true and if where to get it?

I haven't looked at Okami shell yet, but Gulam is a lot likt csh.
(no job control though :-)

Warwick
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2869. Re: Terminator Request

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 07:53:09 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2710@odin.cs.hw.ac.uk>
Source record: 233374

In article <46902@ut-emx.uucp> sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
>I'm not certain, but ... I assume thoriginal Tos1.0 on floppy is
>considered pd. If so, could some one please post this to Terminator?

I doubt it. If Atari think anyone wants something they usually put a price on it. I'm still waiting to hear if NEOchrome is PD or not despite PD libraries distributing it far and wide.

>I've discovered some programs tht do not work under Tos 1.4 and wish
>to try booting first with the old Tos.

This works for some things and not others. If a program relies on a bug or the way something is done by TOS 1.0 the it will work but if it relies on the location of undocumented locations it probably won't. Some games in the bad old days used to load at absolute addresses and will land on the TOS image in RAM.

>No flames if this sounds foolish (wont the internal 1.4 over-ride the
>software 1.0?), but some in net land once told me that this tactic
>fixed his problem.

Until you press the reset button (CTRL-ALT-DEL won't work of course) or switch off, your TOS 1.0 would be in control.

```
>-----------------------------------------------------------------------------
> Sean Sterling Foiles / Univ. Texas Comp Sci Grad / sean@happy.cc.utexas.edu
>-----------------------------------------------------------------------------
```


```
+-----------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 ROM versions!" !
+-----------------------------------------------------------------------------+
```

2870. texdraw.lzh (was Re: A dream come true (Well ALMOST!))

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 09:16:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr10111651@orion.laas.fr>
Source record: 233358
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Speaking of texdraw.lzh, it is also available from atari.archive. The copy I downloaded would test out well, all the members would test okay, but the archive as a whole would finish with a CRC error. Lharc on Unix and Lharc version 1.02, 1.13, and 1.13.8 on my ST would all error abort. Only lharc 1.13 on a PC accepted this file correctly!

Are the ST/Unix version of lharc still bugged?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

2871. Where to get FATSPEED ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 10:15:13 UTC
From: dick@ahds.UUCP
Message-ID: <1939@ahds.UUCP>
Source record: 233360
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Lots of replies on a previous posting in this group, concerning problems
I have with my megafile 44 harddisk pointed out that I have to migrate
from TOS 1.2 to TOS 1.4, or use FATSPEED.PRG instead.
Since I prefer trying the latter option first, I would like to know where
I can get this program.
Someone mailed me it should be on some usenet-accessible board.
Can anyone mail me details about the full path (and type of info-server,
if appropriate) ?

Thanks a lot in advance everybody!

Dick.

2872. Re: MultiGEM (was Re: TT questions)

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 10:38:51 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Apr10.103851.27624@ugle.unit.no>
Source record: 233365

In article <1991Apr09.180854.7134@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
|>
|> What else can you tell us about MultiGEM? Price? Is it compatible with
|> TOS 1.4 and STe? Any plans for a North American distribution? Please
|> provide us with Maxon's address.

Price is DM 159,- and it is supposed to work on tos >= 1.2

2873. Chinese Characters on the ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 11:24:06 UTC
From: bohn@utrurt.uucp
Message-ID: <2301@utrurt.UUCP>
Source record: 233362
Cross-posted to: comp.sys.atari.st,dnet.atari

Is there any OS-extension for the ATARI ST which makes it
possible to display mixed Chinese and Western Text on the screen?
What I am looking for is something like CCDOS or the
Taiwanese 'ET'-system on DOS-machines, or Zhongwen-Talk on the
Mac.

As I can not receive this newsgroup regularly, PLEASE REPLY BY
E-MAIL to:

bohn@utrurt.uucp

Thanks in advance!

Hartmut Bohn
Klemensstr. 13
5500 Trier
Federal Republic of Germany

2874. EPROM PROGRAMMER for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 11:39:17 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Apr10.113917.24085@minyos.xx.rmit.oz.au>
Source record: 233381

xx

Does anybody know of a Eprom programmer for the atari st computer and where
i can purchase it from...Any comments on them...

2875. Re: MultiGEM (was Re: TT questions)

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 12:08:13 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr10.120813.8803@informatik.uni-erlangen.de>
Source record: 233364

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>>Try MultiGEM from Maxon in Germany. It's a MultiFinder-clone for the
>>ST which will soon be released for the TT, too.

>What else can you tell us about MultiGEM? Price? Is it compatible with
>TOS 1.4 and STe? Any plans for a North American distribution? Please
>provide us with Maxon's address.

MAXON Computer
Industriestrasse 26
D-6236 Eschborn
Germany

Warning concerning everything I tell you about MultiGEM: I know the
programmer personally, so my views may be biased. Take them with a
grain of salt 8-)

MultiGEM is something like a MultiFinder clone for the ST series. I
think it also runs on 1040STe and MegaSTEs, but I'm not sure. At CeBIT,
it had some problems with TT fast RAM, but I didn't expect anything
else for it was presented as a ST-only-product _at the moment_.

MultiGEM is a small AUTO folder program (eats up 30 or 40 KB in memory)
that lets you start up several applications simultaneously from the
Desktop (or from GEMINI). This is done by faking the AES into thinking
that those applications are in fact accessories. (Yes, this means that
you can't have more than 7 applications at one time, and that you have
to sacrifice ACC slots to start up applications.) The applications
multitask cooperatively following the standard GEM concept of giving up
control from time to time by calling the AES. All the major GEM applications
work. TOS program output can be redirected to a window, so they want mess
up other programs' screens, and TOS programs will even multitask this way!

If you click into a program's window, its menu bar is switched on and
displayed in the first line of the screen. If the program owns a
desktop, this will be brought to the front, too. Alternatively,
you can switch applications by clicking into the Desk menu where
you find the names of the currently running applications.

Some programs won't multitask properly. One of them is SIGNUM. If you
start it up and click into its "window", windows from the desktop
beneath will show up and mess up the display. This is because SIGNUM
doesn't do proper GEM output. In these cases, you can force MultiGEM
into singletasking mode. Some other applications like to eat up
the complete memory available. MultiGEM can fool them during startup
so that they will leave enough room for other programs.

MultiGEM has been presented at CeBIT in March. It is not yet a real commercial product as I understand. I heard rumors that it might be available RSN, but I can't say for sure.

There will be a special TT version, but I don't have any details on it.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2876. M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 13:02:42 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr10.130242.26931@lonex.radc.af.mil>
Source record: 233377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After listening to all the talk of 3.5 floppies on Sparcs writing
ST compatible disks, I now find myself wishing I had paid attention!

We just got another Sparc in the lab, and this one has a 3.5 floppy drive.

SO..... where can I get the latest, greatest version of M-Tools, and what
should I look for to avoid the problems I have seen posted in the past?

Thanks in advance for any help!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

2877. TeX directory under construction

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 13:47:01 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr10.134701.7091@terminator.cc.umich.edu>
Source record: 233379

```
The tex directory here at atari.archive.umich.edu is experiencing a
bit of re-construction. It'll make things a bit more organized and
easier to find. You'll probably have one hell of a hard time getting
bart to send anything from this directory, cuz it'll be movin'
around quite rapidly. Re-modeling should be finished by Friday,
April 12, 1991 somtime in the morning, but who really knows for sure.....

Thanks and have a better day than those
unfortuante souls who haven't crisped yet,
weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a White Castle
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"
```

2878. Re: A dream come true (Well ALMOST!)

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 14:21:41 UTC
From: wolfram@cip-s07.informatik.rwth-aachen.de
Message-ID: <wolfram.671293301@cip-s07>
Source record: 233366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

longj@lonex.radc.af.mil (Jeffrey K. Long) writes:

>Heck, this thing is so impressive, I may learn to read German just to use
>it! I'm talking one very slickly done piece of graphics/TeX tool here!

Well I guess it should be easier to write this program on your own than to
learn German.

2879. Re: EPROM PROGRAMMER for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 15:07:24 UTC
From: twmanino@eos.ncsu.edu
Message-ID: <1991Apr10.150724.29282@ncsu.edu>
Source record: 233382

In article <1991Apr10.113917.24085@minyos.xx.rmit.oz.au>, t821431@minyos.xx.rmit.oz.au (Richard Clarkson) writes:

|> Does anybody know of a Eprom programmer for the atari st computer and where
|> i can purchase it from...Any comments on them...

Michtron had one of these... I saw it a couple of years ago at the Atarifest in Fairfax, Virginia. I don't know if it's still available. I not real sure, but I think it was selling for ~$299.

Tony
NCSU Project EOS
twmanino@eos.ncsu.edu

2880. Terminal Emulation in Flash

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 15:23:29 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr10.152329.25139@oz.plymouth.edu>
Source record: 233376

Hello netters,

I use Flash ver 1.6 and ANSI to emulate VT100 (ALT-M). However,
I would like to emulate something more along the lines of VT220 or higher.
Can the translation table be modified to do this? If so has anyone done this
already? VT100 is fine for my purposes, but it would be nice to change if
someone knew how.

Thanks,

Stephan

--
\/\/\/

2881. Re: APPLE Imagewriter on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 15:59:24 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr10.155924.28155@santra.uucp>
Source record: 233373

In article <1991Apr9.130629.29558@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>Has anyone ever tried to hook an Apple Imagewriter up to an ST?
>Any thoughts on doing it would be appreciated.
>

You know, Mac is very "dot-oriented", so you would need to make/get aspecial
driver for it. And it would also reserve the serial port, so no modem...
This is because ImageWriter prints everything as a bit-image and mac does not
have an actual centronics-port, both printer and modem ports are serials.
So you can print pictures quite easily, but text does need a very special
driver.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2882. Re: smail on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 16:15:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1373836938@thelake.mn.org>
Source record: 233383

[In article <1991Apr09.184253.5423@edm.isac.CA>,
darius@edm.isac.CA (Darius S. Naqvi) writes ...]

> Is this the Smail that we all know and love that runs on UNIX boxes,
> i.e. the mail delivery agent? If it is, then it's covered by the GNU
> copyleft, so any version should be freely distributable.

The program is Smail 2.5, originally by Christopher Seiwald. It accepts data from standard input, processes the headers as necessary, looks up a mailpath, and pipes the result to either a local delivery agent (lmail) or to uux for execution of rmail on a remote machine.

The Smail source code that I have bears neither copyright nor copyleft. Smail 3.x, which is a different program entirely, may be covered by the GNU agreement. I don't know.

Smail is written with many assumptions about the nature of the underlying operating system that are not valid for TOS. Several people had to invent some clever work-arounds to compensate for the single-tasking nature of TOS, cover for some rather obscure bugs in Atari's operating system, and resolve other system dependencies.

Some of those work-arounds involve altering the Smail source code, but most of them involve writing a C library to supplement dLibs. That library hasn't been released, and since it's not mine, I can't be the one to release it.

Somebody else has mentioned a version of Smail for Rodney's Mercury UUCP. That might be worth looking into. There's also an MS-DOS port of Smail (ftp wuarchive.wustl.edu) that might be useful for people interested in whipping up their own TOS Smail.

(Actually, after using Smail for quite some time, I'm not convinced that it's an appropriate tool for the average ST-based mail system, which is likely to be a leaf node.)

> I'd be interested in using this as the mail delivery agent when
> running MINIX, as soon as I get UUCP for MINIX working properly.

I think that for Minix you should compile the standard Unix Smail.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

2883. LZH problem

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 16:17:50 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr10.161750.4869@milton.u.washington.edu>
Source record: 233369

Ocassionally i come across a file that un-lharcing
with the arcsh35.prg yields "no file found"..
un-lharcing in gulam yields the same error..

Could somone diagnose the problem?

Thanks

gunnar
alexd@milton.u.washington.edu

2884. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 16:51:48 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr10.165148.728@informatik.uni-erlangen.de>
Source record: 233371

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>>Try MultiGEM from Maxon in Germany. It's a MultiFinder-clone for the
>>ST which will soon be released for the TT, too.
>
> Does anybody know where to get this in the US?

It's just been released here in Germany. As far as I know, there's no
US distributor for it yet.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2885. Re: Hard Drive Access Trouble

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 17:09:50 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr10.170950.16895@jato.jpl.nasa.gov>
Source record: 233386

In article <1991Apr06.071210.20559@afit.af.mil> bhodges@afit.af.mil (Bill Hodges) writes:
>I've got a Supra 20M drive and after I work for a while if I try to access
>files the BUSY light stays on or flickers and I get the box about "Damaged
>Data". If I shut the drive off for a while it acts right again. Before
>it gets any worse, what's the best way to find the problem and where should
>I start looking?
>
I had this kind of problem with a BMS-100 -> CMI 6426 drive combo. I made
things a little better by ensuring adequate cooling, and by ensuring the
power supply voltages were right on. Then I backed up everything and low-
level formatted again. This helped for about a year, but the CMI eventually
died. Hope your Supra isn't goin' south.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2886. Re: Notebooks: SO there! (long)

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 17:10:00 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Apr10.171000.17022@ccu.umanitoba.ca>
Source record: 233385

[This is a bit tacky, but I'm going to do it anyway, because of the obnoxious tone of the article I'm following up.]

I've been carrying on an email discussion with Mark Choi re: his position w.r.t. the forthcoming Atari notebooks. In a letter of April 3 I suggested that he had something different in mind by "notebook computer" than TRH did, and that a good deal of ill will could have been avoided if this had been made clear at the outset:

mc>> I do not mean these luggables when I refer to these machines, I mean
mc>>what I stated, around the size of a piece of paper, and weighing less
mc>>than 7 pounds, including battery, which lasts about 3 hours.
bb> ^^
bb>
bb>Yes, I know this is what you meant. This is also what I was referring
bb>to. "<= 7 pounds with a reasonably small footprint (lapprint?)" is
bb>becoming/has become the de facto definition of "notebook computer",
bb>for no very good reason other than that the editors of various PC mags
bb>are enamoured with full-featured semi-portable machines, and 6-7
bb>pounds is about as light as we've currently got in this category.
bb>
bb>I suspect that a lot of the recent hostility between you and TRH could
bb>have been nipped in the bud if it had been made clear that you were
bb>relying on this definition. TRH's view, I think, is that a 7 pound
bb>machine which requires lugging around an extra 3 pounds of batteries
bb>in order to be useful is too heavy. This is also my view.

In a letter of April 3 Mark replied:

mc>Actually, the definition of a notebook computer is one that is the size
mc>of a notebook. In specific, the machines about which I was speaking,
mc>were smaller than the Atari, about the same weight, I would guess (in
mc>the 3 pound range), and still included the "extra" features, with a
mc>batterlife of 3-4 hours.

To which I replied (April 4):

bb>I don't suppose you'd actually care to name some of these machines
bb>about which you were speaking? Smaller than 8-1/2 x 11, less than 1"
bb>thick, about 3 pounds, with built-in harddrive, 1.44 meg floppy, and
bb>maybe some other stuff (a VGA port, I guess; not much of a space/
bb>weight consideration, but a definite power consideration as TRH
bb>noted). I think you've got a pretty good imagination. Sounds like a
bb>nice machine, but it doesn't exist; the only machines that currently
bb>come anywhere close are in the 7 pound range.

Mark replied (April 5):

mc> I will get you a list of several machines that fit the description
mc>after I go home.

I haven't received any further email from Mark. Which brings us to the subject of today's post. In article <0c0CSim00UhBI0qUIv@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:

>For all those out there who are convinced that TRH is the Word when it
>comes to the notebook market, and that Atari knows what the hell is
>going on on the other side of their closed eyelids, please read on:
>
>Zeos Notebook PC
>12mhz 286, 2"x12"x10", 1 meg RAM, backlit VGA, and ext. vid. port, 20
>Meg HDD, 1.44 meg floppy, $1995.
>
>Compaq LTE
>20MHz 386, 7 I/O ports, 30 /60 meg HDD, 3 meg RAM, 1.44 meg floppy
>
>Dataworld NS 320SX
>386sx, VGA with ext. vid., 2 meg RAM, 20 meg drive
>
>Others include the Northgate slimline, and the Austin sx, with standard
>2 meg RAM. These machines have stated weights of under 7 lbs, including
>the battery charger. I doubt the notebook ST wieght includes the
>charger. Without the charger, they weigh in less than 6 lbs. Granted
>they weigh a bit more than the ST notebok, but do NOT tell me that they

A *bit* more?! The Atari notebooks are supposed to weigh about 1 kg. The machines you list weigh more than *twice* as much as the Ataris, even without the charger, and are more than *double* the volume (the Ataris are supposed to be about 1" thick). And it doesn't stop there. These machines have a battery life of 2-3 hours with "average" use, dropping to about 1.5 hours with moderate disk access. So they're practically useless as true portables unless you carry along an extra battery pack or two along with the charger, rounding things out at about *3-4 times* the weight and *triple* the volume of the Ataris. And these machines are state-of-the-art for so-called DOS "notebooks". (BTW, I don't suppose you'd care to tell other net readers how much the Compaq LTE will lighten their wallets.)

>are figments of my imagination, or that there are no machines out there
>with both a hard drive and a floppy, as the guru TRH has stated. There

I told you in email that you and TRH are working with different conceptions of "notebook". Your definition is approximately: "Not much bigger/heavier than the abridged version of the Oxford English Dictionary." His is: "Not much bigger/heavier than a notebook." For TRH's definition, he's right; there are currently no machines that fit the latter description with both a hard drive and standard 1.44 meg floppy, even when you don't include the charger and extra batteries.

>are others that are lighter, and are closer to the ST notebook, but I
>have better things to do than to reread piles of magazines just to
>vindicate my position against the cries of the ignorant. I think I'll

[Translation: "I was wrong; I haven't been able to locate any machines which come anywhere close to Atari's size and weight specs with all of the features that I was asking for."] C'mon Mark, put up or shut up. If you have better things to do than re-read piles of magazines in an effort to vindicate your position, at least you could do us the courtesy of finding something better to do than hanging out your own ignorance for public display.

TRH was right, I'm afraid: You don't know what-in-the-fuck-you're-talking-about. Nothing wrong with that; all of us are ignorant about lots of things, and the net is an ideal forum for learning from others and thus curing our ignorance.

You, however, had the unconscionably bad taste to publicly insult both Atari Corp. and TRH based on your ignorance. (You do recall, don't you, the post in which you suggested that TRH's machines had been deliberately crippled in an effort to sell more STacys? It was the one that prompted his original vituperous reply.) And you continue to do so, in the most obnoxious way possible. The gracious thing to do, I think, would be to apologize. Barring that, I suggest that you desist lest you make a bigger fool of yourself than you already have.

Regards, BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

2887. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 17:32:22 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr10.173222.17378@jato.jpl.nasa.gov>
Source record: 233384

In article <12371@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>
>It's hard to make predictions, but it seems certain that one of the dominant
>OS running on the new processors will be UNIX and the SPARC RISC was designed
>to run it optimally. Also, Sun's decision to have an open architecture is
>resulting in a flood of systems based on the SPARC chip set....

From an article in April Datamation, I see that Sparc International is only half-open: Their "shrink-wrap" API requires Sun-OS. The article was about the 88000. 88Open doesn't require a certain OS to be compliant. As a result, even though only 6 US vendors have picked the 88000, there are over 2000 applications available, while for the Sparc, with some 30 or so vendors using it, there are only about 2500 applications. The article praised the 88000 and 88Open on technical grounds, but mentioned that Motorola's marketing was "methodical at best." It also mentioned that Motorola has cut the 88000 price by 2/3, and that the 88010 will be out "soon". Top-of-the-line 88000 is about as fast for non-floating-point as the fastest Sparc or MIPS, but has better support for multiprocessor architectures (according to Harris, who build a multiprocessor server from it). When 88010 is available it should be substantially faster, even for floating point, than current Sparc or MIPS. That is, almost as fast as the new HP PA chips %). (57 and 76 Mips are the speeds the newest HP machines are guaranteed not to exceed. $k12 and $k20 in greyscale, diskless.)

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2888. Atari Auction Update.

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 18:12:05 UTC
From: meo3@jaguar.ucs.uofs.edu
Message-ID: <414@platypus.uofs.edu>
Source record: 233387

First, let me thank everyone for all the responses I'm getting. The auction has barely begun and I've received a number of responses. Along the lines of my previous message(s), I want to reiterate that it was never my intention to post updates daily.

However I am getting so many bids of equal value that I feel in all fairness I should post at least daily for those people who are especially interested in how things are going. BTW, I have not been mentioning the name of the particular bidder. Upon refelction, I feel that it would only be fair to list who's bidding what. If you have an objection, let me know with your bid, and I wont list your name. Finally, before the update let me address those who have asked me specific questions about the software I've got (about 3 side-by-side cases full). I am currently not able to give you a breakdown because my software is at home, with my machine. However, this weekend, I will compile a quick list for you and post it.

And, as of Wednesday afternoon, the highest bid is: $350
(what a steal...)

Next week I'll also post a list containing highest bids on individual items. Most people seem interested in the complete system, which is how I originally planned on selling it. But, I am entertaining all offers. Bid Away! :^)

Mike Ogrinz

2889. GE-Soft Controller & SCSI ID's

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 18:15:07 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.671307307@krypton>
Source record: 233388

Hi,

I am currently using a GE-Soft SCSI Controller hooked up to an
Embedded Segate ST157N - 48 Meg Drive. Using SCSI ID 0, LUN 0.

Does anyone know if it possible to use the same controller and have
two drives connected through a two drive attachment cable. So one drive uses
SCSI ID 0, LUN 0 and SCSI ID 0, LUN 1.

Answers please to either this newsgroup or mail me(Address below).

Alan Hourihane.

e-mail: alanh@logitek.co.uk

2890. Re: APPLE Imagewriter on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 19:24:25 UTC
From: jcav@quads.uchicago.edu
Message-ID: <1991Apr10.192425.14112@midway.uchicago.edu>
Source record: 233390

In article <1991Apr10.155924.28155@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>In article <1991Apr9.130629.29558@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>>Has anyone ever tried to hook an Apple Imagewriter up to an ST?
>>Any thoughts on doing it would be appreciated.
>>
>
>You know, Mac is very "dot-oriented", so you would need to make/get aspecial
>driver for it. And it would also reserve the serial port, so no modem...
>This is because ImageWriter prints everything as a bit-image and mac does not
>have an actual centronics-port, both printer and modem ports are serials.
>So you can print pictures quite easily, but text does need a very special
>driver.

The Imagewriter does NOT need to print everything as a bit-image, though it
obviously can, nor does that have anything to do with whether the interface
is serial or Centronics parallel. The Imagewriter II will print ASCII text
quite easily, in either draft or NLQ mode, and optionally in color. No need
for "dots" or "very special" drivers, just a regular driver.

--
John Cavallino | EMail: jcav@midway.uchicago.edu
University of Chicago Hospitals | USMail: 5841 S. Maryland Ave, Box 145
Office of Facilities Management | Chicago, IL 60637
"Opinions, my boy. Just opinions" | Telephone: 312-702-6900

2891. Laser Screen Dump

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 19:52:11 UTC
From: kellyl@hpgrla.gr.hp.com
Message-ID: <630013@hpgrla.gr.hp.com>
Source record: 233225

Are there any programs that will allow me to do a screen dump to an HP
Laser Printer? I'm looking for somthing that will replace the ALT-HELP screen
dump when installed. Thanks!

```
==============================================================================
/\ | / / \ | /\
Kelly Larson /\ / \ /\ | / / \ | /\/
kellyl@hpgrer.com.hp / \/ \ \/\| | /-\ /-\ | |\/ \
Hewlett Packard/Greeley / / \ / | | / / /__/ | |/ \/
303-350-4288 / / / | \ / / | \
/ COLORADO! / | \ / / |
==============================================================================
```

2892. .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 22:50:41 UTC
From: youngmw@mentor.cc.purdue.edu
Message-ID: <10058@mentor.cc.purdue.edu>
Source record: 233391

I just downloaded the two new tcb demos from atari.archive.
When I unarc them I find that they have a .reb extender!?
What is this and how do I use them?

Thanx
Aaron

2893. Re: APPLE Imagewriter on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 23:01:38 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4792.28035302@miavx1.acs.muohio.edu>
Source record: 233378

In article <1991Apr10.155924.28155@santra.uucp>, s37837k@saha.hut.fi (Jari Lehto) writes:
> In article <1991Apr9.130629.29558@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>>Has anyone ever tried to hook an Apple Imagewriter up to an ST?
>>Any thoughts on doing it would be appreciated.
>
> You know, Mac is very "dot-oriented", so you would need to make/get aspecial
> driver for it. And it would also reserve the serial port, so no modem...
> This is because ImageWriter prints everything as a bit-image and mac does not
> have an actual centronics-port, both printer and modem ports are serials.
> So you can print pictures quite easily, but text does need a very special
> driver.

But it does have an ASCII mode, so any text based word processor would be
able to use it. (But unless it has a printer driver for an Imagewriter, it
won't be able to bold, underline, etc.)

But you still would need some printer driver to do any screen-dumps, and
any graphic oriented prg will need a printer driver.

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

2894. Re: .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-10 23:33:52 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr10.233352.18903@terminator.cc.umich.edu>
Source record: 233201

In article <10058@mentor.cc.purdue.edu> youngmw@mentor.cc.purdue.edu (Michael) writes:
>I just downloaded the two new tcb demos from atari.archive.
>When I unarc them I find that they have a .reb extender!?
>What is this and how do I use them?

The .reb extender siginifies that were created usisng Prorebel, a copier
which allows you to copy wierd disk configurations.

It was stated vey clearly in the index that prorebel was needed to properly
run this demo.

Prorebel is a coprighted program, thus it is absent from the archive. If
anyone has a more widely known copier that will work similarly, please
let me know.
>
>Thanx
>Aaron

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like a White Castle
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

2895. Atari ST notebooks

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 00:09:28 UTC
From: darling@cellar.UUCP
Message-ID: <Haq8Z1w164w@cellar.UUCP>
Source record: 233207

Nobody should be surprised that when Mark Choi pointed out the highly un-competitive construction of the upcoming ST notebook machine, some brainless sycophants would crawl out from under whatever rocks they inhabit to yell "How DARE you criticize our god". It's particularly offensive, however, to see boneheads like Bob Bright attempt first to invalidate Mr. Choi's well-deserved criticism with some minute discrepancy concerning the machine's weight, and then ask for an apology in the same paragraph that he favours us with another brilliant profanity. Where do these people come from? Does Atari pay them? If so, couldn't they afford to hire more intelligent people?

If TRH is any indication, apparently not.

Bob has failed to respond to my post concerning the Dell laptop, one of which I am in posession of. Why did he ignore this? Quite simply, because it completely invalidates his make-believe picture of the competition in this market.

People like Bob are annoying not only because I have to add them to my /kill file in an effort to upgrade the calibre of incoming news, but because they spread false information and therefore contribute to the demise of a company many of us have genuine concern for.

Give it up, Bob. You're a fool, but you don't have to advertise it.

```
!! \ __ __ __ ____ __ _ ___ !! Production, Pre-Production,
!! \ //! ! \\ !! !! !\\ ! // \\ !! and dance remixing @ FACT HQ:
!! / //_! !_// !! !! ! \\! ! __ !! darling@cellar.uucp
!!_/ // ! ! \\ !!__ _!!_ ! \! \\_!! !!_______________________________
```

2896. Re: APPLE Imagewriter on ST??

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 00:33:35 UTC
From: laird@think.com
Message-ID: <1991Apr11.003335.14788@Think.COM>
Source record: 233397

In article <1991Apr10.155924.28155@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>In article <1991Apr9.130629.29558@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>>Has anyone ever tried to hook an Apple Imagewriter up to an ST?
>>Any thoughts on doing it would be appreciated.
>>
>
>You know, Mac is very "dot-oriented", so you would need to make/get aspecial
>driver for it. And it would also reserve the serial port, so no modem...
>This is because ImageWriter prints everything as a bit-image and mac does not
>have an actual centronics-port, both printer and modem ports are serials.
>So you can print pictures quite easily, but text does need a very special
>driver.
>
> Jartsu
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

It's true that the Mac is very "dot oriented" but the ImageWriter and
ImageWriter II do indeed have built in character sets, and can be used to
print ASCII text as well as graphics. I know quite a few people who used
Imagewriters on their Apple II's, for example.

The part about interfacing is true, though. The Imagewriter is a serial
printer, so you would need to switch between printing and modeming.

2897. Re: Terminal Emulation in Flash

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 01:03:43 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr10.203158.24625@mailer.cc.fsu.edu>
Source record: 233203

In article <1991Apr10.152329.25139@oz.plymouth.edu>, pyr579@oz.plymouth.edu (Technoid) writes:
>Hello netters,
>
> I use Flash ver 1.6 and ANSI to emulate VT100 (ALT-M). However,
>I would like to emulate something more along the lines of VT220 or higher.
>Can the translation table be modified to do this? If so has anyone done this
>already? VT100 is fine for my purposes, but it would be nice to change if
>someone knew how.
>

There is a translation table in Flash, but I don't think you could emulate a different terminal type just by adjusting it. This is my only gripe about Flash 1.6, it is not very configurable (as compared to Uniterm). I once heard of a Flash 2.0 coming out (I think in Znet), anyone know about it? Anyway, if you want to go VT220, get Uniterm 2.0e. I believe you just select it via radio button, and away you go.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2898. Re: .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 01:03:54 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr10.203932.24692@mailer.cc.fsu.edu>
Source record: 233205

In article <10058@mentor.cc.purdue.edu>, youngmw@mentor.cc.purdue.edu (Michael) writes:
>I just downloaded the two new tcb demos from atari.archive.
>When I unarc them I find that they have a .reb extender!?
>What is this and how do I use them?
>
>Thanx
>Aaron

.reb files originate from ProRebel, which is a hacked (pirate) version(s) of Procopy. It allows you to copy a protected disk into a file, which can be uploaded to a Pirate BBS. A pirate on the other end can download it, and use ProRebel to create a new "protected" disk. This program also allows you to have several versions of Procopy being controled by one front end (GEM). It has nothing to do with ProCo, it is an illegal product. This is most annoying, as this means that the programs do not even have to be "broken" to be Pirate BBS fodder.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

2899. Re: .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 01:04:10 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr10.204434.24785@mailer.cc.fsu.edu>
Source record: 233204

```
In article <1991Apr10.233352.18903@terminator.cc.umich.edu>,
weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>In article <10058@mentor.cc.purdue.edu> youngmw@mentor.cc.purdue.edu (Michael) writes:
>>I just downloaded the two new tcb demos from atari.archive.
>>When I unarc them I find that they have a .reb extender!?
>>What is this and how do I use them?
>
>Prorebel is a coprighted program, thus it is absent from the archive. If
>anyone has a more widely known copier that will work similarly, please
>let me know.

Actually an illegal hacked front end for several versions of the commercial
product ProCopy.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------
```

2900. using gcc

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 01:07:14 UTC
From: Bill_Moore@mindlink.UUCP
Message-ID: <5458@mindlink.UUCP>
Source record: 233156

I am new to the net and notice a fair amount of discussion about gcc.
I am a recreational c programmer, and use mostly mark williams c. Things I
like about it are the integrated cli, a fairly fast emacs editor, and
relatively small code. It isn't ansi, its not public domain, and there isn't
likely to ever be an mwc c++. It also has a pretty good source level debugger.
It assembly language format is weird tho.
I would be interested in hearing from users of gcc about what they like
and what they don't. If people think this is appropriate for the whole
net, fine; if not e-mail me and I will post a summary.
Thanks!!
...Bill

2901. Re: Atari ST notebooks

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 03:46:11 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1991Apr11.034611.8212@murdoch.acc.Virginia.EDU>
Source record: 233218

In article <Haq8Z1w164w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:

>Nobody should be surprised that when Mark Choi pointed out the highly
>un-competitive construction of the upcoming ST notebook machine, some
>brainless sycophants would crawl out from under whatever rocks they inhabit
>to yell "How DARE you criticize our god".

Yup, and I'm not surprised to find that you, my Darling, also think
you know enough to write briliant, insightful postings about a product
that doesn't exist yet.

How about participating in some useful discussions instead of acting
like a brainless anti-sycophant? Or perhaps we could revive the
Atari/Amiga flamewar for a few months so we could all seek out a rock
or two to hide under.

Followups to misc.test.

2902. Phone Help...

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 05:44:20 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7955@jhunix.HCF.JHU.EDU>
Source record: 233212

First off, I realize this is NOT the newsgroup for this question, but I figured the net police would tell me where to send it. Also, I've found that many Atari owners are helpful.

Here goes...

I found this old (circa 1985?) phone in my kitchen. It is a two-line phone with 30 number memory (actually 34), speakerphone, etc. The problem here is that I can't remember for the life of me how to program it! I can't find the instructions. (Of course I didn't look to hard...) Now that I brought it back to school with me (I found it in my parent's kitchen actually...), I was hoping that some great god of phone knowledge could help me.

The phone was made by a company called "unitech". The model number is AFF-20. I could describe the phone, but I figure I'm already wasting bandwidth. So, if anybody knows how to program old phones from unitech or even has this same phone that would be great! Otherwise, a phone number or a point in the right direction would be appreciated.

Sorry for posting in the wrong newsgroup, but I didn't know where to turn.

Dom

2903. Why does GDOS slow down midi output?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 07:46:49 UTC
From: geert@ahds.UUCP
Message-ID: <1943@ahds.UUCP>
Source record: 233211

I recently installed a program that uses GDOS or
AMCGDOS. When I did this, some of my midi programs are slowing
down there output to my midi instruments.
I think that only midi programs, that are using
atari's midi out TOS call (as i remember it Midiws()), are
slowing down there output.

Is this because there are some additional functions added by
GDOS/ AMCGDOS and the ST must search into a table to lookup
some routines, also the ones in the ROMS?
If this is the clue, why can't GDOS bypass the default routines
,which are normally in ROM, immediately and uses the GDOS
functions afterward? It seems to me that GDOS first looks
if there is a GDOS function called and then passes to the
default ROM functions if a not GDOS call is called.

Is there a GDOS version available, which hasn't this problem?
Any suggestions out there?

Thanks in advance.

Geert.

Geert W.T. Jonkheer
Albert Heyn B.V. Zaandam (NL). UUCP: ..!hp4nl!ahds!geert

2904. Dump TOS in ROM into a .IMG file ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 08:46:35 UTC
From: obourdon@sunicnc.France.Sun.COM
Message-ID: <1991Apr11.104635@sunicnc.France.Sun.COM>
Source record: 233202

Does someone know how to dump the TOS that is in ROM into
a .IMG file so that it can be put on a disk for booting purposes
All answers and pointers welcome. (even only ROM addresses ...)

--


```
+---------------------------------------+----------------------------------+
|Olivier BOURDON | Address : SUN MICROSYSTEMS |
|E-Mail : obourdon@sunicnc.France.Sun.COM | International Center for|
|Tel : +33 76 41 42 19 | Network Computing |
|Fax : +33 76 41 42 41 | 32 av du Vieux Chene |
| | 38 240 Meylan Zirst |
| | FRANCE |
+---------------------------------------+----------------------------------+
```

2905. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 09:06:18 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3174@laura.UUCP>
Source record: 233392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mtools can be ftp'ed from cerl.cecer.army.mil (129.229.1.101).

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

2906. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 09:54:22 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr11115422@orion.laas.fr>
Source record: 233396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3174@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
|
| Mtools can be ftp'ed from cerl.cecer.army.mil (129.229.1.101).

But watch out! Their ftp is a bit flakey. Watch out for truncated
files.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

2907. Where to get FATSPEED ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 10:31:23 UTC
From: dick@ahds.UUCP
Message-ID: <1946@ahds.UUCP>
Source record: 233224
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Lots of replies on a previous posting in this group, concerning problems
I have with my megafile 44 harddisk pointed out that I have to migrate
from TOS 1.2 to TOS 1.4, or use FATSPEED.PRG instead.
Since I prefer trying the latter option first, I would like to know where
I can get this program.
Someone mailed me it should be on some usenet-accessible board.
Can anyone mail me details about the full path (and type of info-server,
if appropriate) ?

Thanks a lot in advance everybody!

Dick.

2908. Re: Video Titler program for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 11:20:53 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1991Apr11.112053.9136@hemel.bull.co.uk>
Source record: 233208

tv_title.lzh has been uploaded to terminators atari/new directory.
It is a functional 'share-ware demo' of a video titling program.

==
Keith Bedford keith.bedford@hemel.bull.co.uk
Bull HN Information Systems Ltd
Maxted Road - UK03-HM14
Hemel Hempstead
Herts HP2 7DZ
England +44-442-232222 ext 4520
==

2909. Re: Question about the game IMMORTAL (Spolier about level 2)

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 11:22:37 UTC
From: amorsin@cs.vu.nl
Message-ID: <9627@star.cs.vu.nl>
Source record: 233398
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1991Apr10.005215.9522@unicorn.cc.wwu.edu> n8742883@unicorn.cc.wwu.edu (Perry Pederson) writes:
> I've been playing the IMMORTAL on level 2, and have been stuck there

HOW ABOUT POSTING TO COMP.SYS.AMIGA.GAMES!?!??!?!?!

2910. New version of Turtle - where?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 11:59:04 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4833@syma.sussex.ac.uk>
Source record: 233128

The version of Turtle which I have - and the version which was at atari.archive when I last looked (on April 10th) - is 3.0. I know that George Woodside has released a newer version to Compuserve & Genie, but he has told me he cannot upload it to ftp sites.

Would some kind soul who has the latest version (sorry - I'm not sure what the version number is) please upload it to atari.archive and/or tell us of ftp-able sites which have it already? A description of new features would be nice, too.

Apologies if my information is already out of date.

Graham

2911. stos

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 14:16:11 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8515@crash.cts.com>
Source record: 233213

is it really good?i saw a forrest game and a grand prix racing and they sucked.but i heard pac land is stos made also?any other titles developed commericailly?

,.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

2912. Re: Does Lode Runner game exist for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 14:16:12 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8516@crash.cts.com>
Source record: 233214

In-Reply-To: message from boyd@nu.cs.fsu.edu

yes it is go-up it is nice mono the version i have.very well made!.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

2913. dwnloading

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 14:16:18 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8517@crash.cts.com>
Source record: 233215

```
please help me i am a idiot and i want to dwnload from the net how can i
!!!
thanks:)
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

2914. ST and RC stuff

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 14:44:22 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Apr11.144422.26896@lsuc.on.ca>
Source record: 233227

1991/04/10

Atari ST and RC:

1. My article called "Bolink Rebirth" was published in the March
1991 issue of "Competition Plus". This is a magazine for Radio
Controlled model car racing. The Atari 1040ST with Drafix 1 software
and the Toshiba P321 printer are featured in that article as being
the tools used to develop parts designs.

2. In the May 1991 issue of "Model Airplane News", Bill Griggs
reviews the "R/C Aerochopper" simulator which runs on the Atari
ST with a special dual, full proportional, joystick system.
This simulator is distributed in the US by Futaba.

3. I received my update for Spectum Holobytes' "Falcon" F-16
simulator 2 days ago and I've run it on the 1040ST with TOS 1.4.
It's working fine overall. The software still seems to have
some operational rough spots. I've found that occasionally the
disk "active" light will stay on when it shouldn't, but so far
it's not happened in such a way that I couldn't "force" it off.
This should NOT be necessary. I find this a bit discouraging.
In dealing with a 3rd generation (version 1.2) of a commercial
piece of software on a common and fairly standard system (the
system was an unmodified 1040STF with TOS 1.4, an Atari original
SF314 floppy and SC1224 monitor being the only active attachments),
I don't think I should find fairly obvious functional bugs within
the first minute of use. But aside from that I'm now having fun
learning all about the F-16. According to the update erata sheet
the "R/C Aerochopper" joystick system I mentioned above works
with "Falcon". There's no mention of the STE 15 pin joysticks.
One would hope that they'll have them supported in the future.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

2915. Re: .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 14:44:34 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Apr11.144434.1285@isc.rit.edu>
Source record: 233025

In article <1991Apr10.204434.24785@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1991Apr10.233352.18903@terminator.cc.umich.edu>,
weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>>In article <10058@mentor.cc.purdue.edu> youngmw@mentor.cc.purdue.edu (Michael) writes:
>>>I just downloaded the two new tcb demos from atari.archive.
>>>When I unarc them I find that they have a .reb extender!?
>>>What is this and how do I use them?
>>
>>Prorebel is a coprighted program, thus it is absent from the archive. If
>>anyone has a more widely known copier that will work similarly, please
>>let me know.
>
>Actually an illegal hacked front end for several versions of the commercial
>product ProCopy.
>

ERRR - The version of ProRebel I used is a hacked version of A-Copy
v. 1.2L
Enough people wanted this demo up there, and this was the ONLY program
that would copy it into file form I decided to take a chance.

>--
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@fsucs.cs.fsu.edu |
> ---------------------------------+-------------------------------------

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

2916. Re: Mega Ste and Clab's notator?

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 15:33:13 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2699@prles2.prl.philips.nl>
Source record: 233169

In article <670918973.3@egsgate.FidoNet.Org>
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
>I can tell you this much, Notator 3.0 works great with the new Mega STE.
>
>S.S.

Does anyone know if it runs with UNITOR (C-lab's smpty synchronise
unit which must be connected to the rom port).

O boy, I have to wait till May, before the Mega STe becomes
available in Holland, my dealer said.

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

2917. Project management software

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 15:34:50 UTC
From: jhm@snitor.UUCP
Message-ID: <jhm.671384090@nixtdc>
Source record: 233399

Can someone recommend any project management software for the ST?
I need something that does gantt (I'm not sure of that spelling) and pert
charts. Any other goodies to bamboozle clients with are a bonus.

(I doubt it matters, but...) I'm using a vanilla 1040ST, meagre 20 meg
disk, 24-pin Raven printer.

Post if you think it's of general interest.

Thanks muchly,
John McMullen
--
John McMullen
jhm@snitor.UUCP or Siemens Nixdorf Information Systems
jhmcmullen@watyew.waterloo.edu 2235 Sheppard Ave., Willowdale
(which forwards to jhm@snitor) Ontario M2J 5B5

2918. Re: 2 things

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 15:44:18 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Apr11.154418.21434@watmath.waterloo.edu>
Source record: 233217

In article <1991Apr9.123253.14987@informatik.uni-erlangen.de>
koagouro@immd4.informatik.uni-erlangen.de (Konstantinos Agouros) writes:

> Could somebody please tell me the ip# of atari.archive

Name: atari.archive.umich.edu
Address: 141.211.164.8

> I read once that there should be such thing like a csh for the ST.
> Could anybody tell me, if that is true and if where to get it?

I like Gulam. This csh-like shell has:
(1) A built in terminal emulator
(2) A built in micro-emacs
(3) A rich set of more than 60 built in commands (alias, set,
which, if, touch, rm, ...)
(4) The ability to execute shell scripts
(5) The ability to find and execute external commands

There is a bug in the built in "cat". But there is a program "fcat".
That, with aliasing and feature (5) gives a workable solution.
The documentation is complete and good.

It is at atari.archive.
--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

2919. Re: Question about the game IMMORTAL (Spolier about level 2)

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 16:41:49 UTC
From: scott@cmb00.larc.nasa.gov
Message-ID: <SCOTT.91Apr11124149@cmb00.larc.nasa.gov>
Source record: 233206
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc

> I've been playing the IMMORTAL on level 2, and have been stuck there
> for some time. I've got everything from the level-- killed the orc
> king and he told me his message. He is specific about "... three
> jewels ..." but I have only two and the stone. I would assume that
> there is some way to turn the stone into a gem to get to the next
> level, but I haven't been able to find out how to do it. He did say
> "... rock become floor ...", which could be a reference to the stone,
> but I dunno. How does one obtain that last gem? and BTW, has anyone
> been able to get back up to the first level? The instructions say
> "... move up to it [ladder] and you'll automatically climb ..." but I
> haven't been able to do it. (I wanted to do so to use the light &
> amulet on the stone to see if it would turn into the last gem). Also,
> has anyone been able to escape out of a pit trap by "gently rocking
> the joystick back and forth at an even pace?" Those traps always get me!

Get the boot oil, don't put it on until you have 2 gems and a rock.
Head to the lower right of the maze, apply the oil.
Enter the hallway with the green slime....
Drop the rock on or near a slime....
PICK UP YOUR NEW GEM!

Next, solve the puzzle and go to level 3.

On level 3, prepare to be shish kabob...
(When you get there, you'll know. Think about this, I got through the room on my
first try! I didn't realize there were traps EVERYWHERE (function of time) until
my second attempt... :-))

Pits, I just avoid them.

> Thanx in advance,

Sure. Ps: The hints in the book really help. Want some codes for perfect level
completions? :-)

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

2920. Re: Mac Roms

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 17:17:11 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr11.171711.19516@uvm.edu>
Source record: 233400

From article <1991Apr3.173226.27924@cobber.cord.edu>,
by rollie@cobber.cord.edu (Craig Servin):

> Since someone else got a positive response I thought I wold try my luck and
> ask if anyone had a set of mac 128k roms or new of a place where I could get
> a set. I've been thinking about a GCR but it wouldn't do much good without
> the roms. Thanks in advance.

I found this on comp.sys.amiga.emulations, it's relevant here too.
Contact its author for details, *not* me 8-). Here are the relevant
portions.

From: BAXTER_A@wehi.dn.mu.oz
Newsgroups: comp.sys.amiga.emulations
Subject: Re: Macintosh emulator (Re: C128 emulator?)
Message-ID: <24244@wehi.dn.mu.oz>
Date: 31 Mar 91 19:01:23 GMT
References: <930@caslon.cs.arizona.edu> <91054.231708JKT100@psuvm.psu.edu>
<91064.212753JKT100@psuvm.psu.edu> <331@toylnd.UUCP>
Organization: Walter & Eliza Hall Institute
Lines: 26

<Partially deleted discussion of illegal MAC Roms. RBPIII>

Apple's copyrights doesn't mean that Apple is somehow 'wrong' in trying to stop
>such emulators and certainly doesn't justify ripping the ROMs off because they
> can no longer be obtained legally. Just because you want to emulate a Mac on
>your Amiga doesn't necessarily mean you have a right to do so. The Amax folks
> would get in touch with the people that have developed a compatible chip set
> based on Motif and see if they can license them for resale, thereby cutting
> Apple out of the loop.
>
> David Albrecht

Oh well. Guess I'll just have to keep posting this...

Apple ROMS are leagally and freely (actually, for $20) available from Apple's
pacific distributer, Sun Business Machines, in Kowloon, Hong Kong.

Regards Alan

2921. Flash & QuickST

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 19:07:16 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <2804b3e4.2556@petunia.CalPoly.EDU>
Source record: 233223

I have Flash v1.52 and QuickST v.2.20 and it seems either no one comes across this problem or everyone is just ignoring it. The problem is that Flash tends to leave remaining cursors everywhere on the screen (I'm emulating vt100). Even when I disable QuickST, it still does this. Only when I not load in QuicskST on autoboot does the problem disappear.

I've tried using some german program (called fixflash or something like that) but it doesn't seem to work. Alas, I have no docs to that program.

I'm not sure which program is at fault, but it sure is annoying. It even warrants me to boot Flash on my disk drive (yech!) as opposed to my hard drive so I don't have to reconfigure my autoboot programs there.

Steven

2922. Buy Atari stocks now

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 19:07:44 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671437163.0@egsgate.FidoNet.Org>
Source record: 233041

I was talking to a dealer yesterday and he told me (here in Toronto) that now is the time to buy Atari stock. It is at its lowest and should be going up in the near future. Anyone here own Atari stocks? I am interested in buying a few shares (I don't have much cash) and want to know the prices roughly? Also, considering I live in Toronto Canada, how would I go about doing this?

S.S.

2923. Atari in Movies (Hey, this ain't aabout the noetbook!)

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 19:36:55 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Mc1=fLe00WBM02NxJ=@andrew.cmu.edu>
Source record: 233233

I was watching the movie "Nothing but Trouble" (which, incidently, was GREAT) the other day, when right near the beginning, what do these Atari bashin' eyes of mine spy, but a STacy! Right there on a desk with office work piled all around while Demi Moore screems on the phone. Now, I happen to hate product placement, but as everyone seems to be doing it, and Atari has done next to nothing in advertising in the past, this is a welcome change. It is good to see the STacy during every Arsenio Hall show, as well. (Too bad Atari can't get them to turn the damned thing on!) Hopefully soon they will start to take on some really big campaigns. We will have to wait and see. Or maybe Atari had nothing to do with it, and a studio musician just happened to have one around when they needed props... .

-geisha-

P.S. You didn't think the post would be ALL positive, did you?

2924. Auction Update

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 20:23:09 UTC
From: meo3@jaguar.ucs.uofs.edu
Message-ID: <425@platypus.uofs.edu>
Source record: 233221

And now, today's Atari ST auction update:

$450 for the package.

BTW, has anyone ever seen Stun runner on the ST? How is it anyway (not that I'm going to have a system to play it on after the 22nd though ;)

Mike

2925. TOS 1.4 upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 20:41:25 UTC
From: garrick@jobs.mso.colostate.edu
Message-ID: <GARRICK.91Apr11144125@greyrock.jobs.mso.colostate.edu>
Source record: 233235

I've got a 1 meg 1040st with TOS 1.0 that I've used for about
4 years. Recently, I've looking into memory upgrades as well
as TOS upgrades and was wondering if someone could either post
or e-mail the advantages and disadvantages and any problems that
I can expect to encounter. Thanks!

Kevin
--
+=+
+ Kevin Garrick +
+ garrick@greyrock.mso.colostate.edu +
+=+

2926. Re: ZEST [really EMULA]

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 21:11:53 UTC
From: apratt@atari.UUCP
Message-ID: <2901@atari.UUCP>
Source record: 233250

Thank you for my smile of the day!

> One word about EMULA, make sure you put this on a floppy AUTO folder
>not your Hard drive, it does some funky stuff that will probably conflict
>with other AUTOboot prgs and perhaps fry your Hard Drive.

>Have Fun!!!

Yeah, right. This is what I call quality software. Can't wait to run THIS program in my AUTO folder! Does anybody else consider this offhand caveat funny?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2927. [xyz]modem for Unix / Mail order games source

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 22:02:45 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991Apr11.220245.9009@cs.cmu.edu>
Source record: 233226

Can anybody tell me where I can get the sources for x-modem, y-modem, or z-modem for unix ? FTP sites would be nice. (The atari connection is that I'd like to try these over kermit to download stuff to me STe).

Secondly, I'd like a good source for mail order games - the cheaper the better (as long as they're reliable!). I can't decide between Populous and Powermonger (I borrowed populous off a friend for a while, and I love it, but is power monger better ?) Any comments ? If anyone wants to sell a used copy, I'll probably be interested.

Thanks in advance,

Red/.

2928. Re: Re: Flash & QuickST

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 22:34:22 UTC
From: steve@thelake.mn.org
Message-ID: <A2353731211@thelake.mn.org>
Source record: 233222

[In article <2804b3e4.2556@petunia.CalPoly.EDU>,
sslee@polyslo.CalPoly.EDU (Steven Lee) writes ...]

> I have Flash v1.52 and QuickST v.2.20 and it seems either no one comes across
> this problem or everyone is just ignoring it. The problem is that Flash
> tends to leave remaining cursors everywhere on the screen (I'm emulating
> vt100). Even when I disable QuickST, it still does this. Only when I
> not load in QuicskST on autoboot does the problem disappear.

I've had the same problem with earlier versions of QuickST and other
programs (I'm not a Flash user). For awhile there, we were getting a new
version of QuickST over the net every couple of weeks. I'd uudecode it,
unarc it, install it, discover that it was still broken, and erase it.
I'm sorry to hear that it still doesn't work right.

If QuickST is indeed fixed and this turns out to be a Flash problem, I hope
somebody will let me know. Otherwise I'll buy Turbo ST one of these days
when I'm in the mood to write a check.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2929. Re: Laser Screen Dump

Newsgroup: comp.sys.atari.st
Date: 1991-04-11 22:36:28 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr11.223628.7404@jato.jpl.nasa.gov>
Source record: 233228

In article <630013@hpgrla.gr.hp.com> kellyl@hpgrla.gr.hp.com (Kelly Larson) writes:
>
>Are there any programs that will allow me to do a screen dump to an HP
>Laser Printer? I'm looking for somthing that will replace the ALT-HELP screen
>dump when installed. Thanks!
>
If you end up having to write your own, the screen dump vector appears to
be in x'502, (or is it x'504?), an undocumented place.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2930. Re: TOS 2.05 bugfix

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 00:21:17 UTC
From: apratt@atari.UUCP
Message-ID: <2903@atari.UUCP>
Source record: 233249

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>While testing out my new MEGA STE i discovered a nasty bug in one
>of the Xbios routines (I can't understand why no beta-tester has).

Maybe because it's not a bug.

>The XBIOS 5 call setscreen(logadr,physadr,resolution)
>is used to set screen adresses and change screen resolution.

>The routine does NOT wait for vertical blank as it i supposed to
>but resets the video in the middle of the screen, causing the
>picture to wrap around the left edge of the screen in 50% of
>the cases. This does not look good (you get the edge of the
>grapic screen in the middle of the monitor screen :-)

Thank you for starting a panic. I think it is not a bug but a problem with your Mega STe. I can not reproduce the "bug" you report. It might have occurred to you that your Mega STe is to blame, not TOS.

Your lack of understanding of the reasons for the protection code in the ROM has led you to a false conclusion. To nip this in the bud, I'll explain. The shifter mode must not be changed during a critical moment around vertical blanking. Previously that was avoided by waiting for the vblank interrupt, which ensures that the critical moment has passed. The new code uses another method: it checks to be sure that you are in the middle of the screen someplace, not in vblank. The upshot is the same: you avoid the window of vulnerability.

If you had named the programs that caused trouble this would have been a more useful bug report. It is possible that there is an interaction between those programs and the new code. Please post or mail me the names of those programs.

If this turns out to be a real live software bug, I will eat my words.

(Lars-Erik has responded to me in mail about the programs (e.g. Degas Elite) and I have suggested that he return the machine to his dealer. This posting is for everybody else, so you don't think we're totally out to lunch when it comes to testing software.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2931. 1.2 GIG drive

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 00:50:18 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr12.005018.25217@milton.u.washington.edu>
Source record: 233209

I have the chance to get a deal on a 1.2 gig Micropolis..

Anybody know if currect versions of Supra (which i have)
or ICD or BMS and TOS 1.4 (of course) can handle
a drive this large?

cheers!
gunnar
alexd@milton.u.washington.edu

2932. Re: SPURT

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 01:38:43 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <1991Apr12.013843.8878@ux1.cso.uiuc.edu>
Source record: 233244

Just a quick question- is the SPURT file that ended up at atari.archive incomplete? Should SPURT 1.0 have been included with it? If so, could someone who has it please send it to the archive site. Thanks.

Michael Stepniczka
mts10271@uxa.cso.uiuc.edu

2933. Atari 8-bit SW for sale (long)

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 01:54:27 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991Apr12.015427.23386@isc.rit.edu>
Source record: 233210
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

UPDATED 3 APR 1991

List is formatted to be PRINTED, not
viewed!

You've seen this list before, but not these prices! All prices have been
reduced by 50%! I want to sell ALL of this software NOW!

Any purchases over $50 receive a 10% discount (software
only). PLEASE contact me BEFORE sending any money to make
sure your item(s) get reserved!

I can be contacted via:

GEnie: C.FREEMESSER
Usenet: clf3678@isc.rit.edu
Bitnet: CLF3678@RITVAX
Phone: 716-328-1703
BBS: 716-436-3078 (I'm the Sysop; 2400 baud max)

Mailing Address:

Chris Freemesser
223 Renouf Drive
Rochester, NY 14624

Disclaimer: ALL ITEMS LISTED BELOW ARE SOLD AS-IS, with no warrantees
---------- expressed or implied. Not responsible for any typo
mistakes made in this list. All software is in good
condition (i.e. I threw out any physically damaged disks I
found). ALL (and I mean ALL) items are ORIGINALS, no
pirated stuff here!

Terms: Orders must be pre-paid, either by check or money order.
----- Please do not ask for a COD order. When ordering, please
refer to an item by its number. Since there may be more
than one copy of a title, the # will keep confusion at a
minimum.

Shipping: Shipping will be by EITHER parcel post (for small items),
-------- or UPS ground for larger orders. Please include $2.00
shipping for first item, .50 for each additional
title. Prices are for shipping within the continental US.
Prices appropriately higher for other destinations.

Definition of Terms:

Num = Item number (always refer to item by its number)
Pkg = Whether or not item has its original packaging. Software that
did not have its original packaging has been placed in a resealable
bag to protect the media.
Doc = Whether or not item has its documentation

DISK-BASED SOFTWARE

Num	Title	Pkg	Doc	Price
35	Ace of Aces	N	Y	$2.50
352	Ace of Aces	N	Y	$2.50
490	Action Biker	N	N	$1.00
4	Astro Grover	Y	Y	$3.00
48	Atariwriter Plus w/ Proofreader	N	Y	$8.00
351	Axis Assassin	N	Y	$2.00
126	Basic View	Y	Y	$2.00
7	Beach Head	Y	Y	$3.00
72	Beach Head II	N	Y	$3.00
355	Beyond Castle Wolfenstein	N	Y	$2.00
49	Card Ware	Y	Y	$1.00
19	Carrier Force	Y	Y	$4.00
350	Castle Wolfenstein	N	Y	$2.00
22	Cutthroats	Y	Y	$3.00
125	Disk Scanner	Y	Y	$1.50
129	Dragon's T.A.I.L.	Y	Y	$2.00
127	Enhanced Drawit!	Y	Y	$2.00
117	Great American C.C. Road Race	N	Y	$3.00
56	Gypsy	Y	Y	$1.00
112	Hodge Podge	N	Y	$1.50
47	Kennedy Approach	N	Y	$2.00
64	Kids on Keys	Y	Y	$2.00
68	Mail Order Monsters	Y	Y	$2.00
36	Market Forces	N	Y	$2.00
53	Master Diskette II (NEW)	Y	Y	$1.00
40	Mickey In Great Outdoors	Y	Y	$3.00
122	O'Riley's Mine	N	Y	$2.00
42	Pic Builder	Y	Y	$3.00
130	Picnic Paranoia	N	Y	$2.00
44	Print Power	Y	Y	$2.00
63	Print Power	Y	Y	$2.00
65	Reader Rabbit	Y	Y	$3.00
119	Seven Card Stud	N	Y	$2.00
58	Snooper Troops Case 1	Y	N	$2.00
54	Space Station Zulu	Y	Y	$2.00
69	Spy vs. Spy I & II	N	Y	$2.00
353	Starfire/Fire One	N	N	$2.00
32	Success with Math: Linear Equ.	N	Y	$2.00
33	Success with Math: Mult./Div.	N	Y	$2.00
34	Success with Math: Quad. Equ.	N	Y	$2.00
61	Super Huey	Y	Y	$2.00
120	Super Sort (Rev. 3)	N	Y	$2.00

132 Synchron Y Y $2.00
118 Text Pro II N Y $2.00
2 Timewise Y Y $3.00
59 Timewise Y Y $3.00
39 Tuk Goes to Town Y Y $2.00
9 Visicalc Y Y $5.00
45 Visicalc Y Y $5.00

CARTRIDGES

Num	Title	Pkg	Doc	Price
84	Atari Logo	N	Y	$4.00
83	Atariwriter	Y	Y	$4.00
116	Atariwriter	N	N	$3.00
364	Atariwriter	N	N	$3.00
94	Basic	N	N	$1.00
95	Basic	N	N	$1.00
363	Eastern Front (1941)	N	Y	$2.00
78	E.T.	N	Y	$2.00
96	E.T.	N	N	$1.50
97	E.T.	N	N	$1.50
102	Miner 2049er	N	N	$2.00
103	Miner 2049er	N	N	$2.00
82	Missile Command	N	Y	$3.00
362	Missile Command	N	N	$3.00
87	Pac Man	N	Y	$2.00
105	Pac Man	N	N	$2.00
108	Q-Bert	N	N	$3.00
81	Qix	N	Y	$3.00
85	Qix	N	Y	$3.00
107	Qix	N	N	$2.50
37	Star Raiders	N	Y	$3.00
88	Super Cobra	Y	N	$3.00

BRAND NEW SOFTWARE

I obtained a case of the following software. You can purchase
these packages separately, or buy all three for $7. This is NEW
software, still factory sealed.

502-511 Action Biker (C64/Atari ver.) $2.50
514-518 Kikstart (C64/Atari ver.) $2.50
521-529 Speed King (C64/Atari ver.) $2.50

MISC. SOFTWARE

All software is DISK ONLY, no instructions or original packaging.
Some software may have instructions on the disk itself. Make an offer
on large purchases!

Antic Disks - $.50 each

401 Jan. 1989 601 Vol. 4, #1
402 Jan. 1989 602 Vol. 4, #2
403 Dec. 1988 603 Vol. 4, #3
405 Nov. 1988 604 Vol. 4, #4
406 Feb. 1989 605 Vol. 4, #5
410 Dec. 1987 606 Vol. 4, #6
411 Dec. 1987 607 Vol. 4, #7
414 Apr. 1989 608 Vol. 4, #8
415 Mar. 1989 609 Vol. 4, #9
417 Vol. 5, #5 610 Vol. 4, #10
418 Vol. 5, #7 611 Vol. 4, #11
613 Vol. 5, #1 612 Vol. 4, #12
614 Vol. 5, #2 615 Vol. 5, #3
616 Vol. 5, #4 617 Vol. 5, #5
618 Vol. 5, #6 619 Vol. 5, #7
620 Vol. 5, #8 621 Vol. 3, #9
622 Vol. 3, #10 623 Vol. 3, #11
624 Vol. 3, #12 625 Vol. 8, #2

Antic Catalog Software - $1.00 each

424 Typo Attack 1.2
429 Icon Graphics Editor
430 130XE Hi-Resdesigner
431 Icon Graphics Editor
432 130XE Hi-Resdesigner
434 VT100 Terminal Emulator
435 Calc Magic
436 PD Micropaint Artist
437 1030 Express/Tscope

Commercial Software (as priced)

438 The Newsroom (2 disks) $2.00
445 P:R Connection disk $.50
446 P:R Connection disk $.50
447 SpartaDos $1.00
453 Stickybear Numbers $1.00
454 Sargon II $1.00
455 Music Construction Set $1.00
457 Caverns of Mars $1.00
458 Syncomm $.50
460 Cyclod $.50
463 Silent Service $2.00
464 Fastgammon (has docs) $1.00
470 Masterchess $1.00
471 Sargon II $1.00
473 Text-Pro II/Data-Pro II $1.00
477 Bank Street Writer $2.00
482 Atariwriter+ & Proofreader
(2 disks) $4.00

DOS disks - $0.50 each

DOS 3.0 - have 5 copies
DOS 2.5 - have 3 copies
DOS XE - have 1 copy

BOOKS

900 Inside Atari Basic, by Bill Carris.....$1.50
901 Atari Color Graphics, by Joseph Collins.....$2.00
902 Programming your Atari Computer, by Mark Thompson..$3.00
903 Mapping the Atari (400/800) by Ian Chadwick.....$3.00
904 Compute!'s 1st Book of Atari.....$3.00
905 Compute!'s 2nd Book of Atari.....$3.00
906 Compute!'s 2nd Book of Atari Graphics.....$3.00
907 Atari Sound and Graphics, by Herb Moore, et al.....$3.00
908 Atari Basic: Learn by Using, by Thomas Rowley.....$2.00
(German import)
909 Games for the Atari, by S. Roberts.....$2.00
(German import)

2934. SIMPLE terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 02:35:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <747@uqcspe.cs.uq.oz.au>
Source record: 233236

Is there a SIMPLE terminal emulator at atari.archive? I use Uniterm for most things, but I'd like a REALLY simple emulator for quickly switching back and forth from the command line (Mupfel) to the terminal emulator. I don't want any screen clears and stuff like that, just plain AUX:<->CON: type commumnication. Mupfel has a variable sized Console Window, but I can hack TERMCAP at the Uni end to correct for that.

Alternatively, is there source to a fairly simple emulator that I can strip down somewhat?

Thanks for any info!
Warwick

--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

2935. PostScript printing

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 02:36:20 UTC
From: resst11@unix.cis.pitt.edu
Message-ID: <114586@unix.cis.pitt.edu>
Source record: 233234

Is there a program available anywhere that will take WordWriter
output and convert it to PostScript, suitable for LaserWriters?
Or, alternatively, is there a program that will take WordWriter
output and convert it to either IBM WordPerfect or WordStar?
(I have a publisher who'd be grateful if I could send the
stuff in her own format)

Sea Wasp

2936. CAD 3D create and read in C?

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 04:22:14 UTC
From: bferrer@Bonnie.ICS.UCI.EDU
Message-ID: <9104112118.aa09615@Bonnie.ics.uci.edu>
Source record: 233229

Can somebody please send me some examples in C source on how to create and playback DLT files (CAD 3D animation file)??? For example, how do you XOR two frames together to get the difference and then how do you playback the file??

Thanks in advance

Bill Ferrer
bferrer@bonnie.ics.uci.edu

2937. Re: SPURT

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 04:44:40 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr12.044440.25260@ecst.csuchico.edu>
Source record: 233241

In article <1991Apr12.013843.8878@ux1.cso.uiuc.edu> mts10271@uxa.cso.uiuc.edu (Michael T Stepniczka) writes:
>
>Just a quick question- is the SPURT file that ended up at atari.archive
>incomplete? Should SPURT 1.0 have been included with it? If so, could
>someone who has it please send it to the archive site. Thanks.

I sent SPURTDEM to a.a. When I got the archive originally, that's all it had.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2938. The language named C

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 05:47:54 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Apr12.054754.7583@uokmax.ecn.uoknor.edu>
Source record: 233246

This summer I'm going to be teaching myself how to program in C. My biggest (and brightest?) question is: "Which version of C is the best?".

I realize that many factors could influence my (or someone else's) opinion. So, I'm going to list a few.

The code must be somewhat portable between systems (i.e. Is there a standard and how far do the ST versions diverge from it?)

The company support must be existant. {I think that is self-explanatory.}

Are there good books available for the learning of this version of C? (Or would any book on C be sufficient?)

Would it be better if I knew something about the internals of the ST? (Is C like Pascal in that knowing the system hardware is uneccesary?)

If I am fluent in Pascal, how difficult is C to learn? (Are they different conceptually? i.e. pointers = what in C? Does C have some things that Pascal doesn't? etc.)

Is Turbo C going to be released in English? (I have NO desire to learn German, especially if all I was going to do with it was work with Turbo.)

What kind of editor do the various versions use? (I like 'vi' over 'ed' anyday! :) (Is the mouse supported?)

Does C use anything like a CLI or is it GEM only? (I use 'csh' on the Unix system here at Okla. U. Does C use a shell like 'csh'?)

Can I use any of the versions of C without a hard drive? (I don't have one and it may be next fall before I do get one.)

How much does the language(s) and book(s) cost?

That's all I can think of. (I think I hear cries of, "Isn't that enough?"... Nahhh... Couldn't be! :)

adTHANKSvance,
Kenneth Love

2939. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 06:10:12 UTC
From: logajan@ns.network.com
Message-ID: <1991Apr12.061012.9974@ns.network.com>
Source record: 233242

In article <1039@stewart.UUCP> jerry@stewart.UUCP (Jerry Shekhel) writes:
>VGA simply has 6 bits per primary color, for
>a total of (2^6)^3 = 262,144 colors, with 256 palette entries. No tricks,
>no horizontal-sync interrupts, none of that crazy stuff. On a monochrome
>monitor, you get 64 levels of gray.

Perhaps there is more than one way to VGA. I do know that there are
palette chips for sale that include a 256 entry table and three built
in DAC's (digital to analog converters). I forget if they had 5 or 6 bits
per color though. 5 per would fit in two bytes while 6 per would need three
bytes.

Oh, and the palette chips claim to be VGA compatible.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

2940. Shareware and programming

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 06:14:21 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Apr12.061421.5987@uokmax.ecn.uoknor.edu>
Source record: 233248

I want to program a game or two this summer (see previous message for the language).

Does anybody have any knowledge on the concept of shareware? Does saying it is so in a doc file constitute it being shareware?

I would rather have the possibility of getting money for the time I spend programming, but it wouldn't be essential. That is what I consider to happen when someone releases a program as shareware. Is this what does occur? How often does someone get something and how good/useful does the program have to be before one would expect to receive anything back?

That probably didn't make much sense (it doesn't to me and I just wrote it!), but I hope somebody understands it enough to reply.

In case anybody is interested, one of the games I'm going to write is a solitaire game that I haven't seen anywhere (it's a LOT tougher than Klondike ever was). If you've ever played Spider then you have a good idea of the rules, except only one deck is used and only kings are allowed in "spaces". If anybody wants the rules (as taught to me), just send me some mail. (It really is one of the better solitaires, if you don't cheat a lot. When you do beat it, though... Well, you get the idea. It's also, IMHO, one of the most frustrating. I have had situations where 3 of the 4 suits had been removed from the board and was left with all the rest the cards in order [queen to ace], except the king was the last face-down card and the queen was sitting on top it. Since only kings can be moved to blank spots, I lost!)

I haven't decided (yet) on the other game (it might not be a game for that matter). Anybody got any suggestions? (Please consider that this will be only my second program on the ST and in a language I will have only started to learn this summer. I consider myself fluent in Pascal, but ignorant in C.)

Kenneth Love

2941. Re: The language named C

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 06:21:06 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Apr12.062106.13175@uokmax.ecn.uoknor.edu>
Source record: 233001

In article <1991Apr12.054754.7583@uokmax.ecn.uoknor.edu> kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>
>This summer I'm going to be teaching myself how to program in C. My
>biggest (and brightest?) question is: "Which version of C is the best?".
>
[Stuff deleted]
>
>adTHANKSvance,
>Kenneth Love

I forgot to mention that I would prefer to receive e-mail on this.

I thought of another question: Does anybody have any well documented C source code for playing with graphics and sound on the ST? Would this probably be helpful in learning what the ST's ranges are? Should I get some other book(s) about the ST's capabilities?

Thanx again,
Kenneth Love

2942. Forem BBS for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 06:27:06 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr12.062706.25889@ecst.csuchico.edu>
Source record: 233245

$30 takes it. Willing to trade.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2943. Okami English manual

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 06:31:01 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Apr12.063101.15583@minyos.xx.rmit.oz.au>
Source record: 233002

Have just downloaded the Okami Shell from atari.archives. I am slightly confused in using it as the manual is in German. I was wondering if there is a english version of the manual.

Thanks in advance.
Reply via news group

Tehn Yit Chin
s882854@minyos.xx.rmit.OZ.AU

"Don't take any shit from anyone!" - Billy Joel, Live at Yankee Stadium

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2944. Help me! My SM124 (ST monochrome monitor) died like so many lately

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 06:59:25 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <qX40Z1w164w@fquest.fidonet.org>
Source record: 233008

Well, I've seen a thread of messages about monochrome monitor problems lately, but pretty much ignored it. After all, it could never happen to me! Right, well it did happen to me. The other night it had been on for a while... I was online with a BBS and all of a sudden I thought the characters were starting to look funny, like they were slanting just a bit and getting thinner. Well, just a moment or two later the screen went dark and the green power light were dark also. When I turned the system off I could still hear a humming from the monitor, the power supply I suppose. I then cut it off to be safe. I opened it up and checked the fuse. It was blown. I really didn't expect it to be that simple, but thought it was worth a shot. I went to Radio Shack and bought a couple new fuses of the same rating. I thought I might have gotten lucky because it seemed to work fine after I replaced the fuse and put it back together. But after a little more than 30 minutes elapsed, it happened again. This time I was looking at the right side of the screen when it occured and the letter were definitely getting VERY thin right before it happened. Once again, it was only a moment or two after I noticed the character distortion until it went out. Anyway, I'm hoping to get some help in diagnosing the problem since there isn't much in the way of local dealer support. Oh, I thought both times that the monitor felt hotter than it should have right after the fuse blew. I would also welcome advice on what I could do if I can't fix it. Like good places to send stuff like that to be repaired (if there is such a place, not around here anyway), or what Atari Corp's exchange program pricing is currently. If anyway has had a posted for help with a similar sounding problem, I would sure love to hear what happened to them and possibly a recap of the help they got. I guess mail it would be best to mail anything to me, unless you think others would find the info interesting or helpful. I know I should have been reading the posts that have been on here lately and may well have already known the problem if I had, but well, I didn't. So, any help will be greatly appreciated. I really like my mono monitor and miss it greatly. I'm quite used to it and want it back pretty bad. SOMEBODY HEP ME PLEASE!!! Heh...
Thanks in advance from a SM124 addict suffering from withdrawal symptoms.

2945. Re: SIMPLE terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 08:29:35 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Apr12012935@wookumz.gnu.ai.mit.edu>
Source record: 233247

In article <747@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>Is there a SIMPLE terminal emulator at atari.archive? I use Uniterm for
>most things, but I'd like a REALLY simple emulator for quickly switching
>back and forth from the command line (Mupfel) to the terminal emulator.
>I don't want any screen clears and stuff like that, just plain AUX:<->CON:
>type commumnication. Mupfel has a variable sized Console Window, but I

Look in the directory atari/mint and you will find 2 programs that
should suit your needs, st52 by me and tip by Howard Chu. If you need
any features at all, use Howard's program, as mine takes the
expression 'dumb terminal' very literally.

entropy

2946. PgC 7600 details

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 08:47:40 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12430@uhccux.uhcc.Hawaii.Edu>
Source record: 233003

The following information is from the international edition of BYTE magazine's March '91 issue. Back issues are available by calling BYTE at (603) 924-9281.

The international edition adds about 150 pages to the U.S. version of BYTE and contains many ads and product announcements of firms participating at the CeBIT Hannover Fair. Two articles by Dick Pountain, Byte's contributing editor in London, concern the PgC 7600 RISC and the Taos multiprocessing OS. The PgC 7600 is touted as a second-generation RISC processor capable of 160 MIPS, Intel 80x86 emulation and embedded control. The chip will reportedly sell, in quantity, for $20.

The Taos OS may also be of interest to this newsgroup, not only because of its ability to run identical code on different processers, but also because it influenced design changes in the PgC 7600 processor. One of the architects of the Taos OS, Chris Hinley, is also experienced in writing games for the Atari ST and Amiga (Verminator and Onslaught). His technique of using object-oriented assembly language with a large number of macro libraries in game design was used in the construction of Taos. A fellow programmer, Nick Spicer, is using his knowledge of transputers to implement parallel processing capabilities. For further information, refer to the article starting on page 90IS-117 of the international edition of the March '91 BYTE.

The following article on the Pgc 7600 is actually about three pages long.

------------------------[excerpt of PgC 7600 article]-------------------------

[The PgC 7600 RISC processor is the result of a collaboration between Chris Shelton and Sir Clive Sinclair, two computer designers. Shelton is known in the U.K. as the designer of the Nascom and SigNet computers. The Nascom was a single-board computer, while the SigNet allowed multiple users to connect with a network of close-coupled Z80 processors. Sinclair is known worldwide for his inexpensive, yet capable microcomputers, as well as many other inventions. Sinclair and Shelton's goal is to produce an ultra-low cost workstation by basing it on a chip that integrated computational, memory and video RAM control, networking, and timer logic.]

The processor, code-named PgC7600, has been in development since 1988 by a small team led by Shelton and financed mainly by Sinclair. Computer simulations of the chip were completed by July 1989 and masks for making it by March '90. First samples failed because of a process fault, and second samples revealed a flaw in the RAM interface. I had timed this article to coincide with the delivery of third (working) samples of the chip, but these have been delayed. Hopefully, a PgC7600 will be running by the time this article is published.

The key idea behind its design is that speeding up a RISC processor eventually takes you to a point at which you cannot keep up with getting signals on and off the chip. Shelton therefore decided to isolate the RISC CPU by completely surrounding it with on-chip peripheral-control units that handle all the communications with the outside world (e.g., memory accesses, interrupts and I/O channels). The PgC contains on-chip timers video RAM support, interrupt vector generation, DMA, an I2C bus for LANS, and a memory controller (MCU) which can refresh dynamic memories.

All the PgC's interfaces to the outside world have been optimized for speed. For example, the chip uses unbuffered static-column mode for RAM accesses and a small but ingenious on-chip cache (called the Q-cache) to keep the processor fed with instructions. In addition, to further improve the memory bandwidth for instruction fetches, the PgC has a simple RISC core processor with about 100 instructions, almost all of which are 1 byte long.

To achieve the performance (in excess of 160 MIPS) that he believes is required to emulate other commercial CPUs in software, Shelton is implementing the PgC 7600 in a bipolar process. Because of its high power consumption, however, bipolar technology has been completely supplanted by MOS technologies.

It does have its advantages: it is faster than MOS and scales down better to submicron sizes. Also, because it is current-switching rather than voltage-switching, it can drive low-impedance loads like CPU pins faster than MOS can, bringing benefits in better CPU-memory bandwidth. PgC skirts the power consumption problem by reducing a logic transition to 0.25 volt instead of the standard TTL 5 volt, which reduces the energy dissipation by a factor of 400.

The process that PgC uses is one originally developed by Ferranti (now Plessey-GEC), called the Collector Depletor Isolation (CDI). It offers access times of 2.5 ns at the modest 1.2 micron scale. The PgC7600 will be implemented initially as a gate array that occupies a 10 by 10 mm silicon chip, but this could be reduced to 7 by 7 mm with a custom layout. Some 33% of the chip area is RAM and ROM. In CMOS, Shelton believes that the 6000 gate chip could be implemented on a 2 by 2 mm die, but performance would fall to 60 or 70 MIPS.

The bipolar process requires fewer masks than does CMOS, so PgC hopes this will help them produce the chip for $20 in quantity. This, in conjunction with the fact that it requires few glue-logic chips, could make it attractive as an embedded controller as well as an almost glue-less CPU for low-cost workstations.

The prototype PgC7600 has an integer CPU that is expected to operate at about 160 MIPS. There is no on-chip FPU. The CPU is provided with 40 registers, divided into five banks of eight. All are 32 bits wide and can be accessed in 2.5 ns, giving a processor cycle time of about 5 ns.

The register architecture is designed to be scalable in future versions while maintaining compatibility with earlier versions. To achieve this, the register banks are named 0, 1, 2, 3, and TOP. When an interrupt is serviced, state information such as the accumulator and pc contents are saved only in the TOP register bank. Designers could add more banks (numbered as 0, 1, 2, 3, 4, 5 and TOP) without causing programs written for earlier versions to break.

The Q-cache is a fast (2.5 ns) on-chip RAM that is 32 bytes long and can, therefore, hold an average of 32 instructions. In hardware terms, the Q-cache is implemented as a circular buffer. During sequential program execution, it gets reloaded in single-word (32-bit) chunks, thereby acting as a 32-byte moving window into main memory. When a branch instruction causes the cache to become invalid, it gets reloaded in 64-bit chunks, and each chunk can start executing while the next one is loading. Like the register architecture, the Q-cache is transparently scalable for future chip versions.

The MCU is described in PgC's documentation as aggressive, and this is no exaggeration. It controls most of the PgC7600's 84 external pins, and it features separate address and data buses. The MCU uses every possible technique to optimize access to ordinary DRAM, and it supports the static-column and fast-page modes of modern DRAM chips as well as SRAM. These modes (also supported by the Acorn ARM and Intel i860) typically allow 512 consecutive data words to be accessed from the same row of a RAM chip. For inexpensive 100 ns access-time DRAM chips, the row-address select cycle time may be as much as 180 ns, but the column-access select cycle is only 55 ns, becoming the effective cycle time. The PgC generates its CAS/RAS multiplexer signals on-chip, so they add only 3 ns to the cycle time. The use of a bipolar drive for the pins allows the MCU to access memory without buffering, saving even more time.

The MCU is the only part of the PgC7600 that depends on external timing. With a 16 Mhz clock, it should achieve a 25 ns cycle time with 15 ns SRAM and a 50 ns cycle time with 80 ns DRAM, providing a bandwidth between 160 and 80 megabytes per second.

Although the original requirements for the PgC7600 to act as a full graphics processor was abandoned, the final design can still act as an integrated CRT controller. A dedicated interrupt causes a jump into a ROM subroutine, which grabs a video address from the TOP register bank, puts it into the MCU, and then requests a VRAM access cycle. Control then returns to external code, which computes the next video address. If you put your video-synchronous signal onto this interrupt pin, the PgC7600 becomes a CRT controller for video buffers implemented with VRAM chips. Shelton estimates that controlling a 1024 by 768 pixel by 8-bit video buffer in this way would consume about 1 percent of CPU time.

The original purpose of the high performance promised by the PgC7600 was for full-speed emulation of other processors, especially the Intel 8086 family, in software, allowing the chip to drive a low-cost IBM PC-compatible workstation. However, PgC is now envisaging broader applications. Though the chip does not have special communication hardware like that of the Inmos transputer, its fast memory access would enable it to be used in parallel-processing systems where shared memory is the communication channel between processors.

This sort of system would be ideal for running distributed message-passing operating systems such as Helios or Taos (see my article: "Taos: An Innovation in Operating Systems"). PgC has been in close contact with the developers of both operating systems and has even modified the instruction set of the PgC to better accommodate the Taos's message-passing scheme.

As mentioned, the Pgc7600 has no hardware for floating-point arithmetic, which would seem to disqualify it from supercomputer applications. However, Shelton argues with some conviction that the superior processor-to-memory bandwidth can be exploited here. The Pgc7600 could feed floating-point data into pseudo-registers held in dual-ported RAM. From there, the data would be autonomously transferred into a streamed FPU, such as those from AMD, Weitek, or Cyrix, and the answers would be transferred back by the same means. Using 15 ns SRAM pseudo-registers, the PgC7600 should be capable of transferring data at 160 MBps (1280 Mbps). If each floating-point operation involved 100 bits, a three-operand scheme could sustain the quoted peak rate of the FPU, which could be up to 33 million single-precision floating-point operations per second. Combining this with the parallel scheme would allow pipelines of many PgC7600s to be constructed to deliver supercomputer performance.

Another intriguing possibility, given Sinclair's Anamartic connections, would be wafer-scale integration, for which the 6000 gate PgC design is an ideal candidate. We'll see what happens.

----------[end of excerpt]----------

For $20, this thing sounds potent, especially in combination with the Taos OS. The article alludes to the other ventures of Sir Clive Sinclair and I recall that he was supposed to be developing a silicon "hard drive", so that it is very possible that our conceptions of power and price may be radically altered.

Though I don't question Sinclair's and Shelton's genius, I have some doubts about Sir Clive's business acumen. The Timex, Quantum QL, Cambridge Computer, and Psion are all pretty good machines, but they had some quirks and were not supported by further development.

I think Atari might be in a better position to deliver and support a marketable product based on the PgC chips, because of their experience with the Inmos transputer and Helios OS, which culminated in the ATW computer.

For the complete article, contact BYTE Back Issues, One Phoenix Mill Lane, Peterborough, NH 03458, (602) 924-9281. In Europe, send requests to BYTE Back Issues, c/o Dynamic Graphics International, P.O. Box 25, 3950 AA Maarn, The Netherlands.

Jack

2947. Re: rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 11:37:29 UTC
From: wolfram@cip-s08.informatik.rwth-aachen.de
Message-ID: <wolfram.671456249@cip-s08>
Source record: 233230

chuck@mrcnext.uiuc.edu (charles bridgeland) writes:

>[with the] internal Xmodem or Ymodem, it does a disk access every kilobyte.
>Needless to say, this is not good. Is there a way around this, or are
>you pretty much expected to use the external Zmodem that is provided?

Using ZModem is highly recommended. My version of rz only accesses the disk
at the end of the file, meaning that it receives the file into memory and
then saves it after EOT.
I have never tried the internal X/YModem. The external ZModem is much better,
also because it starts automatically.

2948. Re: 2 things

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 11:43:08 UTC
From: wolfram@cip-s08.informatik.rwth-aachen.de
Message-ID: <wolfram.671456588@cip-s08>
Source record: 233231

koagouro@immd4.informatik.uni-erlangen.de (Konstantinos Agouros) writes:

>First: Could somebody please tell me the ip# of atari.archive cause I can't get
>through by the name.
Are your sure it's available at your site?

>Second:
>I read once that there should be such thing like a csh for the ST. Could anybody
>tell me, if that is true and if where to get it?
There are many shells working in the way the csh does. One of then is Gulam.
I dont know about an implementation of the original csh to the Atari, but
one of the other shells should do.

2949. Re: GEM source code

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 12:35:18 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6316@baird.cs.strath.ac.uk>
Source record: 233243

In article <1991Apr9.123634.12778@cbnewse.att.com> hofmann@cbnewse.att.com (james.r.hofmann) writes:
>Awhile back a request was made for people on the net to release
>examples of working GEM code for use as a tutorial to those trying
>to learn how such code works. A good idea, but I have one question.
[...deleted...]

I have been trying (without any luck) to get the remaining articles of a series that teaches people how to program in GEM. This series is called Professional GEM Programming and was by Tim Orien. If somebody out there can mail me ANY of the articles from 14 to 17 I'd be VERY grateful. Once I get the full series I'll release it (one by one) onto the net.

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

2950. Fearn & Music, Nec P20 driver, any sights?

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 12:51:42 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr12.125142.2877@santra.uucp>
Source record: 233237
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

Hi all netters, Germans especially!

First: All you from Germany, have anyone of you had any contact to
Fearn & Music lately, or have you heard anything about them?

I have been waiting 2 weeks to get a reply to my fax, and I have
already re-sent it too...

I am trying to make an order for Uni-Man and T-Script, if someone
knows any other source for them, please tell!

Second: Has anyone of you tried to make a contact to OMEGA Computer Systeme,
the maker of Delta Modul?
Any success? (other than a mailed brochure of Delta Modul)

Third: Afriend of mine wants to use Nec P20 with Spectre, so a Mac-driver
for it would be highly appreciated.
About this you can email also to hv@uwasa.fi

Fourth: If you have any experiences of using the combination Spectre &
UltraScript, for example in a form of short instructions, I would
highly appreciate that too!
Either there is a unknown command & flushing...
or it processes the file right thru, but nothing comes out from
the SLM 804. Test-files come out well, except the scrambled bottom
line...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

2951. ATARI SOFTWARE 4 SALE

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 13:41:01 UTC
From: delta@bucsf.bu.edu
Message-ID: <78830@bu.edu.bu.edu>
Source record: 233232
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
For sale:

Wordperfect $70
Timeworks Publisher $60

or best offer.
$100/bo for all

call Peter at (617) 731-5088 or
e-mail this account.
```

2952. Oxygen

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 13:48:03 UTC
From: sagemma@eos.ncsu.edu
Message-ID: <1991Apr12.134803.370@ncsu.edu>
Source record: 233009

I just got Oxygen from atari.archive, but when I try to
run it, it doesn't work. I have a 520STfm upgraded to
1 Meg. I can't run the program out of an auto folder
since only drive B is double-sided. When I execute the
program it tells me it's reading in 650k worth of data
and then instantly says that I need a 1 Meg ST. Then it
brings me to a title screen and sits there. I've double-
checked my memory and it says that all 1024k are available.
Any suggestions?
Thanks.

-Steve

2953. Harpoon for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 15:00:18 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Apr12.150018.19523@garfield.cs.mun.ca>
Source record: 233013

Is Harpoon available on the ST? If so, where can I get it by mail-order?
Is it STe Compatible? How much RAM do you need?
--
C. Miguel Borges |"Cyberspace. A consensual hallucination... |||
carlos@odie.cs.mun.ca|Unthinkable complexity. Lines of light ranged |||
an630@po.cwru.edu |in the nonspace of the mind, clusters and / | \
ad040@yfn.ysu.edu |constellations of data. Like city lights, receding..."

2954. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 15:50:56 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr12.155056.25856@oz.plymouth.edu>
Source record: 233240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.91Apr11115422@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>In article <3174@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute)
writes:
>|
>| Mtools can be ftp'ed from cerl.cecer.army.mil (129.229.1.101).
>
>But watch out! Their ftp is a bit flakey. Watch out for truncated
>files.
>--

I'd like to ftp this prg, but don't know how to find the time-zome for a
.mil site, could someone tell me what it is so I don't get busted calling
during business hours.

Stephan
--
\/\/\/

2955. Where can I find educationial software for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 16:52:47 UTC
From: rcs91900@zach.fit.edu
Message-ID: <2285@winnie.fit.edu>
Source record: 233005

Does anybody know any sites where they have educationial software for the
ATARI ST ??

Thanks a lot for you help !!!

2956. Re: LZH problem

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 17:45:26 UTC
From: rcb@netcom.COM
Message-ID: <1991Apr12.174526.18441@netcom.COM>
Source record: 233238

In article <1991Apr10.161750.4869@milton.u.washington.edu> alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Ocassionally i come across a file that un-lharcing
>with the arcsh35.prg yields "no file found"..
>un-lharcing in gulam yields the same error..

I've had this problem with the Unix lharc.

>
>Could somone diagnose the problem?

The problem was that, if am trying to un-lharc a file 'foo.lzh', but I
have another file called 'foo' also, 'lharc' will not find 'foo.lzh'
unless I specify it as exactly 'foo.lzh'. If I just say

lharc x foo

it will report a bad lharc file (once again, in the Unix version).
This bit me because I have a habit of calling my uuencoded files 'foo'
and when 'foo' is uudecoded, the scenario above appears.

>
>Thanks
>
>gunnar
>alexd@milton.u.washington.edu

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

2957. GIF to SPC convertors

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 19:50:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <55818@hb.maus.de>
Source record: 233004

> When the gifs were viewed using FASTGIF the pictures came out ok (In 16
> colours) but I decided I would like to see them in full colour glory and so
> feed them through GIFSPC and viewed the result on SPLINDEX - The result was
> a completely messed up picture. Could be the convertor me tinks and so tried
> BGIF. The resulting SPU picture was better but still not perfect as it was
> still corrupt in places, (odd lines missing etc)

Hmm, I've tried BGIF but only in 16 Colours Mode, because my Machine has an 16Mhz Acceleration Board which won't work together with Spectre Pics. The results weren't too good, now I got VIEWGF12 from terminator and this one is quite good in 16 Colours Mode, so I presume the SPU Pics it converts to won't be to bad either. BTW: ViewGif supports quite a few Pic Formats including next to GIF and Degas also IFF and MacPaint and some more.

G'day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Well, isn't
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| that special?
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de |
Germany | (UUCP) bsp3@informatik.uni-Bremen.de | (The
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | Church Lady)

2958. GEM Source

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 20:35:00 UTC
From: jon@DARTH.CC.MCGILL.CA
Message-ID: <9104122035.AA00193@.darth.CC.McGill.CA.>
Source record: 233014

I'd like to build a text-edit routine similar to the one in the Mac OS that is essentially stand-alone and ready to use in any application that I or anyone else, happens to be writing.

I guess this means that the editor should support selecting text with the mouse, standard cut/copy and paste functions and ideally, GDOS capability (so that VDI routines should be used)

Before I started to re-invent the wheel, I thought I should ask here in case people have got advice or pieces of code that might be useful. (I plan to write this in Laser C)

Jon

2959. Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 21:55:51 UTC
From: henry@argosy.UUCP
Message-ID: <1232@argosy.UUCP>
Source record: 233012

YES! Please post Z*Net here.

Henry Polard | REAL net address: | Reality / Virtual 17-line .sig
(408) 736-3300 | henry@maspar.com | is an allusion. \ with spiffy graphics.

2960. Re: Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 22:16:38 UTC
From: steve@thelake.mn.org
Message-ID: <A2316506764@thelake.mn.org>
Source record: 233006

[In article <1991Apr13.000851.12481@kcbbs.gen.nz>,
Jon_Clarke@kcbbs.gen.nz (Jon Clarke) writes ...]

> Do you the readers of this news group want to ZNET International posted
> to here. It is on average about 40k in length and would be posted weekly
> from this site. I will need a majority desision on this please. All
> votes to - Jon_Clarke@kcbbs.gen.nz

Thanks for the offer, Jon, but please do NOT. This has been discussed at length in the past. Let's not get into a lengthy discussion of it again -- it's just inappropriate for comp.sys.atari.st.

There is a mailing list for distributing the ZNET magazine to people who want it. I think details are posted in the monthly Frequently Asked Questions file. I assume you have read it.

I'm not against the magazine -- I happen to be on the zmagazine mailing list myself -- but please, not in a Usenet newsgroup.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2961. Need Job

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 22:29:34 UTC
From: root@prk.UUCP
Message-ID: <ZRDB11w164w@prk.UUCP>
Source record: 233017
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple,comp.sys.atari.8bit,comp.sys.atari.st

I am in need of a job, and hopefully something dealing with computers and/or general office/clerical type work. Here's my resume

RESUME

NAME: Phillip R. Keen SOCIAL SECURITY NO.: 457-57-4650
ADDRESS: 2705 Martin I.D. NO. : 02797658
Pasadena, TX 77502 DATE OF BIRTH: May 27, 1970
PHONE: (713)-946-5284 AGE: 20 SEX: Male RACE: White

EDUCATION:

GRAMMAR: Fisher Elementary Park View Intermediate
2220 Grunewald 3003 Dabney
Pasadena, TX 77502 Pasadena, TX 77502
1976 to 1982 1982 to 1985
(713)-944-6999 (713)-944-0734

HIGH: Sam Rayburn High School
2121 Cherrybrook
Pasadena, TX 77502
1985 to 1989
Graduated: June 7, 1989 with a High School Diploma.

COLLEGE: San Jacinto College - Central Campus
8060 Spencer Hwy.
Pasadena, TX 77505
September 1989 to December 1989
(713)-476-1838

SCHOOL NOTES: Although I did not do to well in college, in the spring/summer of 1989, I had all kinds of tests done through the Texas Rehabilitation Commission (TRC). These tests showed that I was more vocational inclined than academically inclined.

Goodwill Industries Supervisor: Linda Mark
P.O. Box 21185 Phone: (713)-692-6221
5200 Jensen Drive May 9, 1990 to whenever hired.
Houston, TX 77026

The training out here at the Goodwill, is vocational training. So, it is more like on-the-job training than anything, because I am being paid a small amount while working, but yet I am also getting trained at the same

time. My goals for Goodwill are
To develop job search, interviewing, and
retention skills.
To assist in vocational exploration
To develop appropriate socialization skills
To build confidence and maturity
To attend work daily and to be punctual
To learn to follow directions and rules
To learn a job skills
I started out making $0.45 per hour, now I am making
$3.80 per hour. Because of the nature that Goodwill
is, the maximum trainees can make is $3.80 per hour.
My training will terminate at Goodwill when I am
hired on with another company. The job skills I
have learned while at Goodwill are office/clerical
work and skills.

Mitchelo's Pizza, Pasta, and More
1900-A Strawberry
Pasadena, TX 77502
(713)-473-8200
SuperVisor: Mitch
May 3, 1987 to May 23, 1987

I was a kitchen helper and a bus boy. The
goals were for me to help around the kitchen
and clean and clear off the tables after people
were done eating. I had to quit so soon though,
because there simply were not enough customers to
keep me on. I was not the only person who was
laid off at the time.

SPECIAL SKILLS:

I have been working with computers now for about 13 years.
Everything I know about computers, I have basically taught
myself. However, in High School, I was in a couple of
computer classes, and in college I took a computer class.
Although I have not been in working environments with
computers, the information I have learned, I have learned
on my spare time at home. I know how to use just about
any computer system out there, and just about ALL software
If I don't know how to do something with the computer, I
can easily learn it, and generally quite quickly.

DISABILITIES:

I have a slight vision problem. I do not have that
much problems with my vision, unless I am in a very
dim lighted area, and occassionally some small
print is hard for me to read. Whatever I have
been told to do, I WILL accomplish, although some

things I might be slower at doing than others. I have problems with my asthma, and need an inhaler or my breathing machine some. Most of the time at home I use the breathing machine, but at work, I can bring an inhaler when I need it. I also have problems with allergies. Due to my allergies, my nose is stopped up 90% of the time, resulting in me breathing through my mouth most of the time. In return, it dries out my mouth and requires me to need something to drink more than normal. I will make do though, on what my working environment consists of though. The one thing I absolutely CANNOT have is anything with PEANUTS. PEANUTS or anything with PEANUTS make me severely sick.

EMERGENCY:

In case of an emergency, you can notify Mr. or Mrs. B.G. Keen at the same phone number as is listed for me, or my Dad, Mr. B.G. Keen at work (713)-644-1206.

REFERENCES:

Mr. Glen White Mrs. Peggy Bennett
3910 Ecuador 2711 Sweetgum
Pasadena, TX 77504 Pasadena, TX 77502
(713)-946-6402 (713)-946-7519
Personnel Director - City of Pasadena Secretary - TransMarine

Mrs. Juan O'Quinn Mr. John Allen
2604 Martin 2602 Sweetgum
Pasadena, TX 77502 Pasadena, TX 77502
(713)-946-3773 (713)-944-7169
Home maker NASA Technician

---

uunet!nuchat!xcluud!prk!root +---------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+---------------------------------------+

2962. GDOS/TT/TTM195 !!help!!

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 23:09:13 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <23454@know.pws.bull.com>
Source record: 233007

Up to today, I have been using an Atari TT with a PTC1426 colour monitor. Today, I switched to a TTM195 monochrome monitor and since I made the switch I have been unable to use GDOS. I was using an assign.sys per Ron Grant's instructions (with the PTC) and had no problems. So far, I have been unable to write an assign.sys file that will not bomb my TT now that I have the TTM monitor. Question, has anyone been able to use GDOS 1.1 with a TT/TTM195 combination? If so, just what the heck is needed in the assign.sys file? Can the assign.sys file be mailed to me or posted on the net PLEASE.

2963. SF314 Drive 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 23:39:07 UTC
From: stmwang@hubcap.clemson.edu
Message-ID: <1991Apr12.233907.9519@hubcap.clemson.edu>
Source record: 233015

```
Atari External Drive SF314 in exc condition - $100 + postage
DeskJet Font Cartridge TimesRoman 22706P - $ 50 + "
DeskJet Epson Cartridge - $ 35 + "

803/654-5456 (SC) Evenings
--
Sam Wang Visual Arts Clemson University stmwang@hubcap.clemson.edu
------------------------------------------------------------------------
```

2964. Re: PgC 7600 details

Newsgroup: comp.sys.atari.st
Date: 1991-04-12 23:51:29 UTC
From: plinio@turing.seas.ucla.edu
Message-ID: <2381@lee.SEAS.UCLA.EDU>
Source record: 233016

In article <12430@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu writes:
>
>The following information is from the international edition of BYTE magazine's
>March '91 issue. Back issues are available by calling BYTE at (603) 924-9281.
>
[...some parts of excerpt deleted...]
>
>It does have its advantages: it is faster than MOS and scales down better to
>submicron sizes. Also, because it is current-switching rather than voltage-
>switching, it can drive low-impedance loads like CPU pins faster than MOS can,
>bringing benefits in better CPU-memory bandwidth. PgC skirts the power con-
>sumption problem by reducing a logic transition to 0.25 volt instead of the
>standard TTL 5 volt, which reduces the energy dissipation by a factor of 400.

Sounds good, but does this mean that standard RAM chips will be
incompatible with the bipolar version of the PgC? I hope this is not
true of the other version, at least.

>----------------------------[end of excerpt]-----------------------------------
>
>For $20, this thing sounds potent, especially in combination with the Taos OS.

Pretty amazing stuff. This thing uses tricks to get seemingly impossible
cycle times from normal RAM chips. The possibility that an inexpensive
system could be built from this fast part is then far more likely. Seeing
the details also lends the product a bit more credence.

>I think Atari might be in a better position to deliver and support a marketable
>product based on the PgC chips, because of their experience with the Inmos
>transputer and Helios OS, which culminated in the ATW computer.

I'm confident of Atari's ability to create excellent hardware, and
even software, but seeking them out for the strength of their marketing
of the ATW sounds funny somewhere :-). As far as predicting what they
will do, sometimes it's easier to disbelieve their representatives about
this than to believe them. For example, if Leonard says that Atari will
never use the '040, what would this imply to you:
1) that they will use SPARC, MIPS or PgC, etc. in their next machine
and port TOS/GEM to it.
2) they are simply going to discontinue the ST/TT line.
3) they are going to use the 040 anyway but don't want to tell you now
so you won't put off buying a TT.

Thanks for posting an interesting article that a lot of us would
not ordinarily have access to. We may never see an Atari product out
of this, but at least you have helped to establish the PgC as a credible

option ($20 for 160MIPS still sounds a bit off the far end, though).

plin
--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
Is this the TV news? I thought I was watching a soap opera!

2965. Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 00:08:51 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Apr13.000851.12481@kcbbs.gen.nz>
Source record: 233239

Users wishing to contact Z*NET International on-line magazine please
feel free to drop mail to me and I will forward it to the right department.

Email to : Jon_Clarke@kcbbs.gen.nz Z*Net International NZ

First request :

Do you the readers of this news group want to ZNET International posted
to here. It is on average about 40k in length and would be posted weekly
from this site. I will need a majority desision on this please. All
votes to - Jon_Clarke@kcbbs.gen.nz

What is Z*NET INTERNATIONAL. The most up-to-date on-line magazne dealing
with Atari computers. You may have seen many of the articles on the
net over the last few years quoted from "ZNET or ZMag". Up till now
ZNET has not posted directly to net . rather it has been available on
ANON FTP and other bbs's and onine services world wide.

Thanks for your time.

- Jon_Clarke@kcbbs.gen.nz Z*Net International On-Line Magazine.

2966. Re: GDOS/TT/TTM195 !!help!!

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 02:40:29 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Apr13.024029.1811@cs.ucla.edu>
Source record: 233018

In article <23454@know.pws.bull.com> CSULLOGG@CRL.AECL.CA writes:
>Up to today, I have been using an Atari TT with a PTC1426 colour monitor.
>Today, I switched to a TTM195 monochrome monitor and since I made the
>switch I have been unable to use GDOS.
[more description deleted]

One thing that may cause your problem is that if GDOS runs and there's no
entry for the resolution it's running in in your assign.sys file, it bombs.
There should be entries for devices 5-9 as well as 1-4. You can copy the
font and driver setup from your entry for device 4 to devices 5-9.

5p screen.sys
list of fonts
6p screen.sys
list of fonts
7p screen.sys
list of fonts

etc.

Hope this helps! My G-Print application's installer doesn't do this so
I found out about it recently (as you can imagine).

Since you have GDOS, you might want to try out the G-Print demo. It's on
atari.archive under gprnt_dmo.arc. I'll post a message about it soon (there's
a new version).

--Steve
--
Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2967. Track-balls for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 03:49:03 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <9104130349.AA02605@cwns10.INS.CWRU.Edu>
Source record: 233020

Hi,
I'm selling genuine Atari Trak-balls for the Atari ST and the Amiga.
They are the CX80 model and are superior to the original 2600 model that
preceded it. The cost for the trackballs are as follows:

$25 for standard trak-ball
$35 for standard trak-ball with right button and 6 foot long
cord

These trackballs work exactly as the mouse. They are also subject to
availability. Postage and handling are extra, I haven't figured out what
it is yet, I'll let you all know.

Send me mail is you are interested.

--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue"
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.edu

2968. SCSI HD for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 03:58:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr13.035800.7144@ecst.csuchico.edu>
Source record: 233019
Cross-posted to:
comp.sys.atari.st,comp.sys.amiga.marketplace,misc.forsale.computers,ba.market.computers,comp.sys.mac.wanted

Seagate 157N-1, 49meg, 28ms hard drive for sale. Flawless performance. $250

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2969. 20MB SCSI Hard Drive For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 06:09:46 UTC
From: spworley@athena.mit.edu
Message-ID: <1991Apr13.060946.22449@athena.mit.edu>
Source record: 233010
Cross-posted to:
comp.sys.atari.st,comp.sys.amiga.marketplace,misc.forsale.computers,ba.market.computers,comp.sys.mac.wanted

I have a 20MB Seagate 125N SCSI hard drive that I outgrew. It's given me flawless performance, I just needed more storage. I'm asking for $125 for it- I'll pay shipping, and even throw in power and SCSI cables.

Reply by E-mail.

-Steve

Steve Worley spworley@athena.mit.edu

2970. TT hard disk chaining

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 17:03:04 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr13.124305.11030@mailer.cc.fsu.edu>
Source record: 233024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a buddy who just got a TT. He wishes to connect his 80mb Supra to the machine (which already has a HD), thus having access to both drives. He did this by plugging the Supra into the DMA socket on the back of the machine. The internal hard disk uses the Atari HD software, and is at SCSI 0 (thus is the boot drive). His Supra is set at SCSI 1.

Problem: The machine sees the Supra, it parks it when park.prg is run, and it can reformat it, but the desktop cannot see the partitions. He tries to install icons for the partitions, and cannot do so.

Does anyone know of something obvious he could be doing wrong (dealing specifically with the TT and the Atari Software)? I have never worked with the Atari HD software, are there any quirks he/I should know about?

Thanks in advance.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2971. Looking for these Abacus Books...

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 17:09:30 UTC
From: jbernat@bgsuvax.bgsu.edu
Message-ID: <7320@bgsuvax.bgsu.edu>
Source record: 233021
Cross-posted to: misc.wanted,comp.sys.atari.st,misc.forsale.computers

A friend and I still need the following three books to complete
our Abacus Libraries:

ST Internals
GEM Programmer's Reference
Graphics and Sound

We are willing to pay $8.00 plus UPS shipping for each book.
If you have 2 copies of any of the above books, please say so.
We would like to minimize the number of our transactions.

Thanks.

- -

Jim Bernatowicz | Berni's First Law of Common Sense:
jbernat@andy.bgsu.edu |
jbernat@bgsuvax.uucp | Everything is found in the last place one looks.

2972. Re: ZEST [really EMULA]

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 18:43:25 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr13.184325.18725@oz.plymouth.edu>
Source record: 233023

In article <2901@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Thank you for my smile of the day!
>
>> One word about EMULA, make sure you put this on a floppy AUTO folder
>>not your Hard drive, it does some funky stuff that will probably conflict
>>with other AUTOboot prgs and perhaps fry your Hard Drive.
>
>>Have Fun!!!
>
>Yeah, right. This is what I call quality software. Can't wait to run THIS
>program in my AUTO folder! Does anybody else consider this offhand caveat
>funny?

Dear Mr. Pratt,

If you don't want to use it don't. Some of us don't have both a color
and a monochrome monitor, but have fun checking out neat little software
packages that run on the other moni (EMULA goes both ways). Therefore, when
I used EMULA and it actually worked with most applications (other moni emus
don't work with much) I was quite impressed and though perhaps someone else
might benefit from using it. In making the note about floppy disks I was only
trying to save someone from what MIGHT happen, I never said for sure that it
would. In fact if you use Superboot it would probably be just fine because
you could shut it off on the next boot if it didn't work the first time.

~S

--
\/\/\/

2973. Re: Project management software

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 19:18:51 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr13.191851.4716@abode.wciu.edu>
Source record: 233022

In article <jhm.671384090@nixtdc> jhm@snitor.UUCP (John H. McMullen) writes:
>Can someone recommend any project management software for the ST?
>I need something that does gantt (I'm not sure of that spelling) and pert
>charts. Any other goodies to bamboozle clients with are a bonus.
>
>(I doubt it matters, but...) I'm using a vanilla 1040ST, meagre 20 meg
>disk, 24-pin Raven printer.
>
>Post if you think it's of general interest.
>
>Thanks muchly,
>John McMullen
>--
>John McMullen
>jhm@snitor.UUCP or Siemens Nixdorf Information Systems
>jhmcmullen@watyew.waterloo.edu 2235 Sheppard Ave., Willowdale
>(which forwards to jhm@snitor) Ontario M2J 5B5

Hi John,
The only project management software for the Atari ST's that
I know of (granted there could be more!) is a program called Critical Path.
Although the name of the publisher escapes me right at the moment; you should
able to get through either a local Atari dealer or mail order. Bye.......

Luis

--
"""""""

2974. PORTABLE ADDICTION # 00

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 19:31:59 UTC
From: a15@nikhefh.nikhef.nl
Message-ID: <1204@nikhefh.nikhef.nl>
Source record: 233026
Cross-posted to: rec.games.video,comp.sys.atari.st

PORTABLE ADDICTION Issue #00 April 15 by Tjerk Heymens Visser and Yiri Kohl
The newsletter for the Atari Lynx and the Atari Portfolio

Welcome to this very first issue of Portable Addiction. This issue is just a test issue, so if you find this newsletter interesting, please send us a message.
This is a monthly newsletter for both Portfolio and Lynx users. We will try to cover all the new software that is beeing released for both machines, but we are also planning to do tips, previews, news and a letter page. to test all newly released software for the Lynx, we have made a nice little deal with the local Fun Tronics store. They are now officially supporting us. On the Portfolio front we have a PC expert. He calls most BBS' every day, so if new Portfolio software is released, you'll be the first one to know.

Y.T.Kohl
Editorial assistant

ALL THE LATEST NEWS...(AND GOSSIP)

The NEC TurboExpress will not be released in Europe. This is done because the Lynx is far more popular over here, and because the PC Engine never made it to Europe! This means that here, in Europe, NEC is out of the race and the Lynx has won again!!! Hurrah!!!!

More and more shop's are selling the Lynx in Holland, the shop's that are selling the Game Boy are now selling the Lynx along with it.It will not be long untill the Lynx will have won definately (The price has already dropped from HLF 500 to HLF 300, the Lynx II will be HLF 200)

A Portfolio II is in production. The only thing we know about it is that it will be an improved version of the old model. More info when we have it.

Release dates for the Lynx II have yet to be set(for Europe), but we expect to see it in England this Christmas, and early 1992 in the rest of Europe. In the US it has already been released, at $99,-.

Here follows a list of the Lynx games currently available. if a game is not yet for sale at your local dealer, you know that the game is on it's way. Here comes:

California Games Rampage
Chip's Challenge Klax
Zarlor Mercenary Gates of Zendocon
Xenophobe Electrocop

Gauntlet III Blue Lightning
Slime World Paperboy
Road Blasters Ms.Pacman
Rygar Shanghai
RoboSquash

RoboSquash - LYNX Review - OUT NOW

Remember PONG? No? Well, think back, about ten years back. Pong, a game where you slide your bat to the left and to the right to catch a bal, which then bounces away the blocks above.
RoboSquash is exactly the same, except for some gameplay enhancements, and the addition of an extra demention. In other words, RoboSquash is 3-D Pong with power-ups. You can play against the computer, or challenge a friend.
The latter is the only thing that makes RoboSquash reach the AVERAGE accolade.
And this is indeed a very average game, almost below average.
PONG was great when it was released.... in the beginning of the '80s! But please, leave these games in the decade where they were born! Get real! it's 1991 and an improved version of Pong is just not enough to keep today's gameplayers happy!

Graphics _6 : Simple but functional
Sound _3 : Sound hasn't improved much since Pong!!!
Playability _7 : Quite playable at first
Lastability _4 : After a few goes inerest starts to wane
Overall _5 : A pathetic attempt at resurrecting an ancient game

Blue Lightning - LYNX review - OUT FOR A LONG TIME

Blue Lightning is out since the beginning of the Lynx, it's a good flight-simulator and demonstrates the great scaling features of the Lynx.
The game play is good (very fast play), but it does not really stand out from the other flight simulators. There are nine missions, each with a different goal like attacking radar bases, nightflights and dogflights.
There is no music, but who wants to hear music, you're supposed to be flying an airplane, the only sound you hear are those of the plane and your gun.
Overall it's quite nice (graphics are stunning), but it's adviced to buy it at a reduced price, unless you really want it.

Graphics _8 : Beautyfull, detailled and fast
Sound _6 : No music but it does not bore
Playability _7 : Game play is very good/fast
Lastability _7 : Missions are just right (not to easy and not so hard so you give up
Overall _7 : Great, one of the nicest simulators I've ever seen

SWAPPING SERVICE

Here follows a list of games that are for sale, if you want to buy or sell games please mail to the address below (please state your address when you place

an add, your address will be printed too).

FOR SALE: Gauntlet III
Rygar
Xenophobe

These games cost $18,- including postage and packing, if someone
wants to TRADE them for NINJA GAIDEN or BLUE LIGHTNING that's ok.
All our games are brandnew and are beeing legaly imported!

Internet-address: a15@nikhefh.nikhef.nl

GAMING TIPS

Chip's Challenge
The code for level 144 is GVXQ. also worth a try if you are a maths freak,
is the code MAND. This will enter the hidden Mandelbrot explorer.
A tip on using it: all buttons have a function!

Xenophobe
The Poofer gun is the most powerfull. it may have a very short range,but if
you want to survive till the very last level, give it a try!

Zarlor Mercenary - a players guide:
At the start of the first level you'll find a laser, an auto fire and speed.
To destroy the most aliens you must put the palm of your hand on the lowest A-
button and press the B-button with your thumb, so you shoot your cannons and
laser at the same time (autofire is needed).

End of level guardians:
The first and second guardians are easy, just keep moving to avoid the bullets
(and lasers on, level 2) and don't stop shooting.
On level 3 there are 3 end of level guardians, just keep flying above the
center, so you can't be hit by the lasers, you'll be hit by all the mines and
bullets but if you use mega bombs you'll make it through.
On level 4 you must shoot all the balls first (watch out, when they explode
they will shoot one bomb at you) after you've done that you must shoot the
big ball in the center, there will be about ten ships coming out of it (mega-
bomb is adviced). Level 5 is not special, just shoot it and watch out for the
alien ships that fly around. Use all your megabombs on the last end of level
monster, when it still lives use your laser, so you can hit it any time you
like.

Shopping:
Buy whatever you need, if you have money left, use it to buy extra things on
the first 3 levels. Sell every thing you don't need after level 5, that's
where you make the most profit.

My high-score is 3,56 million Zarbits (Supreme Mercenary).

PORTFOLIO

This month only a small section, but we will have large reviews next month.

A hot item to look out for is the harddisk for the portfolio. This 20 MB harddisk is about 1cm high and easily clicks under the portfolio itself. this makes the portfolio about 2cm high, but it doesn't make it any bigger. The only problem with this item is the fact that it runs on batteries. the harddisk does make the storage capacity of the portfolio quite large,and therefore makes it more like a PC.
If you just love small machinery, you'll love this harddisk, but we doubt it very much if normal people will really find this thing worth the bucks.

Here's some hot news for programming freaks!!! A basic has just been released for the portfolio. PBasic, as it's called, is saved in compressed, downloadable form on CIS and GEnie, in a file called PBas1.zip. You'll need the archiving tool called zip to unzip the file first. To order PBasic 3.0 on RAM card (if you don't have access to a PC), send a RAM card of 64K or bigger size, and a self-addressed stamped mailer for return posting to the following address:

BJ Gleason
The American University
CSIS
4400 Massachusetts Ave. N.W.
Washington D.C. 20016

We'll have a full review on it next month. All I'll tell you now is that PBasic is compatible with Quickbasic, so that means that you can now program while on the run!!! Mega great!!! There are also some extra portfolio-only commands!! Just wait one month and you'll hear all about it!!

P.S. There is also a Basic in production made by Atari self (this will not be a public domain basic!).

Well that's all for this month. If you have any suggestions or tips for improvements in this newsletter, just mail us.

Yiri and Tjerk.

(P.S. If you want to join us you're welcome)

Bye.

a15@nikhefh.nikhef.nl
Yiri Kohl and Tjerk Heijmens Visser
c/o Peter Heijmens Visser
National Institute for Nuclear Physics
and High Energy Physics (NIKHEF-H)
Computer Department
Postbox 41882
1009 DB Amsterdam - Netherlands.
.

2975. BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-13 21:27:34 UTC
From: root@prk.UUCP
Message-ID: <Nk6c11w164w@prk.UUCP>
Source record: 233035
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

I am in the process of getting either an Atari 8-bit, an Atari ST, or an Apple // system to run my BBS on. I have decided to go this route rather than upgrading for it is much cheaper. However, I do realize the consequences of going with these older out dated computer systems. Can someone tell me which is the best BBS program for each one of these computer systems, and which setup (hardware wise) would be best to use. I would appreciate it very much. I pretty much know on most of the setups what is required, but would like to know more and would also like some Sysops opinions on the different BBS packages if possible. Phillip Keen

---

uunet!nuchat!xcluud!prk!root +--------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+--------------------------------------+

2976. Spectre customized keyboard maps

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 00:30:47 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr14.003047.22760@santra.uucp>
Source record: 233034

Hi there!

I have a major problem with Spectre:

I made a customized keyboard map for finnish keyboard, named
it DEFAULT.KEY and saved it to the same level with SPECTRE.PRG.
There is a copy of it at the ETC-folder also. All this is located
to my D: harddisk in a folder named SPECTRE. I launch my Spectre
from a SPECTRE.PRG icon located at the NeoDesk desktop.

First time I started with this keyboard map, the keyboard in
Mac-mode was all mixed up. The "Keyboard" -accessory does not
show the numeric keypad, it shows the old Mac Plus keyboard
with no keypad instead. The bottom line having Z, X, C,... etc.
has shifted to the left by one key, so if I press N, I got B etc.
And there is no space bar and almost all special keys, including
the space bar, act like RETURN.
The keyboard was ok (until I made this .KEY),
except </> and '/* keys were switched (the " ' " and " * " came
from lower left corner and " < " came from left to the Backspace),
so I tried to fix this, because I use these keys a lot.
After I made this .KEY file, it went mixed.
I also removed all files affecting to the keyboard layout from
my Mac system folder, and zeroed the settings for keyboard.

I tried to restore the situation before this, but no success.
No matter what I do, the keyboard stays mixed up.

So, please give me instructions how this .KEY file becomes activated,
what are the required operations/files/paths in ST-mode, and what
are the required settings/files in Mac mode.

The keyboard my ST has is the Swedish keyboard (it is the official
one in Finland too).

Jartsu

* *
* Nothing yet, but I'll keep on scanning... *
* ^^ *

2977. Re: Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 01:05:07 UTC
From: Bill_Moore@mindlink.UUCP
Message-ID: <5483@mindlink.UUCP>
Source record: 233170

I agree. ZNET is available in a number of different places. Let us
not waste bandwidth posting it here.
...bill

2978. Re: Jam Packer (latest version?!?)

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 03:06:25 UTC
From: 781105@sheoak.bcae.oz
Message-ID: <729@sheoak.bcae.oz>
Source record: 233032

In article <1991Mar31.225957.10098@colorado.edu> millert@tramp.colorado.edu (MILLER TODD C) writes:
>Does anyone know what the latest version of Jam Packer is and where to get it?
>The latest I've seen is 3.0 pre-release version, but it doesn't seem to like
>some of my .prgs
>

The last release of the Jam Packer was V3.0 pre-release. This may sound contradictory, but V3 is such an improvement over V2 (even with a few bugs and no docs) that we had to release it.

There should be a new version along in a few months, but we both have very little free time at the moment.

To speed the release of the "real" V3.0 we would greatly appreciate receiving any bug reports on V3.0 pre-release. Particularly, what programs it doesn't work with, and how it fails. Indication of problems with the interface would also be appreciated.

T. Knipe
781105@sheoak.bcae.oz

2979. new uploads at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 04:58:36 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <11690@jarthur.Claremont.EDU>
Source record: 233033

I uploaded some dvi printer drivers for 24-pin printers. I had a hard time finding these, and finally found the drivers in Germany, so I thought I'd put them on atari.archive. The directions are in German, and I can't read German, but I got it to work by just unlzhing all the font files it creates in the directories it created. You need to unlzh it with an unlzh'r that knows about directories. I never figured out what the install program does. The files are:
24pin1.lzh
24pin2.lzh
and should be in atari/newitems on atari.archive.umich.edu

Now, a couple questions. About a month ago, someone mentioned a screen saver/mouse doubler from the makers of hotwire called hotsomething and said that they uploaded it to atari.archive, but I haven't seen it show up. Also, superboot 6.0 was posted, along with the sbsounds file, but the utilies archive file mentioned in the documentation hasn't shown up at atari.archive. Does anyone know about either of these, and if so, could you upload them to atari.archive?

Dan
dcrevier@jarthur.claremont.edu

2980. Re: Atari cpu evolution

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 05:00:46 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671694059.0@egsgate.FidoNet.Org>
Source record: 233027

Shiraz Shivji left a while ago. Leonard Tramiel (I don't know if he is head of R & D or not) has less authority than Alwin Stumph. If Alwin thinks that the TT should have a 68040, then he will convince Jack and the R & D team. I very much doubt what Leonard said. I think that eventually, Atari will be forced to use the 040. They cannot wait for the 050. They should not go to Intel because of architecture inferiority and incompatibility with their Motorla 68k line. The could and are going RISC. Atari U.K is developing a RISC computer. But I still think there will be a need for an 040 to bridge the gap.

S.S.

2981. TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 05:14:56 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671694059.1@egsgate.FidoNet.Org>
Source record: 233028

Pagestream 2.1 will be out soon and will support the TT fully. Unix V for the TT will be out by summer. As for IBM emulators, there is a software emulator (that is supposed to give about 10-12 Mhz AT performance) is being developed for the TT and will be available to users of the TT free of charge and will be bundled with all TT's thereafter. Now that is the deal in Canada. I don't know about the U.S.

S.S.

2982. STE Products

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 05:23:44 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671694059.2@egsgate.FidoNet.Org>
Source record: 233029

Well, I just bought a Mega STE. I know of TCB Tracker which is a 4 channel stereo (uses STE DMA) sampler. There is Quartet 1.5 There are some PD sound file players. There is Wrath of Death, Wrath of the Demon, I am not sure about Future Wars, White Water something or rather and some other demos that are very impressive. Oh, Deluxe Paint uses the 4096 colour pallete, so does Atari's new Hyperpaint 2.0, the Lexicor 4 graphics packages, some Tennis game of some sort and many others that I don't remember now.

S.S.

2983. Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 05:28:04 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671694059.3@egsgate.FidoNet.Org>
Source record: 233030

I just purchased an Atari Mega STE 1 without a hard disk for $925 Canadian from a dealer here in Toronto. I love the machine and highly reccommend it. I plan to put in a nice 105 Mb SCSI Quantum hard disk later on. The new OS is nice, and so is the new control panel. The machine is fast in 16 Mhz with cache mode, very fast. Compatibility in 8 Mhz mode is excellent. HRAMDISK and some demos are the only programs that have not run on it so far. TCB Cuddly Demo was one of them (very much a surprise to me). In 16 Mhz mode with cache, most games don't run. Many productivity programs run, but I have not used all my programs yet. Atari is providing 1.44 Mb upgrades soon which should be nice.

S.S.

2984. GIF on ST/STE

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 05:31:42 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <671694059.4@egsgate.FidoNet.Org>
Source record: 233031

There is a new program called DMJ_GIF.??? that will do a great job of converting GIFs that are especially high resolution like 640x400 and 640x480. The best converter around, even better than GIFSPC. But, with this comes a catch. Speed, this program takes three to four times as long as GIFSPC to convert a picture that is 640x480x256. I tried converting a pic in 16 Mhz with cache mode and could not tell the difference. But that is because I have only converted one picture on it before! I must try the same pic with and without the acceleration. Oh, the reason I mention that is because I am using a Mega STE 1. For all you MSTE owners.

S.S.

2985. Re: smail on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 07:13:06 UTC
From: darius@edm.isac.CA
Message-ID: <1991Apr14.071306.3889@edm.isac.CA>
Source record: 233192

In article <A1373836938@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1991Apr09.184253.5423@edm.isac.CA>,
> darius@edm.isac.CA (Darius S. Naqvi) writes ...]
>
>> Is this the Smail that we all know and love that runs on UNIX boxes,
>> i.e. the mail delivery agent? If it is, then it's covered by the GNU
>> copyleft, so any version should be freely distributable.
>
>The program is Smail 2.5, originally by Christopher Seiwald. It accepts
>data from standard input, processes the headers as necessary, looks up a
>mailpath, and pipes the result to either a local delivery agent (lmail) or
>to uux for execution of rmail on a remote machine.
>
>The Smail source code that I have bears neither copyright nor copyleft.
>Smail 3.x, which is a different program entirely, may be covered by the
>GNU agreement. I don't know.
>
Information in the files README-3.1.19 and COPYING from the
distribution for smail 3.1.19 names Landon Curt Noll and Ronald S.
Karr as the authors, and places it under the GNU General Public
License, which more or less says that all versions based on this version
are free and must be distributed with source code, with no charge
other than a nominal charge for making copies. (This is what I was
talking about when I mentioned the ``GNU Copyleft''.)

Possibly what happened is that the above two people took smail 2.5 (or
some other version) and modified it a lot, and then placed the whole
thing under the Gnu Copyleft.

>
>> I'd be interested in using this as the mail delivery agent when
>> running MINIX, as soon as I get UUCP for MINIX working properly.
>
>I think that for Minix you should compile the standard Unix Smail.
>

Assuming that my guess above is correct, that would be a good idea.
I like smail 3.1.19, but it would probably take up too many resources
for minix (i.e., ram, disk space, cpu cycles). If smail 2.5 is more
or less the same thing with fewer features (hence smaller, less cpu
intensive, etc.) it would be worth a try. The only problem is that I
assume that any archive sites with UNIX smail will have the latest 3.x
version. Where could I get the standard UNIX smail v2.5, i.e., the
version that was modified for TOS *minus* all the modifications?

>----
> Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
> INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
> GEnie: S.YELVINGTO2 Delphi: YELVINGTON

--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. uucp:{uunet,alberta}!ncc!isagate!darius
Edmonton, Alberta, Canada phone:(403) 420-8081

2986. from Dave Small ...

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 08:18:14 UTC
From: dsmall@well.sf.ca.us
Message-ID: <24197@well.sf.ca.us>
Source record: 233042

Many people I met at CEbit '91 requested me to post into here my
net address; please "follow back" the routing this message took to
get to you to find the way to my signon here at dsmall@well.sf.ca.us ...

Apparently I overwhelmed the email capacity of my signon on
the Well at 256K bytes while in Germany; many messages bounced, all of those
during March. I apologize; I was on vacation, and did not know the Well
imposed Email limits. (It's just as well; you pay for space above a certain
amount).

While I'm making an attempt to support users here, it's difficult;
many messages "bounce" when I try to reply, and I haven't the foggiest notion
why. ("unknown system ID? hunh?") I put most of the effort into supporting
questions on comp.sys.atari.st simply because about 50% of my email replies
bounce back to me and never reach their destination, whereas atari.st makes
it there.

During times of heavy software development or colicky children I'll
periodically "miss" here; it'll happen. I apologize in advance, but I'll try.
For instance, it's currently 2 AM here, and I'm due to visit my mother in law
tomorrow.. *gack*..

In response to the 1.44 mbyte question, I have no idea how a 1.44 meg
drive could work; we have no, zero, zip software support in it in Spectre
3.0.
Perhaps Apple installs a device driver for Apple File Exchange? You got me.
The step rate can be altered if you go after Spectre with something like
MacsBug or TMon, which are becoming available in Spectre compatible
versions. In the meantime, until Atari or someone sets a high density
standard, we don't know what to do -- support 78 different boards and
controllers? Support thr few 1772's that work at high speed? I don't know.
We did reserve shift F1 and shift F2 for mounting high density, but that's
it; there is -no- code "hooked in" to those keys right now.

In response to the 68030 question, the 68030 SST is coming along quite
nicely. We're doing final tuning of the "George Memory Unit" controller,
software compatibility testing, and entering Beta testing phase. We've toyed
with 50 Mhz, but the overall system gives better throughput at 33 Mhz due to
burst mode being available at that speed, so we'll probably "top end" right
now
at 33.
The performance is still quite interesting; I'll post some Q-Index
benchmarks
(or dhrystones, whatever ...) as soon as we get the boards "cast in concrete"
to
what people will be getting. That should occur within this week; we wanted

to test at 50 Mhz due to many requests at CeBIT.

As always, if UseNet mail doesn't get through (likely), our fax
is at (303) 791-0253, and has a patient, attentive manner.

Sorry for the length of the message; lots to cover.

Dave Small / Gadgets by Small / Hey, it's my birthday

2987. who can fix this in U.K. ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 11:46:25 UTC
From: leroux@sievax.enet.dec.com
Message-ID: <363@uninet.vbo.dec.com>
Source record: 233036

Yesterday, after having loaded a new disk, my son lost the control of his
Atari 512 STe . We cannot input anything from the keyboard or the mouse.
Disk drive is functioning normally. This is a brand new computer serial number
A10AA 3043174. We reset the ST and the problem remains. We can do nothing.

This looks like a virus problem. I am resident in U.K.. Do you know who I can be
in touch with in order to fix this problem?

Thanks & Regards

Yves

2988. Help with MiNT/MGR - I'm confused!!

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 14:20:35 UTC
From: bill@sugaree.uu.net
Message-ID: <74.28086533@sugaree.uu.net>
Source record: 233155

hi,

I am in need of help with MiNT and MGR. I know that they will work on
my system configuration meets the minimum requirements - I have a 520ST with
2.5 meg and a 30 meg hard drive. I down-loaded the two of them from GENIE,
(which, by the way took forever even at 2400 baud), and am having trouble
getting MiNT/MGR to operate correctly.

Okay, here's the root of the problem... I can get both MiNT and MGR to
start, but each time I try to open a window in MGR I get this "Cannot
get pty" - quite frankly I have no idea what this means and have no
way of finding out. The documentation that came with the two sucks and does
not offer any real information. Heres my second problem; I cannot figure
out way the commands that tell MGR/MiNT where to find its own programs to
work, Ex: "make mgr INSROOT=<directory info> TARGET=<directory info> install"

What I am looking for are clear, simple instructions for setting up and
using MiNT and MGR on an Atari, because I couldn't get what I needed from
the existing docs (thought they were cryptic).

If anyone out there is willing to help, you have my thanks in advance.

P.S. PLEASE NO FLAMING - I'm only looking for alittle help.

Bill

2989. Re: .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 18:33:28 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr14.143328.24713@mailer.cc.fsu.edu>
Source record: 233038

In article <1991Apr11.144434.1285@isc.rit.edu>, drp9500@isc.rit.edu (D.R. Paradis)
writes:
>In article <1991Apr10.204434.24785@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>>In article <1991Apr10.233352.18903@terminator.cc.umich.edu>,
weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>>>In article <10058@mentor.cc.purdue.edu> youngmw@mentor.cc.purdue.edu (Michael) writes:
>>>>I just downloaded the two new tcb demos from atari.archive.
>>>>When I unarc them I find that they have a .reb extender!?
>>>>What is this and how do I use them?
>>>
>>>Prorebel is a coprighted program, thus it is absent from the archive. If
>>>anyone has a more widely known copier that will work similarly, please
>>>let me know.
>>
>>Actually an illegal hacked front end for several versions of the commercial
>>product ProCopy.
>>
>
>ERRR - The version of ProRebel I used is a hacked version of A-Copy
> v. 1.2L
> Enough people wanted this demo up there, and this was the ONLY program
>that would copy it into file form I decided to take a chance.
>

Whoops! You are correct that ProRebel is a hacked ACopy, but it is also an
illegal product. The one which I was describing is called ProGem, and is also
an illegal product. Both have their origins within the Pirate subculture.
They are both quite similar: They combine different versions of the same
copy program under a common front end. They both allow one to create a file
containing both the data and copy protection info from a disk. These files
are then arced or lzhed and uploaded to boards.

Sorry about the errata. I do not question your use of the program, I just
wanted to make sure you knew where it originated.

Incidentally, the reason that several versions of the same copy program are
desired is kind of weird (at least unique to the ST, to my knowledge).
Basically, if you have version 1.1 of some copy program, it can copy some
set X of programs. If you get 1.2, it can copy some set Y of programs.
However, even though 1.2 is newer, it is not generally true that X is
contained within Y. That is, the older one will copy some stuff that the
newer one cannot?!? Strange, as you would think that the newer versions
would only add capability . . .

```
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------
```

2990. Mac Rom availability

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 18:40:30 UTC
From: weber@cobber.cord.edu
Message-ID: <1991Apr14.184030.3697@cobber.cord.edu>
Source record: 233037

I am looking for a source for the Mac 128k system roms. If anyone has information about where I could buy them, I would appreciate the information.

Mike Weber at Weber@cobber.cord.edu

2991. GEM --> GDOS font conversion

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 18:46:39 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <154@daily-planet.concordia.ca>
Source record: 233039

Hello,

Does anyone on the net know of a utility which would allow me to
convert a bunch of GEM (*.FED) fonts to GDOS format? I use Uniterm V2.0e 011
and it seems that it's font converter (MAKE_UFT.TTP) accepts only GDOS fonts.

Please reply by e-mail or followup (I read this group almost every day!)

Thank-you.
--
--
OO OO Agostino Deligia
O O O Systems Architecture
O O O Concordia University, Montreal (Canada)
O OOOO agostino@concour.cs.concordia.ca

2992. help with TT/GDOS/TTM195 setup

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 19:07:11 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <23517@know.pws.bull.com>
Source record: 233040

For about 2 months, I have been using the following assign.sys file with my TT and a PTC1426 colour monitor. When I switched to a TTM195 mono monitor, I could no longer boot my system with GDOS (a screen message would say that GDOS 1.1 was resident but 2 bombs would appear during the desk accessory loading step). I tried rewritting the assign.sys file dozens of ways (see the example at the end of this posting) but the system still crashes. What the heck do I have to have in my assign.sys file to get GDOS to load properly?

For netland information, YES, all the drivers and fonts ARE in the path specified by the path statement! The fonts (except metafonts) and drivers are from my Timeworks DTP software. The metafonts are from my LDW software. Crashes occur even when I strip all AUTO programs out except GDOS and when all accessories are inactivated. Crashes occur whether or not NEOLOAD is run from the AUTO folder.

If I do run NEOLOAD, when the system crashes I get the following diagnostic page:

A bus error occurred (2 bombs)

d0:00000000 a0:21FC0000
d1:00058E62 a1:00E37F00
d2:00000000 a2:0005A0F0
d3:00000001 a3:000031A2
d4:00000000 a4:000059E4
d5:00000000 a5:00E00EF2
d6:00000000 a6:0000BC4A
d7:00000000 a7:0000BBE2

ssp:0000BBE2
usp:0003DE2E
instr:FFFFB008
sr: 16EE = {t:0 s:0 interrupt:110 x:0 n:1 z:1 v:1 c:0}
pc:076D66F2

Does anyone know what to do??????? I need an answer a.s.a.p. because U have drawings to complete with EASYDRAW.

== the following is the assign.sys that worked with the PTC1426 =====

;HPLJ II @ 300dpi + LDW Metafonts
path = c:\gemsys
01p screen.sys ; DEFAULT
02p screen.sys ; LOW RES
03p screen.sys ; MED RES
04p screen.sys ; HI RES

```
shss03as.fnt
shss05as.fnt
shss06as.fnt
shss07as.fnt
shss10as.fnt
shss12as.fnt
shss14as.fnt
shss18as.fnt
shss24as.fnt
shss36as.fnt
shtr07as.fnt
shtr10as.fnt
shtr14as.fnt
shtr18as.fnt
shtr36as.fnt
shrk10as.fnt
shrk18as.fnt
shrk36as.fnt
shra09as.fnt
shra18as.fnt
shra36as.fnt
shdl10c.fnt
shdl18c.fnt
shdl36c.fnt
shma09as.fnt
shma18as.fnt
shma36as.fnt
shdb07.fnt
shdb10.fnt
shdb14.fnt
shdb18.fnt
shdb36.fnt
05p screen.sys
06p screen.sys
shss03as.fnt
shss05as.fnt
shss06as.fnt
shss07as.fnt
shss10as.fnt
shss12as.fnt
shss14as.fnt
shss18as.fnt
shss24as.fnt
shss36as.fnt
shtr07as.fnt
shtr10as.fnt
shtr14as.fnt
shtr18as.fnt
shtr36as.fnt
shrk10as.fnt
```

```
shrk18as.fnt
shrk36as.fnt
shra09as.fnt
shra18as.fnt
shra36as.fnt
shdl10c.fnt
shdl18c.fnt
shdl36c.fnt
shma09as.fnt
shma18as.fnt
shma36as.fnt
shdb07.fnt
shdb10.fnt
shdb14.fnt
shdb18.fnt
shdb36.fnt
07p screen.sys
shss03as.fnt
shss05as.fnt
shss06as.fnt
shss07as.fnt
shss10as.fnt
shss12as.fnt
shss14as.fnt
shss18as.fnt
shss24as.fnt
shss36as.fnt
shtr07as.fnt
shtr10as.fnt
shtr14as.fnt
shtr18as.fnt
shtr36as.fnt
shrk10as.fnt
shrk18as.fnt
shrk36as.fnt
shra09as.fnt
shra18as.fnt
shra36as.fnt
shdl18c.fnt
shdl36c.fnt
shma09as.fnt
shma18as.fnt
shma36as.fnt
shdb07.fnt
shdb10.fnt
shdb14.fnt
shdb18.fnt
shdb36.fnt
21 HPLJII.sys
;Printer is HP Laserjet 2 @300dpi
```

```
lpss06as.fnt
lpss08as.fnt
lpss10as.fnt
lpss12as.fnt
lpss14as.fnt
lpss18as.fnt
lptr06as.fnt
lptr08as.fnt
lptr10as.fnt
lptr12as.fnt
lptr14as.fnt
lptr18as.fnt
lprk10as.fnt
lprk18as.fnt
lpra09as.fnt
lpra18as.fnt
lpdl10c.fnt
lpdl18c.fnt
lpma12as.fnt
lpma18as.fnt
lpdb07.fnt
lpdb10.fnt
lpdb14.fnt
lpdb18.fnt
31 meta.sys
;metafonts for metafiles
attr10mf.fnt
attr12mf.fnt
attr18mf.fnt
attr24mf.fnt
attp10mf.fnt
atss10mf.fnt
atss12mf.fnt
atss18mf.fnt
atss24mf.fnt

=========================================================================
The next file is my last attempt at rewriting the assign.sys file. It,
like all the other versions, did not work. HELP!!!!!
=========================================================================
path = c:\gemsys.804
01p screen.sys
02p screen.sys
03p screen.sys
04p screen.sys
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
05p screen.sys
06p screen.sys
```

```
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
07p screen.sys
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
21 slm804.sys
ATTR10LS.FNT
ATTR12LS.FNT
ATTR18LS.FNT
31 meta.sys
ATTR10MF.FNT
ATTR12MF.FNT
ATTR18MF.FNT
```

2993. New uploads to atari.archive.

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 21:15:54 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr14.211554.18149@ecst.csuchico.edu>
Source record: 233043

```
The following files were sent to atari.archive.

19840 fcalc25.lzh - Financial calculator with GEM interface.
3072 muzak.lzh - Plays a tune in the background.
7009 panic.lzh - Shoot-em up. No docs. Works in all resolutions.
60416 sb_other.lzh - Some utilities for use with SuperBoot 7.0.

BTW, that STARWARS animation at atari.archive is excellent. And if you're
looking for a terminal program that doesn't need any special emulation,
DTerm is great. It's built-in Zmodem is also excellent. Thanks to whomever
uploaded these files.
.

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

2994. Re: PORTABLE ADDICTION # 00

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 21:23:52 UTC
From: stub@sun.Eng.Sun.COM
Message-ID: <144484@sun.Eng.Sun.COM>
Source record: 233157
Cross-posted to: rec.games.video,comp.sys.atari.st

Sorry to have to post this but multiple mail messages to
Peter have bounced.

Peter,
I would like to purchase Rygar and Xenophobe if they
are still available.
stu (stub@eng.sun.com (415) 336-2342)

2995. Re: Buy Atari stocks now

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 21:53:56 UTC
From: steve@thelake.mn.org
Message-ID: <A2260473486@thelake.mn.org>
Source record: 233046

[In article <671437163.0@egsgate.FidoNet.Org>,
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org writes ...]

> I was talking to a dealer yesterday and he told me (here in Toronto) that now is
> the time to buy Atari stock. It is at its lowest and should be going up in the
> near future. Anyone here own Atari stocks? I am interested in buying a few
> shares (I don't have much cash) and want to know the prices roughly? Also,
> considering I live in Toronto Canada, how would I go about doing this?

Atari stock is traded on the American Stock Exchange (AMEX). Friday's
close was 2-7/8 (two and seven-eighths U.S. dollars per share). If you're
interested in investing, talk to a Canadian stockbroker. You should know
that there may be a minimum trade (perhaps in the hundreds of dollars)
and you should expect to pay commissions.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2996. Re: BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 22:02:21 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr14.220221.2283@abode.wciu.edu>
Source record: 233197
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

Hi Phillip,
About running your own BBS. It can be a real pain in the axx
(well... you know!); while occassionally it also has it's rewards. To "do it
right", you will need a few basics; a computer just for the BBS (not one that
you "share" with the BBS part-time), a hard drive and a 2400 bps modem (any
slower a modem, and many users won't even call!). Any of the three computers
you mentioned (an Atari 800XL/130XE, Atari ST or an Apple IIx) would work great
for running a BBS. Which one to use really depends on if you have a spare one
of these lying around unused, or can acquire for the least amount of money, or
have a preference for a specific BBS software. Look around, the style of BBS
YOU like and which computer you can afford to setup, will be factors.
As for the Atari 8-Bits, there are really only two realistic choices
for BBS software; BBS Express Professional and Carina II (2.5). Both the
SysOp's of CII and Pro love to flame each other over which one is better, but
both are excellent systems as each as both advantages and disadvantages.
Both CII and Pro have networking, capable message editors and U/D
sections. Also online games and databases. No matter what anyone tells you
(gee... does this include me? :^)), niether one is "better" than the other.
Now of course, I have my personal preference; but then I have been
running CII for three years now (was that subtle or what?!). For CII "looks &
feels" the way I want my BBS to "look & feel". It is written in BASIC, so I
can modify (easily!) to my heart's content; both BASIC and SpartaDOS are
available remotely so I modify from anywhere while I am out of town. In three
years CII has never crashed (although the MIO did go POP during a heat wave!),
CII can be safely called "bullet-proof".
Pro has many of these features too, although I am not as knowledgable
about Pro as I am about CII. Hopefully someone here on the net is a Pro SysOp
and can give you (and all of us) more insight into the workings of BBS Express
Professional. I hope this helps, bye.....

Luis

--
"""""""

2997. Re: GEM --> GDOS font conversion

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 22:06:42 UTC
From: rosenkra@convex.com
Message-ID: <1991Apr14.220642.29252@convex.com>
Source record: 233044

In article <154@daily-planet.concordia.ca> agostino@concour.cs.concordia.ca (Agostino Deligia) writes:
> Does anyone on the net know of a utility which would allow me to
>convert a bunch of GEM (*.FED) fonts to GDOS format? I use Uniterm V2.0e 011

yes. i wrote one recently. it is very simple. just swap bytes in all word/long values. i thought i might have posted it with manpager, but maybe not. if you can't write your own, mail me and i'll post it. now that i think of it (since i don't have GDOS), i wrote it the other way 'round (GDOS .fnt -> GEM .fed). still, the transform is symmetrical in that applying it twice gives the original file. GDOS uses (goofy) intel byte order...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

2998. Re: Re: Flash & QuickST

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 22:36:49 UTC
From: schultzd@silver.egr.msu.edu
Message-ID: <1991Apr14.223649.3802@msuinfo.cl.msu.edu>
Source record: 233152

I have the same problem with QuickST 2.2 and MicroEmacs (3.9 I believe, maybe 3.10)

It appears to be QuickST problem as I've seen it happen on some STuff as
well (of course, maybe the other STuff was just written wrong).

Even with the cursor problems, I'm still a big QuickST fan!
--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \

2999. GCR/1.2 gig drives

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 22:59:15 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr14.225915.24345@milton.u.washington.edu>
Source record: 233045

I have a chance to purchase a micropolis (i believe)
1.2 gig drive. I would like to hook it up to my ST and
use it for MAC via my GCR. I figure i can hang it off
my thru port on my Quantum/Supra host set up.

I was reading in the 3.0 update manual that Spectre's formatter
maxes out at 256 megs. Does this mean i have to get the drive
preformatted for MAC? also.. will i have any trouble hanging it
off my Quantum/Supra etc etc..

thanks
cheers!
gunnar
alexd@milton.u.washington.edu

3000. Re: Atari for Auction: Update

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 23:17:18 UTC
From: geoffc@zebedee%tharr.uucp
Message-ID: <2275044@zebedee%tharr.uucp>
Source record: 233090

In article <409@platypus.uofs.edu> meo3@jaguar.ucs.uofs.edu
(OGRINZ MICHAEL E) writes:
(Sender was: news@platypus.uofs.edu)
> Path: zebedee!tharr!axion!ukc!mcsun!uunet!ukma!asuvax!ncar!elroy.jpl.nasa.gov!swrinde!za
phod.mps.ohio-state.edu!unix.cis.pitt.edu!dsinc!netnews.upenn.edu!platypus!jaguar.ucs.uofs
.edu
> Ok, here's the first update on the auction. I wasnt going to enter this
> so soon, but maybe it'll stop the flood of $5 bids to my account :)
>
... etc

This is not an attack on this sender per se, but on the people who send out
'please buy my xxxxx box' type articles in general.

Why, oh why, do people not realise that comp.sys.atari.st is an INTERNATIONAL
news forum and it is highly unlikely that people outside of their locality
will want to buy what they are offering. In the UK we have a distribution of
'uk' to restrict where articles get sent to - I assume there are similar
country and county/state sized distributions in the rest of the world.

It's not too much to ask is it ... ?

Geoffrey
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 720202 ->

3001. new uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 23:18:08 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991Apr14.231808.8576@colorado.edu>
Source record: 233153

Just uploaded the following files to atari.archive.umich.edu

showmem4.lzh : shows all available memory, not just largest chunk
tlc_fixr.lzh : replace one text string in a program with another
tlc_book.lzh : address book
tlc_form.lzh : disk formatter - .prg or .acc
dmj_gif.lzh : convert .gif files to spectrum format - slow but scales well
dterm_1i.lzh : Dterm version 1.0i - latest version (w/ docs + update.txt)

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

3002. Re: Mac Rom availability

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 23:28:41 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr14.232841.18840@ecst.csuchico.edu>
Source record: 233047

In article <1991Apr14.184030.3697@cobber.cord.edu> weber@cobber.cord.edu (Michael Weber) writes:
>I am looking for a source for the Mac 128k system roms. If anyone has
>information about where I could buy them, I would appreciate the information.
>

I read something in one of the Amiga newsgroups that the ROMs are available from Apple's Pacific distributor in Hong Kong for $25 (no typo). Also, Toad Computers has them, but they are a bit expensive. I don't have their number available, nor do I have any other info about Apple's distributor, unfortunately.

(Apparently, Toad bought some Macs and took the ROMs out. :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3003. Re: from Dave Small ...

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 23:41:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41278@cup.portal.com>
Source record: 233154

>Dave Small / Gadgets by Small / Hey, it's my birthday

Hey Dave...! Happy Birthday..!!
:)

BobR

3004. Desk accessories woes.

Newsgroup: comp.sys.atari.st
Date: 1991-04-14 23:54:09 UTC
From: marshall@cs.uq.oz.au
Message-ID: <776@uqcspe.cs.uq.oz.au>
Source record: 233160


```
******************************************************************************
|| Marshall Harris
Internet/CSnet: marshall@cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@cs.uq.oz.au ||
******************************************************************************
```


"If you want to make god laugh, show him your plans"
Woody Allen

3005. Re: rufus

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 00:03:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <778@uqcspe.cs.uq.oz.au>
Source record: 233161

wolfram@cip-s08.informatik.rwth-aachen.de (Wolfram Roesler) writes:

>>[with the] internal Xmodem or Ymodem, it does a disk access every kilobyte.
>>Needless to say, this is not good. Is there a way around this, or are
>>you pretty much expected to use the external Zmodem that is provided?

>Using ZModem is highly recommended. My version of rz only accesses the disk
>at the end of the file, meaning that it receives the file into memory and
>then saves it after EOT.
>I have never tried the internal X/YModem. The external ZModem is much better,
>also because it starts automatically.

Trouble is, I can't get Zmodem to work in multi-tasking mode when using
RUFUS as a desk accessory. X/Y is slightly slower, but when you can do
other work while the download is taking place, who cares!

Rufus is really great!
Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

3006. Re: 2 things

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 00:08:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <779@uqcspe.cs.uq.oz.au>
Source record: 233162

>>First: Could somebody please tell me the ip# of atari.archive cause I can't
>>get through by the name.
>Are your sure it's available at your site?

I can't use "atari.arch..." or "terminator...", but the IP# works fine for me.

>>Second:
>>I read once that there should be such thing like a csh for the ST. Could anybody
>>tell me, if that is true and if where to get it?
>There are many shells working in the way the csh does. One of then is Gulam.
>I dont know about an implementation of the original csh to the Atari, but
>one of the other shells should do.

Try out Mupfel that comes with the Gemini stuff, it allows "/" to be used
instead of "\" and has many csh like features. Also, it doesn't remap the
keyboard (which make Gulam useless on my Australian (uk? us?) keyboard).

Warwick
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

3007. Re: GCR/1.2 gig drives

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 00:50:28 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr14.205028.28230@mailer.cc.fsu.edu>
Source record: 233048

In article <1991Apr14.225915.24345@milton.u.washington.edu>, alexd@milton.u.washington.edu (Alex Danilchik) writes:
>I have a chance to purchase a micropolis (i believe)
>1.2 gig drive. I would like to hook it up to my ST and
>use it for MAC via my GCR. I figure i can hang it off
>my thru port on my Quantum/Supra host set up.
>
>I was reading in the 3.0 update manual that Spectre's formatter
>maxes out at 256 megs. Does this mean i have to get the drive
>preformatted for MAC? also.. will i have any trouble hanging it
>off my Quantum/Supra etc etc..
>

Just FYI, in the March 1991 issue of ST Informer there is an article on how to connect a 1.2gig drive to the ST. I did not read it in detail, but the guy did succeed. You may wish to order this issue to check it out.
--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |

3008. Mint...

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 01:40:06 UTC
From: johnb@wookumz.gnu.ai.mit.edu
Message-ID: <JOHNB.91Apr14214006@wookumz.gnu.ai.mit.edu>
Source record: 233130

Hello,

I have the Mint/MGR package, and would like to know how to get it to start up in medium res. I have a 1040ste that like to boot up in low res. Right now I run quickst 2.10 to have it start in medium res, but when I go to gem from mint it comes up as low res, is ther a fix for this?? Any help would be appreciated...

John Bunch
--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

3009. Wanted/ForSale/Trade

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 01:53:40 UTC
From: root@prk.UUCP
Message-ID: <6JcF11w164w@prk.UUCP>
Source record: 233167
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Wanted:
======

Atari 130XE original or 576K
ATR with hard drive controller
40, 60 or 80 meg hard drive
256K or 1024k MIO
Monitor (Preferably color)
Printer
Any other required equipment (other than modems) that is required
to run a BBS Express Pro system.

For Sale:
========

IBM Internal 2400 baud modem $ 45.00 or best offer
Supra 2400 baud external modem $100.00 or best offer
TI-99/4a system (see details below) $OFFER$
TI 99/4a For Safi
TI 99/4a system with TI peripheral box and original SS/SD disk
drive controller. Several game cartridges and tape program
recorder. All looks great; however, it is all as/is conditions.
Don't know what isn't working and what is. Make an offer or will
trade for 8-bit Atari equipment. Leave message here for more details
and I'll get back with you.
Thanks,
Phillip Keen

----
uunet!nuchat!xcluud!prk!root +--------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+--------------------------------------+
```

3010. Re: BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 02:41:49 UTC
From: nazgul@alphalpha.com
Message-ID: <1991Apr15.024149.24710@alphalpha.com>
Source record: 233188
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

In article <Nk6c11w164w@prk.UUCP> root@prk.UUCP (Phillip Keen) writes:
>I am in the process of getting either an Atari 8-bit, an Atari ST, or an Apple
>// system to run my BBS on. I have decided to go this route rather than
>upgrading for it is much cheaper. However, I do realize the consequences of

Without question the best BBS I have ever seen - on any system, is
Morgan Davis' ProLine system for the Apple II. I run it on a IIe
suped up with an 8mhz zip chip. It runs for weeks sometime without
my paying any attention to it. It supports Usenet newsfeeds and
outside email connections, the software upgrades arrive electronicly
via remote copies, the code is almost all in AppleSoft basic, which
makes bug fixes and additiions relatively straightforward. And to
top it off the environment includes a large portion of Unix-style
commands and a cshell subset. You can get more info from
mdavis@pro-sol.cts.com (...crash!pnet01!pro-sol!mdavis).
--
Alfalfa Software, Inc. | Poste: The EMail for Unix
nazgul@alfalfa.com | Send Anything... Anywhere
617/646-7703 (voice/fax) | info@alfalfa.com

I'm not sure which upsets me more: that people are so unwilling to accept
responsibility for their own actions, or that they are so eager to regulate
everyone else's.

3011. Desk accessory blues (re-post with corrections!)

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 03:43:44 UTC
From: marshall@cs.uq.oz.au
Message-ID: <786@uqcspe.cs.uq.oz.au>
Source record: 233164

Sorry folks - my previous posting got munged. Here is it again:
I use DESKMG33 to allow me to select the required combination of auto progs, accs, desktop.inf and assign.sys. It works fine.
But I downloaded OKAMI from Stuttgart, Deutschland (I think) and tried to run it without reading the docs carefully (my German isn't too good!). It comes with a prog called GEM.PRG, supposed to give access to *.accs from the shell. When I ran it, the menu bar didn't show any accs, and the system froze. I had to reboot (from h/disk). But it went into a non-terminating loop of auto folder programs load and reboot.
If I selected a setup without accs, from DESKMGR when it loaded from auto, all was well. But any setup with accs went into the lousy loop.
I thought at first that idle.acc was the culprit, so i dragged it to trash - and all my files on h/d C: disappeared. When I reopened the C icon, they reappeared! Weird!
Should I trash all my accs from the h/disk and recopy them from backup? Or will this risk munging the disk? Do I have a virus? If so, how can I kill it?

****
|| Marshall Harris
Internet/CSnet: marshall@cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@cs.uq.oz.au ||
****

3012. SPectre dealers

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 03:54:36 UTC
From: yonder@netcom.COM
Message-ID: <1991Apr15.035436.28956@netcom.COM>
Source record: 233049

I have finally got some mac roms, but I cant find any dealers carrying
Spectres.. Does anybody happen to know of any dealers that have them?
NOTE: just cuz it is in there add don't mean they have 'em...

--
Christopher Russell (yonderboy) yonder@netcom.COM or clr40@amail.amdahl.com

3013. Atari 1040 ST with color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 04:29:30 UTC
From: pazzani@pan.ICS.UCI.EDU
Message-ID: <9104142127.aa05509@PARIS.ICS.UCI.EDU>
Source record: 233050
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

For sale: Atari 1040 ST computer with color monitor.
Never used. $650

Call Diana: (714) 960-0095 I am posting this for a friend. I don't know anything else about the computer, but I'm willing to relay questions or offers to her.

Mike Pazzani
pazzani@ics.uci.edu

3014. Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 04:50:23 UTC
From: pazzani@ICS.UCI.EDU
Message-ID: <9104142146.aa23947@ICS.UCI.EDU>
Source record: 233151
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

For sale: Atari 1040 ST computer with color monitor.
Never used. $650

Call Diana: (714) 960-0095

I am posting this for a friend. I don't know anything else about the computer, but I'm willing to relay questions or offers to her.

Mike Pazzani
pazzani@ics.uci.edu

3015. Re: GIF to SPC convertors - *overscan*

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 06:37:13 UTC
From: perstoro@netmbx.UUCP
Message-ID: <2267@netmbx.UUCP>
Source record: 233168

Mick_Schmidt@hb.maus.de (Mick Schmidt) writes:

>Hmm, I've tried BGIF but only in 16 Colours Mode, because my Machine has an
>16Mhz Acceleration Board which won't work together with Spectre Pics. The
>results weren't too good, now I got VIEWGF12 from terminator and this one is
>quite good in 16 Colours Mode, so I presume the SPU Pics it converts to won't
>be to bad either. BTW: ViewGif supports quite a few Pic Formats including next
>to GIF and Degas also IFF and MacPaint and some more.

I have got problems using the spc format too. This is since I built in
overscan. This is realy strange. Because it won't work even *overscan*
is turned off. So is there any hope? I realy wou like to get my
256 colors back. This is a lot better then 16. (was :-( )
On the ather hand - is there a way to use, at least, 16 colors while
using the features of *overscan*?

grettings to all of you

-- --- good old perstoro --- --

3016. RE: who can fix this in U.K. ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 06:46:55 UTC
From: leroux@sievax.enet.dec.com
Message-ID: <365@uninet.vbo.dec.com>
Source record: 233186

Thanks to R.LUNNON@qut.edu.au

He help me to fix the problem.

In fact, it was a faulty joystick in port 1. The fire switch was blocked ON.
Consequently, this disables the keyboard and the mouse.

Recommendation:

If your keyboard and/or your mouse doesn't have any action, disconnect any
device in port 0 or port 1 and try a program using the keyboard.

Thanks one more time

Yves

3017. Why does GDOS/ AMCGDOS slow down midi output?

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 07:36:42 UTC
From: geert@ahds.UUCP
Message-ID: <1953@ahds.UUCP>
Source record: 233166

I recently installed a program that uses GDOS or
AMCGDOS. When I did this, some of my midi programs are slowing
down there output to my midi instruments.
I think that only midi programs, that are using
atari's midi out TOS call (as i remember it Midiws()), are
slowing down there output.

Is this because there are some additional functions added by
GDOS/ AMCGDOS and the ST must search into a table to lookup
some routines, also the ones in the ROMS?
If this is the clue, why can't GDOS bypass the default routines
,which are normally in ROM, immediately and uses the GDOS
functions afterward? It seems to me that GDOS first looks
if there is a GDOS function called and then passes to the
default ROM functions if a not GDOS call is called.

Is there a GDOS version available, which hasn't this problem?
Any suggestions out there?

Thanks in advance.

Geert.

Geert W.T. Jonkheer
Albert Heyn B.V. Zaandam (NL). UUCP: ..!hp4nl!ahds!geert

If you have any intresting things concerning midi..... please mail me.

3018. TURBO C

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 08:22:14 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Apr15.082214.2512@minyos.xx.rmit.oz.au>
Source record: 233174

xx
Does anybody know of "Borland Turbo C" being available for the atari-st
in "ENGLISH".....What is the most recent revision for the atari-st..
When and where is it available...Does borland have a mail address....?

Thanks from Richard Clarkson

3019. TURBO C

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 08:26:40 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Apr15.082640.3330@minyos.xx.rmit.oz.au>
Source record: 233159

xx

Does anybody know if Borland Turbo C is available in English for the
Atari-st? What is the latest revision?
Where is it available from?
Does Borland have a mailing address?

3020. mono moniters

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 09:00:36 UTC
From: esj@harvee.UUCP
Message-ID: <5572816@harvee.UUCP>
Source record: 233158

I am thinking about getting a monochrome moniter for my st. I was going
to get atari's monitor but I wonder if that is the best choice. as I see
it, I can:

a) buy a an atari monochrome.
b) buy a grey scale multisync.
c) sell my sc1224 and buy a color multisync
d) lament about all the really good software that runs in mono only.
e) ??? ideas from the net

I need to keep my cash output to about 200$

so, I am looking to the collective wisdom of the net as to what is
the best option for obtaining monochrome capabilities.

Thanks in advance.
--- eric
--
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956

3021. Re: Good database software wanted.

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 09:03:45 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3182@laura.UUCP>
Source record: 233165

```
In article <5459@wucc.waseda.ac.jp>, ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
|> Some time ago, somebody said a database program sold by Regent Software or
|> something was very similar to SQL and was relatively cheap, could anyone
|> let me know the name and address of the software company?

USA/Canada: Germany/Austria/Switzerland:

Regent Software Computerware Gerd Sender
P.O. Box 14628 Moselstrasse 39
Long Beach, CA 90803 5000 Koeln 50
(213) 439-9664 +49 221 392583

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

3022. thanks

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 11:08:32 UTC
From: heiden@kboeng.enet.dec.com
Message-ID: <1991Apr15.130122@kboeng.enet.dec.com>
Source record: 233173

Thanks to all who replied to my question re. HP II printer problems.
I ended up soldering a pnp transistor into the strobe line as suggested
by John Logajan @ Network Systems (logajan@ns.network.com).
This solution has worked so fare fine (and is cheap). Matthias
--
--
digital equipment GmbH heiden@kbomfg.enet.dec.com
advanced system process development
Sudetenstrasse 5
W - 8950 Kaufbeuren (Germany) work: +49 8341 913392
--

3023. Keyboard Remapping (was Re: 2 things)

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 12:35:15 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr15143515@orion.laas.fr>
Source record: 233172

In article <779@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
| Try out Mupfel that comes with the Gemini stuff, it allows "/" to be used
| instead of "\" and has many csh like features. Also, it doesn't remap the
| keyboard (which make Gulam useless on my Australian (uk? us?) keyboard).

I don't know about Mupfel, but Gulam comes along with a key fix
program, which inserts your local key map definitions into Gulam.
Gulam works fine on my French keyboard! Or do you want some special
symbols?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3024. BackupST authors e-mail address?

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 13:14:23 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991Apr15.131423.6492@tertius.in-berlin.de>
Source record: 233112

Hi Net,

could someone send me the e-mail address of the BackupST author? I tried to
send him short mail at fred@cv.ruu.nl , but it came back with "host unknown".

Thanks Ralf

Ralf Gaertner gaertner@venus.rz-berlin.mpg.de
FHI Berlin

3025. Re: The language named C

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 13:32:19 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6326@baird.cs.strath.ac.uk>
Source record: 233182

In article <1991Apr12.054754.7583@uokmax.ecn.uoknor.edu> kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>
>This summer I'm going to be teaching myself how to program in C. My
>biggest (and brightest?) question is: "Which version of C is the best?".

There are only 2 'versions' of C ANSI and K&R. The 2 are fairly similar and it is easy to get a compiler for either version. At the end of the day the differences are cosmetic so it doesn't matter.

>I realize that many factors could influence my (or someone else's) opinion.
>So, I'm going to list a few.
>
>The code must be somewhat portable between systems (i.e. Is there a standard
>and how far do the ST versions diverge from it?)

There is a standard, and the ST versions I've used don't diverge from it (why else bother with standards?).

>The company support must be existant. {I think that is self-explanatory.}

Dunno about this, I use Sozobon which is PD.

>Are there good books available for the learning of this version of C?
>(Or would any book on C be sufficient?)

Depends on what you know. If you have a good knowledge of Pascal then I would recommend 'C for Pascal Programmers'. Mail me if you want more info on it.

>Would it be better if I knew something about the internals of the ST?
>(Is C like Pascal in that knowing the system hardware is uneccesary?)
>
>If I am fluent in Pascal, how difficult is C to learn?
>(Are they different conceptually? i.e. pointers = what in C? Does C have
> some things that Pascal doesn't? etc.)

Knowledge of the internals is only necessary if you want to do some low level programming.

C is fairly easy to learn from Pascal, the 2 being very similar (names vary and the symbols change, but there isn't that much difference). The above book is what I used to learn C, and I have to know it for University. C does have a few things Pascal doesn't (like bit level manipulation, and some intelligence) but thats about it.

>Is Turbo C going to be released in English? (I have NO desire to learn
>German, especially if all I was going to do with it was work with Turbo.)
>

>What kind of editor do the various versions use? (I like 'vi' over 'ed'
>anyday! :) (Is the mouse supported?)

Most come without any editor, and those that do can usually be used with any editor you want. I use First Word Plus because I'm used to it and like it.

>Does C use anything like a CLI or is it GEM only? (I use 'csh' on the Unix
>system here at Okla. U. Does C use a shell like 'csh'?)

This will depend upon what you buy. Many don't come with a shell, though some do. My own choice is either Mupfel (from Gemini) or Gulam if you've got the disk space to spare (the one I'm using is only about 70 Kb, which is all I've got to put it in!). Basically any shell you want will do.

>Can I use any of the versions of C without a hard drive? (I don't have
>one and it may be next fall before I do get one.)

Some versions are recommended for use with hard drives, though you can use most of them from floppy. Having said that you will probably require at least 1 Mb of memory for some versions, possibly more.

>How much does the language(s) and book(s) cost?

Again, this will depend on where you go. My compiler cost me nothing as its PD (and yes, I do recommend Sozobon). Books can cost anything, it depends upon who they are aimed at.

>That's all I can think of. (I think I hear cries of, "Isn't that enough?"...
>Nahhh... Couldn't be! :)

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862@uk.ac.strathclyde.computer-centre-sun
cadp15 @uk.ac.strathclyde.vaxb
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

3026. Re: using gcc

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 13:41:07 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5465@wucc.waseda.ac.jp>
Source record: 233175

GNU C is the best because it can become better than the best. If your
MWC is better, then I would just fix the source code of gcc so that
gcc could produce better code sequence as to that particular case that
mwc pointed at. People say gcc is inevitably poor because it does not
look after 68000 adequately because 68000 is now inconsequential. I
don't think so. m68k specific code can be added as much as one would
feel necessary: theres no limit to it. And I must mention the gnu assembler
is very good in terms of determining the shortest branch code etc.

3027. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 14:01:05 UTC
From: wallmann@ipsi.UUCP
Message-ID: <1563@ipsi.UUCP>
Source record: 233178

This comes a little late but...
[In resonse to H.CHus Color graphics board]

I've been thinking about the same thing too, but my calculations
always came up with "too expensive". Of course if you think 16 MB isn't
expensive ... as you do in your post. While thinking about it I
had this great idea for a new RAM technology, which unfortunately
(then unbeknownst to me) already existed as dual-port RAM. Even then the
bus width needed and the cycle speed is just about too ridicolous for
a home computer. Personally I'd be happy with 640*400*16bit colors at
70Hz and some hires in mono. That would be monetarily feasible, I only
want color for the games <slobber> anyway, and some hires for programming.

I as a lowly long-time Atari customer, would indeed be already happy
over some _small_ improvements.
How about Player/Missile Graphics for at least the *&^% mouse cursor,
I can not believe that in the nineties we still got to erase the cursor,
draw something, turn it on again, erase the cursor draw something , turn
it on again (*)

Not neccessarily Atari specific:

Floating point is done in hardware (What %age of the user crowd
actually uses floating points (me NEVER!!) ?), but the stuff you'd
really need is done in software (probably in compiled Alcyon C to boot)
Programs like EZ-draw would definetely profit from a hardwired
draw routine for example. How about a microprogrammable stupid CPU,
that you'd just give instructions like
FOR(;;) ;; this is some mix between
IF IRQ pending ;; english, basic, lisp C and ML
GRAB BYTE from PORT0 ;; lisp for the comments that is
STUFF it into BUFFER at $XXXX ;; har har
IF BUFFERP == full signal IRQ LEVEL 2
CLRIRQ
END

That's basically perfect for sound processing, non DMA I/O processing
and maybe even so stupid tasks as memory initializing. And the 'real'
CPU with it's overkill of registers and cache and what have you
needn't worry about those bothersome context switches for every
*%^$ little interrupt.

Why is everyone so hung up about processor speed ? Sure it's nice that
the compiler does it in 5 minute, if it used to grind for 15 minutes
but chances are that a faster harddisk might be just as profitable
in terms of speed. How often do you compile, aren't you 90% of the time

just typing stuff into an editor ?? Personally I am quite happy even with
a lowly 68000 @ 8Mhz. Yes you speed demons it's allrite for me, IF the
rest of the hardware would do the job, I think a CPU shouldn't do like
graphics, I/O and sound!! My guess it that there just aren't enough
competant people in hardware R&D (anywhere for that matter) to do the
job. So they put in a faster CPU and delegate the rest to a cheesy
graphics card, which virtually does nothing except converting RAM
to colored dots.(the one Intel or TI chip I heard about maybe an exception,
but probably not). Ok this does not neccessarily apply to machines in
scientific environments, where one shittily written application is layered on
top of another (probably in some local LISP dialect) until the processor
croaks.

About every two years it gets to me and I write an article like that,
that's maybe because I would like to buy a computer and don't see
anything I'd like to buy. (Well that ST Notebook sounds tempting,
got yet to see one though...) thanks to the readers of comp.sys.atari.st
for taking it with some humor and letting the old man ramble on
a bit.
bye y'all

Nat!

(*)Probably the Amiga does that right

3028. Atari for Auction

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 14:31:32 UTC
From: meo3@jaguar.ucs.uofs.edu
Message-ID: <437@platypus.uofs.edu>
Source record: 233171

Ok, folks: here's the latest update on the bidding. Our
current high bid today for that amazing Atari package is: $550.

Remember, this is your last week to bid on the package. To recap yet
again, it contains:

Atari 520ST w/ 1Meg & mouse
Indus DS drive & a 5 1/4" drive
SCSI host adapter and cable
ComputerEyes Color Digitizer
COlor MOnitor
Mono Monitor
Lots of software

BTW, I will probably be posting a partial list of software later on
today, or maybe tomorrow.

Mike

3029. German to english trashlator

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 15:32:23 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Apr15.103223.27066@qut.edu.au>
Source record: 233163

Um, I'll keep this short,

There was some discussion about a German to english text converter
recently, can anybody remember the name and location of this program

BOB
R.Lunnon@qut.edu.au

3030. Re: Help with MiNT/MGR - I'm confused!!

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 16:02:05 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Apr15.160205.13565@ux1.cso.uiuc.edu>
Source record: 233177

```
|> Okay, here's the root of the problem... I can get both MiNT and MGR to
|> start, but each time I try to open a window in MGR I get this "Cannot
|> get pty" - quite frankly I have no idea what this means and have no
|> way of finding out.

I too would like some help getting MiNT/MGR to operate properly. If anyone
has some info, would you please post it. I'm sure there are many with
these problems.

I also had the 'pty' problem. Apparently MGR is looking for the SHELL
environment variable to figure out which shell to run. If SHELL is
not defined or points to the wrong thing, you get the 'pty' message.
I first 'setenv SHELL ...' and then run MGR and it works ... sort of.

I had MANY, MANY other problems with these programs. They may be related
to the fact that I am running TOS 1.0 (520ST with 4M memory).

1) MiNT will not install by itself, especially from an auto folder.
Most of the time it crashes because it can't install the proper
cookie (or something like that). I wrote a little TSR to install
the cookie and I can get MiNT up after that, but it is a major pain.
Sometimes MiNT crashes on startup because, it says, something is
trying to kill it. Sounds paranoid to me.

2) After I finally get MiNT running, I run a shell (GULAM) and set the
HOME, and SHELL environment variables, then run MGR from the shell.
Mgr starts up, but does not execute the commands in mgr.rc, which
is in the HOME directory. When I create a new window, it starts up
a bash shell, but everything is very unstable. The system crashes if
I try to open another window, or give just about any command besides
'cd' or 'ls'. After I open a window, I can see the cursor blinking
over on the left side of the screen.

3) As an aside, what is supposed to be the default bash startup file on
the ST? I can't create '.bashrc' on the ST, and bash.rc and other
obvious guesses don't work either.

I (and apparently others) would greatly appreciate some help from someone
who has this stuff working. It looks like wonderful software, if it would
only work. Sorry for such a long message.

Tim Gallivan
timothyg@ncsa.uiuc.edu
```

3031. Re: Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 16:03:58 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr15.160358.21355@oz.plymouth.edu>
Source record: 233176

In article <5483@mindlink.UUCP> Bill_Moore@mindlink.UUCP (Bill Moore) writes:
>
> I agree. ZNET is available in a number of different places. Let us
>not waste bandwidth posting it here.
>...bill

Hey,

I used to get ZNET from irisa.irisa.fr, but they haven't had a new issue in about a month and I was looking for a new site to find it at. Anyone
know where to look for Late March and April?

~S

--
\/\/\/

3032. Re: Good database software wanted.

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 18:07:46 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <1991Apr15.130746.29717@kuhub.cc.ukans.edu>
Source record: 233187

> |> Some time ago, somebody said a database program sold by Regent Software or
> |> something was very similar to SQL and was relatively cheap, could anyone
> |> let me know the name and address of the software company?
>
> USA/Canada: Germany/Austria/Switzerland:
>
> Regent Software Computerware Gerd Sender
> P.O. Box 14628 Moselstrasse 39
> Long Beach, CA 90803 5000 Koeln 50
> (213) 439-9664 +49 221 392583
>

Apparently, (and unfortunately), I think Regent Software went out of ST business. BUT, apparently, a dedicated user of their materials, has taken it over.

REGENT BASE is really good in many ways. One of the best ways was in the fantastic user support given by Frank Cohen; such support was important because the documentation was poor. (To give an idea as to the wonderful support Frank gave, I was a problem I could not solve; he had me send him my application; he found a bug in Regent Base itself, made the correction, and sent me the corrected version! Can't be beat!)

The other problem was speed.

BUT, once you know what you are doing, it is pretty nice. Again, the learning curve, at least for me, was steep.

3033. Re: Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 19:44:11 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1991Apr15.194411.17302@murdoch.acc.Virginia.EDU>
Source record: 233190

In article <1991Apr15.160358.21355@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:

>Hey,
>
> I used to get ZNET from irisa.irisa.fr, but they haven't had a new issue in about a month and I was looking for a new site to find it at. Anyone
>know where to look for Late March and April?

Z*Net is available via email -- send mail to stzmagazine-request@virginia.edu.

Amzing how many people don't read the frequently asked questions list...

3034. Z*Net and ST Report availability

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 19:46:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9104151946.AA12035@cwns2.INS.CWRU.Edu>
Source record: 233185

If you are wondering where to get present or past copies of Z*Net or ST Report, they can be found on the Cleveland Free-Net. There are issues from a little over a year on the system.

You can access the Cleveland Free-Net by "telnt 129.22.8.75".

The past Online Mags are located in the Atari SIG (go atari) in the Atari Library (option 9).

--

3035. Re: Mega Ste and Clab's notator?

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 20:36:37 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr15.203637.14031@milton.u.washington.edu>
Source record: 233195

In article <2699@prles2.prl.philips.nl> johnj@knor.UUCP (John Janssen) writes:
>In article <670918973.3@egsgate.FidoNet.Org>
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
>>I can tell you this much, Notator 3.0 works great with the new Mega STE.
>>
>>S.S.
>
>

Mikail at C-LAB says you see about a 20% increase in
speed with a MegaSTe.. less than what one would hope..
due to the fact that you have to disable the cache
to run NOTATOR.. once you do that .. the MegaSTe doesn't
seem to do much better than the 8 mhz ST's... i am told.

cheers!
gunnar
alexd@milton.u.washington.edu

3036. G-Print demo available on atari.archive (and GEnie)

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 20:37:45 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Apr15.203745.5139@cs.ucla.edu>
Source record: 233193

I've uploaded two new demos of G-Print to atari.archive so I'm going to repost the program's description below. You won't see this again unless I post a new version.

gprnt_dmo.arc is a demonstration version of G-Print which can print to let you see the quality of G-Print's output. It prints "G-Print demo" on each page of output. This demo requires that you already` have GDOS (or G+Plus) and a printer driver with fonts.

gprnt_ox.arc is the G-Print "option explorer." It lets you try out G-Print's functions without having a copy of GDOS with drivers and fonts. The option explorer won't print, but it will display a snapshot of a G-Print screen preview with screen fonts loaded.

Changes from version 1.02:

Mostly small bug fixes. Problems with title pages using multiple columns, custom spacing, and page borders, and landscape printing have been fixed. Command keys for the "Special" menu options have been added.

The demos are available on atari.archive in the ~atari/newitems directory.

Here's the announcement:

Announcing G-Print, the GEM-based print formatting program for the Atari ST.

G-Print, which is now shipping, reads files from ST Writer, Word Writer ST, 1st Word, and 1st Word Plus as well as straight ASCII files. It then prints them with a variety of formatting options using GDOS printer drivers and fonts.

Here are _some_ of the things G-Print can do:

* multiple columns * multiple fonts * landscape format print
* title pages * rules and borders * saved configuration files
* run word processor * screen preview * "booklet" print
* microspace justification

Landscape print allows you to print spreadsheets with much more than 80 columns. Even prints on legal size paper in landscape mode.

G-Print also has the unique ability to remap special text effects so that light print, say, can be printed as outlined or in a special font.

In its fully functional distribution, G-Print provides GDOS and an easy to use installer program, but a demo version which requires GDOS and a printer driver with fonts is available on atari.archive in the newitems directory under gprntdmo.arc. A non-printing demo which doesn't need GDOS is under gprnt_ox.arc.

G-Print is available for US$27 + $2 S/H

For more information, send me e-mail at stephen@cs.ucle.edu or contact

MacDonald Associates Publishers
909 NW Starlite Place
Grants Pass, OR 97526
USA
orders: (800) 800-2563
info: (503) 476-0071

--
Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3037. Re: Posting Z*Net International 3rd request!

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 21:02:41 UTC
From: sytang@boulder
Message-ID: <14250@ccncsu.ColoState.EDU>
Source record: 233199

Isn't each issuse of znet more than 10KB or so in size? Wouldn't it waste a lot of banwidth to send it all over the world? Atari.archive.umich.edu has archives of znet under the magazines/znet, would that be more efficent way? Also there is a mailing list for individual want to receive it when greg got it, thats how I got mine and probably how atari.archive got it too.
I'll check for the mailing list address and post it, or maybe Greg is watching can post it
.
Tang
sytang@lamar.colostate.edu

3038. ghostscript, dvips on ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 21:21:32 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Apr15.212132.17492@ux1.cso.uiuc.edu>
Source record: 233200

Hi,

This is my third attempt to post this info. I'll get it right one day.

I have a partial port of ghostscript (GNU project's postscript interpreter) running on the ST. I know of one small bug, but as soon as I get gdb working, I hope to exterminate it. I currently have only the HP DeskJet driver working, but I think (hope) it will be simple to install any of the other drivers distributed with ghostscript (i.e. epson).

I am soliciting any information (about the atari and ghostscript) which might help me to write a screen driver for the ST. I am not very familiar with ST hardware, TOS, GEM, or the ghostscript device interface, so that is a tall order. Perhaps someone will volunteer to write it for me (wishful thinking). Is it possible to have a GEM screen driver for a non-GEM program? Can I hack one of the MSDOS VGA drivers?

I also have dvips running on the ST. Dvips converts TeX .dvi files to postscript files. It supports the use of TeX 'special' commands to include postscript graphics in TeX/LaTeX documents. The TeX/dvips/ghostscript combination can be very powerful.

I can post these programs (as they are) if anyone is interested and is willing to give me instructions for how to post executables. Thanks,

Tim Gallivan
timothyg@ncsa.uiuc.edu

3039. Re: Mac Rom availability

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 21:55:44 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <sc2W5UW00WBKQ4IiVn@andrew.cmu.edu>
Source record: 233184

I think the $25 ROM amount is the cost of handling, and I bet you have to be an authorized mac repair center, or at least have an Apple medallion.

3040. GFA Basic 3.5?

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 23:01:58 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4871.2809ea96@miavx1.acs.muohio.edu>
Source record: 233191

Ok, I just got done reading the newest Z*nets, and I have a question. When was GFA Basic 3.5 released? I saw they have an update to it for the TT to ver 3.6. I bought 3.02 and the compiler a year and a half ago, and I haven't heard a thing from them. (I heard Antic is now in charge of it.)

So what should I do about upgrading? Should I try to contact Antic and find out whats going on? Any ideas?

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3041. Re: BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-15 23:59:29 UTC
From: unknown@ucscb.UCSC.EDU
Message-ID: <14533@darkstar.ucsc.edu>
Source record: 233198
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

In article <1991Apr15.024149.24710@alphalpha.com> nazgul@alphalpha.com (Kee Hinckley) writes:
>Without question the best BBS I have ever seen - on any system, is
>Morgan Davis' ProLine system for the Apple II. I run it on a IIe

I've never seen ProLine, so I can't comment on it, but I really think GBBS is a really good BBS system from using it. (And I've read a lot of the info on it because I was going to write a full-screen editor for one but unfortunately there are no arrays in the language it uses)

I've pretty much gotten out of the microcomputer BBSes though, except for getting new programs..

UNIX, cshell, the Internet and UseNet just seem to be a new dimension in modemming... non-networked (or minimally networked) BBSes just seem so "small."

Yeah, I realize ProLine can get a UseNet feed.

A pretty neat BBS for MSDOS systems (and it runs under UNIX too) is waffle. If anyone's interested in an Apple II version of it, send mail to root@darkside.com

I've wanted to port that program for a long time or have them port it as it's pretty good (they won't let me port it, but maybe sufficient outside interest will help it happen).
--
/unknown@ucscb.ucsc.edu Apple IIGS Forever! WANT ULTIMA VI //e or GS?-mail me.\
\CHEAP CDs info-mail me. McIntosh Junior: The Power to Crush the Other Kids. /

3042. Re: Posting Z*Net International 3rd request!

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 00:09:22 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1991Apr16.000922.21160@murdoch.acc.Virginia.EDU>
Source record: 233196

In article <14250@ccncsu.ColoState.EDU> sytang@euclid.math.colostate.edu.UUCP (Shoou-yu Tang) writes:
>
> Isn't each issuse of znet more than 10KB or so in size? Wouldn't it waste a lot of
> banwidth to send it all over the world?

Each issue is between 40k and 100k in size. Last time posting was
proposed lots of people screamed because of the cost; that's why I
offered to run a mailing list in the first place.

3043. Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 01:15:15 UTC
From: msymiste@cucstud.UUCP
Message-ID: <2326@cuc1.UUCP>
Source record: 233105

In article <5483@mindlink.UUCP>, Bill_Moore@mindlink.UUCP (Bill Moore) writes:
>
> I agree. ZNET is available in a number of different places. Let us
> not waste bandwidth posting it here.
> ...bill

Its very nice that ZNET is available in a number of different places
but I'm quite sure there are plenty of people that do not have access
to it or else their sources can sometimes be unreliable(its happend
to me). And besides ONE message a week... ok ONE LONG message a week
is not going to waste bandwith. Its going to help people and if
you already get ZNET just press 'n'.

peace,
Milton Symister
uunet!cucstud!msymiste

3044. Re: Posting Z*Net International 3rd request!

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 01:18:10 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr16.011810.25115@terminator.cc.umich.edu>
Source record: 233194

In article <1991Apr16.072427.7672@kcbbs.gen.nz> Jon_Clarke@kcbbs.gen.nz (Jon Clarke) writes:
>
> This is the third and final request for those wishing Z*Net International
>to this news group comp.sys.atari.st. Votes will close Monday the 22nd
>of April 1991.

I'd like everyone to know that all issues of znet are archived
on atari.archive.umich.edu. They are available by mail-service
and anonymous ftp. There is little need to post a 60-70K article
every week.

This is not a flame, Jon knows my position on this matter. I'd just
like everyone to be aware of the above fact.

>
> We require a majority vote for the posting. Please send email to
> Jon_Clarke@kcbbs.gen.nz or reply direct to this newsgroup.
>
> Jon_Clarke@kcbbs.gen.nz Z*net International On-line Magazine (NZ)

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

3045. Re: Posting Z*net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 03:11:12 UTC
From: steve@thelake.mn.org
Message-ID: <A2976192143@thelake.mn.org>
Source record: 233106

[In article <1991Apr16.072035.7582@kcbbs.gen.nz>,
Jon_Clarke@kcbbs.gen.nz (Jon Clarke) writes ...]

> This is request number two for those wanting Z*net International posted
> to this news group. Please email jon_Clarke@kcbbs.gen.nz

[... and, in <1991Apr16.072427.7672@kcbbs.gen.nz>]

> This is the third and final request for those wishing Z*Net International
> to this news group comp.sys.atari.st. Votes will close Monday the 22nd
> of April 1991.

These ``calls for votes'' give the appearance of an attempt to follow
Usenet guidelines, but ... c'mon, Jon, are you joking? They were posted
less than four minutes apart!

> Date: 16 Apr 91 07:20:35 GMT (call No. 2)
> Date: 16 Apr 91 07:24:27 GMT (call No. 3)

(I also point out that the Usenet guidelines for newsgroup creation
have many more requirements than simply getting a majority.)

Please don't force 70-kilobyte ``magazines'' through the thousands of
systems carrying comp.sys.atari.st just to satisfy a couple of dozen
people who have not bothered to subscribe to the mailing list.

To be added to the list, send email to:

stzmagazine-request@virginia.edu.

Greg Lindahl has been running this service for a year or so.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3046. Re: Posting Z*net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 03:15:48 UTC
From: steve@thelake.mn.org
Message-ID: <A2985825935@thelake.mn.org>
Source record: 233107

```
<chuckle>
... I just realized that 16 Apr 91 07:20:35 GMT
and 16 Apr 91 07:24:27 GMT haven't happened yet.

You aren't watching too much Dr. Who, are you, Jon? :-)
----
Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org
```

3047. Re: Dump TOS in ROM into a .IMG file ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 03:58:13 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1991Apr16.035813.18072@cunixf.cc.columbia.edu>
Source record: 233109

In article <1991Apr11.104635@sunicnc.France.Sun.COM> obourdon@sunicnc.France.Sun.COM writes:
>Does someone know how to dump the TOS that is in ROM into
>a .IMG file so that it can be put on a disk for booting purposes
>All answers and pointers welcome. (even only ROM addresses ...)

Oh my GOD! Now that would be illegal! :-)

Believe me, you don't want a ROM image of that stuff anyway...

I've tried wading through it, it's hopeless.

Amicalement,

Christophe

Chris Mauritz |Show me the way to the
cmm1@cunixa.cc.columbia.edu |next whiskey bar...
cmm1@msb.com |-The Doors-

3048. Spectre 128 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 04:08:50 UTC
From: lblume@dilithium.asd.sgi.com
Message-ID: <1991Apr16.040850.3425@odin.corp.sgi.com>
Source record: 233189

Spectre 128 Cartridge >> WITH ROMS <<. Works fine. Software up to v1.9.

-------> $120

Leo Blume
lblume@sgi.com

--

Leo Blume lblume@asd.sgi.com 415-335-7368
Silicon Graphics Inc. (ASD) 7U-550

3049. Sum: Address of Borland (Germany)

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 04:25:57 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4901@cernvax.cern.ch>
Source record: 233103

Hi netters,

Just to summarize: the address of Borland (Germany) is:

Borland GmbH
Lindwurmstrasse 88
Postfach 15 03 40
8000 Muenchen 2

Tel. 089/72010-0
Telex 5 212 637 mcm d
Telefax 089/779339

Thanks at all the repliers.

Roger hohr@cernvax.cern.ch

3050. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 05:12:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <818@uqcspe.cs.uq.oz.au>
Source record: 233110

>How about Player/Missile Graphics for at least the *&^% mouse cursor,
>I can not believe that in the nineties we still got to erase the cursor,
>draw something, turn it on again, erase the cursor draw something , turn
>it on again (*)
:
>(*)Probably the Amiga does that right

I can not believe that in the nineties there are STILL people who want
hardware to provide anything but the bare essentials.

Hardware sprites are just crap. How many do you want? 16 enough? 256?
and how shall you allocate them to processes? They would be just another
pain-in-the-neck limited resource. But faster you say? Maybe in the old
days of 8-bit computers they were worthwhile: when the processors were
slow and the graphics was poor quality anyway.

"at least [for] the [fucking] mouse cursor" you say? Yeah, sure, then
EVERY game every made would use the mouse pointer as a sprite, sending
mouse motion packets to the OS to make it mouse. Hey, great! :-)

Ciao,
Warwick.

ps. Why do we whinge so much about our machines? From the crap PD stuff
I've seen around, and the crap commercial stuff, Atari users need to
learn a bit of computer science before they cry to the designers about
missing features. Personally, I think the ST is a fine machine.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

3051. VOTE NOW!

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 05:19:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <819@uqcspe.cs.uq.oz.au>
Source record: 233111

WATCH OUT! SOMEONE MAY BE PULLING A SWIFTY!

>> This is the third and final request for those wishing Z*Net International
[to be posted]
>>to this news group comp.sys.atari.st. Votes will close Monday the 22nd
>>of April 1991.

Yeah sure, and who knew about the call for votes? I didn't: because
I am NOT interested in Z*net much (I occasionally read issues from
atari.archive), SO I IGNORED ALL THE Z*NET TALK!

Send votes to:
>> Jon_Clarke@kcbbs.gen.nz or reply direct to this newsgroup.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

3052. Posting Z*net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 07:20:35 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Apr16.072035.7582@kcbbs.gen.nz>
Source record: 233179

```
This is request number two for those wanting Z*net International posted
to this news group. Please email jon_Clarke@kcbbs.gen.nz

------------
Voting so far
------------

For posting Against posting

42 3
```

3053. Posting Z*Net International 3rd request!

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 07:24:27 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Apr16.072427.7672@kcbbs.gen.nz>
Source record: 233180

This is the third and final request for those wishing Z*Net International
to this news group comp.sys.atari.st. Votes will close Monday the 22nd
of April 1991.

We require a majority vote for the posting. Please send email to
Jon_Clarke@kcbbs.gen.nz or reply direct to this newsgroup.

Jon_Clarke@kcbbs.gen.nz Z*net International On-line Magazine (NZ)

3054. Z*Net email reply

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 07:29:28 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1991Apr16.072928.7783@kcbbs.gen.nz>
Source record: 233181

ATT : Jeff Weiner @ Terminator.

Jeff I was unable to reply to via email as our mailer did not like your mail address, I replied to Jon @ terminator and my message was simular to that, so if you can get a copy of that it may be the best way . This is a little onesided (grin) you can speak to me but I can not speak to me.

Jon_Clarke@kcbbs.gen.nz Z*Net International On-line Magazine (NZ)

3055. Printing with Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 07:55:39 UTC
From: john@nixvia.UUCP
Message-ID: <144@nixvia.UUCP>
Source record: 233067

Followup-To:
Distribution: world
Organization: Nixdorf Computer BV
Department DX-LE2
Mijlweg 9
P.O. box 29
4130 EA Vianen
The Netherlands
Keywords:

How can I print from within the Spectre Mac emulation on a Citizen Swift via the parallel port ?
The printer can also emulate an Epson LQ, an IBM Proprinter or a NEC P6+ .
I also have the possibility to interpret a pure Postscript file, so
if I can get a Postscript dump that's OK too.
Thanks in advance.

Note: Please send the reply to the E-Mail address above or
hp4nl!nixpbe!john.via

3056. Printing with Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 08:00:17 UTC
From: john@nixvia.UUCP
Message-ID: <145@nixvia.UUCP>
Source record: 233066

Mijlweg 9
P.O. box 29
4130 EA Vianen
The Netherlands
Keywords:

How can I print from within the Spectre Mac emulation on a Citizen Swift via the parallel port ?
The printer can also emulate an Epson LQ, an IBM Proprinter or a NEC P6+ .
I also have the possibility to interpret a pure Postscript file, so
if I can get a Postscript dump that's OK too.
Thanks in advance.

Note: Please send the reply to the E-Mail address below or
hp4nl!nixpbe!john.via
--
John Starrenburg | E-Mail : john.via@nixpbe.uucp
Siemens Nixdorf Informatiesystemen BV | NERV : john.via
P.O. Box 29 | VOICE : +(31) 3473 65316
4130 EA Vianen, The Netherlands | Fax : +(31) 3473 76504

3057. Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 09:53:06 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1991Apr16.042133.20872@mailer.cc.fsu.edu>
Source record: 233114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My friend managed to get his external Supra HD connected to his TT (which has an internal SCSI device). The TT differentiates between SCSI and ASCI devices. The internal drive is set at SCSI 0, so my friend set his Supra at SCSI 1, so they would not confict. This turned out to be the problem. BOTH drives had to be set to SCSI 0 to work. Extremely weird. Anyone have an explination?

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3058. ATARI in Baltimore ??+

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 11:15:22 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <13025@hydra.Helsinki.FI>
Source record: 233113

Anyone KNOW a good (read: big=large and yet, reasonably priced)
RETAILER of atari-(st/TT) products
anywhere near Baltimore/Washington ??? -> Thanks!

>>>

3059. Welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 11:52:48 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Apr16.115248.1@simvax.labmed.umn.edu>
Source record: 233120

```
Last update: 16 April 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

This issue is a day late. April 15 was a taxing day. (Sorry, but the pun
is mightier than the sword.)

I am currently looking for information on Atari ST magazines to be included
in the next 'welcome'. Please send me e-mail with titles, subscription
info, mini-review of the general contents, whatever.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
PD Where can I get Public Domain/Shareware software?
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
* CLI What Command Line Interpreters are available?
TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
GNUC Is GNU C available on the Atari ST?
MINIX Is MINIX available on the Atari ST?
DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
BOOKS What books are available for the Atari ST?
TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

NOTE: The server has moved from unido.informatik.uni-dortmund.de. FTP
requests to the old address direct you to the address given above. I do
not know the current status of the old mailserver, but would appreciate
learning if it still exists.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU
programs ported to the ST (including ports of emacs and bash and an extended
version of bammis library for gcc) and also ports of software posted to
comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

For Mail Service:

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to
the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains
the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh
archive, so only needs to be downloaded (in binary mode !) and run. The
archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs
if you have access via FTP and can transfer the binary file to your Atari ST.
The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive
programs. The most popular are Shareware offerings, also available on
atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him
at klute@irb.informatik.uni-dortmund.de or
klute@unido.uucp, or klute@unido.bitnet

arcshl23.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1

```
Drive not ready.................-2
Unknown command.................-3
CRC error.......................-4
Bad request.....................-5
Seek error......................-6
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault....................-10
Read fault.....................-11
General error..................-12
Write protect..................-13
Media change...................-14
Unknown device.................-15
Bad sectors on format..........-16
Insert other disk..............-17
Invalid function number........-32............1
File not found.................-33............2
Path not found.................-34............3
No handles left................-35............4
Access denied..................-36............5
Invalid handle.................-37............6
Insufficient memory............-39............8
Invalid memory block address...-40............9
Invalid drive specified........-46...........15

No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2.............1
Bus Error......................2
Address Error..................3
Illegal Instruction............4
Zero Divide....................5
CHK Instruction................6
TRAPV Instruction..............7
```

```
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordUp!, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor
BASH GNU Bourne Again Shell - available under MINT
ksh Korn Shell - available under MINT
gemini MUPFEL is the shell used by the gemini environment
okami a German shell with many useful utilities built in
pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
=======================================

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.0) has recently been made available on the
atari.archive server. The files may be distinguished from the other TeX/LaTeX
files in the /atari/tex directory by their date (posted in December 1990) and
by the fact that they are all archived using LHArc (.LZH suffix).

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

LANG
Public Domain/Shareware languages...
====================================

Check the atari.archive server under /atari/languages. Currently included:

abc
apl Demo and 'J' j_29.arc,apl68000.arc
forth Don't know which, I prefer BRADLEY FORTH
FORTRAN77 BC-FORTRAN version 'C' bcf.lzh
icon ICON icon2.arc,icon_bin.arc
modula-2 From Germany modula2.zoo
Sozobon C Most excellant

Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254] and most of the other European FTP sites.

MINIX
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you desire.

Atari has gone to a 2-tier developer membership. The 'higher quality' developer support goes to commercial developers, and costs $250. The 'no-hand-holding, no announcement of company future products, no access to discounted hardware' goes to noncommercial developers, at an initial cost of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already

have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

3060. Re: TT hard disk chaining

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 12:21:08 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr16.122108.7122@informatik.uni-erlangen.de>
Source record: 233116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

>I have a buddy who just got a TT. He wishes to connect his 80mb Supra to
>the machine (which already has a HD), thus having access to both drives. He
>did this by plugging the Supra into the DMA socket on the back of the machine.
>The internal hard disk uses the Atari HD software, and is at SCSI 0 (thus is
>the boot drive). His Supra is set at SCSI 1.

Let him set the ACSI target number of the Supra drive to 0. This will cure
your problem.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3061. ST to Multisync Adapters

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 12:31:35 UTC
From: glens@natinst.com
Message-ID: <22001@natinst.natinst.com>
Source record: 233101

Is anybody using the Practical Solutions "Monitor Master" that
can reccomend it? Also does it have an audio jack since monitors don't
have audio support?

Thanks,

3062. Re: The language named C

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 13:42:57 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991Apr16.134257.8944@cs.wayne.edu>
Source record: 233121

>(in response to a query about editors and C compilers)

I use CBREEZE with Mark Williams C. With a windows-based computer it's almost ridiculous to have to battle it out with VI or emacs. Sure, a gem based editor won't be available on other platforms, but if you know an editor on those other platforms then what's the problem? CBREEZE isn't a hard learn (move cursor up, move cursor down, use mouse to move scroll bars, no [ESC] 9 L here!) and it comes with a customizer for Mark Williams so you can link, compile and pass parameters to the MWC compiler directly from the menu bar. The docs say you can even customize it for other compilers (GCC, Sobozon) but I haven't tried it since I gave up on GCC. CBREEZE is a Michtron product, and they've moved so I can't give you an address. However, it's still advertized in ST mags so I'm sure you can find it.
--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

3063. Ultima VI

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 14:01:20 UTC
From: borkowsky@zodiac.rutgers.edu
Message-ID: <798.280b03b0@zodiac.rutgers.edu>
Source record: 233129

Ultima VI: Will it ever live for the Atari ST? Does anybody know if
a) Origin is planning to produce it for the Atari ST
and b) Will Origin produce it for the ST?

And what about all their other great games? (The titles elude me, but they look good on the IBM...)

I'm not really much of a gamer at all, but, hey, who can pass up Origin?
(I don't understand why Ultima V didn't have MIDI sound...Ultima III did...)

3064. Re: Posting Z*Net International 3rd request!

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 15:03:20 UTC
From: mathew@mantis.co.uk
Message-ID: <0Z5H111w164w@mantis.co.uk>
Source record: 233102

Jon_Clarke@kcbbs.gen.nz (Jon Clarke) writes:
> This is the third and final request for those wishing Z*Net International
> to this news group comp.sys.atari.st. Votes will close Monday the 22nd
> of April 1991.

Look, there is NO POINT posting Z*Net to this newsgroup. It's already
available to anybody who wants it, via mailing list.

It is also the case that some of the commercial plugs which appear in Z*Net
are contrary to the accepted usage guidelines of the Internet and of Usenet.
Expect controversy if you try to post it here.

In short, even if the majority are in favour of having it posted here, I
believe that it would be extremely inadvisable to do so. You might wish to
set up an alt group to gateway it, along the lines of alt.society.cu-digest.

mathew

--
If you're a John Foxx fan, please mail me!

3065. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 15:20:50 UTC
From: bcc@Eyring.COM
Message-ID: <1991Apr16.152050.21344@Eyring.COM>
Source record: 233117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr10.130242.26931@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>SO..... where can I get the latest, greatest version of M-Tools, and what
>should I look for to avoid the problems I have seen posted in the past?
>
The canonical version of Mtools is indeed posted at the .mil site mentioned in recent postings, but when I tried to FTP it (it is a 4-part set) one of the parts absolutely refused to transfer completely. It invariably truncated every time I copied it. I finally got a good copy at inria.inria.fr. The version I located is v2.0, and has support for CD, FORMAT, LABEL, and ATTRIB, plus a mkmanifest tool to assist in restoring unix file names that get lost in the translation to DOS file names.

3066. Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 15:28:58 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr16.152858.8063@terminator.cc.umich.edu>
Source record: 233118

In article <2326@cuc1.UUCP> msymiste@cucstud.UUCP (Milton Symister) writes:
>In article <5483@mindlink.UUCP>, Bill_Moore@mindlink.UUCP (Bill Moore) writes:
>>
>> I agree. ZNET is available in a number of different places. Let us
>> not waste bandwidth posting it here.
>> ...bill
>
> Its very nice that ZNET is available in a number of different places
> but I'm quite sure there are plenty of people that do not have access
> to it or else their sources can sometimes be unreliable(its happend
Let's see, direct mail from Greg, ftp to atari.archive, or mail service from
bart. I'm quite certain that at least one of these is ALWAYS operational.

> to me). And besides ONE message a week... ok ONE LONG message a week
> is not going to waste bandwith. Its going to help people and if
One short message a month is a waste of bandwidth. All of these
messages about this whole thing is a waste of bandwidth.

> you already get ZNET just press 'n'.
>
This just gets better by the minute, doesn't it?

>
> peace,
> Milton Symister
> uunet!cucstud!msymiste

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

3067. Znet sizes

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 15:45:38 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr16.154538.8683@terminator.cc.umich.edu>
Source record: 233123

```
-rw-r--r-- 1 weiner 35223 Jan 13 09:59 znet9101.txt.Z
-rw-r--r-- 1 weiner 22335 Jan 22 10:00 znet9102.txt.Z
-rw-r--r-- 1 weiner 27294 Jan 22 11:10 znet9103.txt.Z
-rw-rw-rw- 1 weiner 29852 Feb 7 13:06 znet9104.txt.Z
-rw-r--r-- 1 weiner 43271 Feb 13 22:44 znet9105.txt.Z
-rw-r--r-- 1 weiner 25429 Feb 19 21:14 znet9106.txt.Z
-rw-r--r-- 1 weiner 29300 Feb 24 18:52 znet9107.txt.Z
-rw-r--r-- 1 weiner 21822 Mar 10 11:58 znet9108.txt.Z
-rw-r--r-- 1 weiner 33690 Mar 20 09:40 znet9109.txt.Z
-rw-r--r-- 1 weiner 30813 Mar 16 20:55 znet9110.txt.Z
-rw-r--r-- 1 weiner 32690 Apr 15 09:17 znet9111.txt.Z
-rw-r--r-- 1 weiner 32467 Apr 15 09:17 znet9112.txt.Z
-rw-r--r-- 1 weiner 33148 Apr 15 09:17 znet9113.txt.Z

Above is a list of the znets we've recieved this year. Please
not their COMPRESSED sizes.

-rw-r--r-- 1 weiner 71895 Jan 13 09:59 znet9101.txt
-rw-r--r-- 1 weiner 43586 Jan 22 10:00 znet9102.txt
-rw-r--r-- 1 weiner 58521 Jan 22 11:10 znet9103.txt
-rw-rw-rw- 1 weiner 60980 Feb 7 13:06 znet9104.txt
-rw-r--r-- 1 weiner 87134 Feb 13 22:44 znet9105.txt
-rw-r--r-- 1 weiner 49873 Feb 19 21:14 znet9106.txt
-rw-r--r-- 1 weiner 59404 Feb 24 18:52 znet9107.txt
-rw-r--r-- 1 weiner 42084 Mar 10 11:58 znet9108.txt
-rw-r--r-- 1 weiner 66796 Mar 20 09:40 znet9109.txt
-rw-r--r-- 1 weiner 61512 Mar 16 20:55 znet9110.txt
-rw-r--r-- 1 weiner 67606 Apr 15 09:17 znet9111.txt
-rw-r--r-- 1 weiner 67133 Apr 15 09:17 znet9112.txt
-rw-r--r-- 1 weiner 69040 Apr 15 09:17 znet9113.txt

Here's a list of the sizes, uncompressed. Quite a bit bigger wouldn't
you say???? Also, while I have your attention, that yes, we have
a complete set. We get them all. We do it in a way that passes each
issue by as few machines as possible.

Have a nice day,
weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"
```

3068. TIME cards, etc?

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 15:58:27 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr16.155827.2260@oz.plymouth.edu>
Source record: 233115

Hello,

I been using an ST for around 4 years and have finally decided
it would be nice to have an internal (or cartridge based) time mechanism
to keep track of the time. All my files and things have the original
system time on them and it would just be nice to know WHAT time it actually
is when I'm on the system. My first question:

Does anyone have an old time system they want to get rid of? Sell?

Second question: What are peoples opinions for the BEST and CHEAPEST
(two categories) time systems?

Thanks,

~S

--
\/\/\/

3069. Re: ST to Multisync Adapters

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 15:59:54 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr16.155954.1224@ecst.csuchico.edu>
Source record: 233104

In article <22001@natinst.natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> Is anybody using the Practical Solutions "Monitor Master" that
>can reccomend it? Also does it have an audio jack since monitors don't
>have audio support?

The Monitor Master doesn't have multisync support. It can only switch
between two Atari monitors.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3070. GDOS/TT/TTM195

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 16:16:12 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <23575@know.pws.bull.com>
Source record: 233122

I want to thank Ron Grant, GXR Systems in Vancouver, for helping me out with the assign.sys format for GDOS to run on a TT with a TTM195.

The trick is to put 08p screen.sys to 10p screen.sys lines in, along with the fonts for the 04p screen.sys driver. Thank goodness that there are users out there who can help.

Can someone post the address of Fearn & Music from Stuttgart Germany. I need info on the init that lets me print to an SLM605 in GCR mode.

3071. Spectre GCR / ST Disks

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 17:03:32 UTC
From: mike@mgc.uucp
Message-ID: <1991Apr16.170332.6533@mgc.uucp>
Source record: 233108

I'm after technical details regarding the way in which Spectre GCR (the superb ST Mac emulator) is able to read and write standard Mac format disks using only the standard ST drive. I was under the impression that Mac drives are variable speed, while PC/ST drives use a fixed speed system. Of course, I may be very wrong about this.

Any information on the subject (as technical as you like) would be greatly appreciated.

Chow,
Mike aka Baal the unsinkable.

(Imaginative footer still in development. Watch this space...)

3072. Re: GDOS/TT/TTM195

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 18:01:12 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991Apr16.180112.11308@cs.wayne.edu>
Source record: 233133

In article <23575@know.pws.bull.com> CSULLOGG@CRL.AECL.CA writes:
>The trick is to put 08p screen.sys to 10p screen.sys lines in,
>along with the fonts for the 04p screen.sys driver. Thank goodness that
>there are users out there who can help.

Here's the first time I've seen any discussion about the screen.sys
lines above 4p. When I dloaded Rufus it had some fonts and lines
in the > 4p range (6-9p if I recall). Since I am using only a
monochrome monitor, can I remove these lines? Can I remove all lines
excluding the 4p (and the fonts under it)?
--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

3073. Running Mupfel under Neodesk

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 18:37:17 UTC
From: bill@mwca.UUCP
Message-ID: <1847@mwca.UUCP>
Source record: 233136

In article <779@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Try out Mupfel that comes with the Gemini stuff, it allows "/" to be used
>instead of "\" and has many csh like features. Also, it doesn't remap the
>keyboard (which make Gulam useless on my Australian (uk? us?) keyboard).

I see some wierdness if I try to run Mupfel from within Neodesk - if I run Mupfel, then run Zoo from Mupfel, zoo gets executed twice. Also, upon exiting Mupfel I get put back to the desktop instead of to Neodesk (using the non-resident mode of execution). Doing a bit of experimenting, I tried running shell_0 in my AUTO folder, then running Neodesk, then Mupfel, and with that combination Mupfel won't exit at all (goes right back to Mupfel).

Any ideas?

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
#######Opinions expressed are my own, though you'd be wise to adopt them!######

3074. TT Toaster (again)

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 18:43:39 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr16.184339.2586@ecst.csuchico.edu>
Source record: 233140

I found this article in comp.sys.amiga.graphics and dragged it over here
'cause I thought some people might be interested in it. I think it has
some relation to the TT Toaster that was discussed a while ago. I have
redirected the follow-up to comp.sys.amiga.graphics (at least tried to).

Article: 1069 of comp.sys.amiga.graphics
Path: csuchico.edu!petunia!usc!rpi!masscomp!calvin!mark
From: mark@calvin..westford.ccur.com (Mark Thompson)
Newsgroups: comp.sys.amiga.graphics
Subject: Re: Burn MACWorld... BURN!
Message-ID: <61899@masscomp.westford.ccur.com>
Date: 16 Apr 91 13:50:30 GMT
References: <1991Apr14.224051.369@usenet.ins.cwru.edu> <41281@cup.portal.com>
<1991Apr15.102050.21859@uservx.afwl.af.mil>
Sender: news@masscomp.westford.ccur.com
Reply-To: mark@calvin.westford.ccur.com (Mark Thompson)
Organization: Concurrent Computer Corp. Westford MA.
Lines: 23

In article <1991Apr15.102050.21859@uservx.afwl.af.mil> galetti@uservx.afwl.af.mil writes:
>In article <41281@cup.portal.com>, amigan@cup.portal.com (R Michael Medwid) writes:
>>Ah..but yes the Toaster *is* available for the Mac..when you buy the "Toaster
>>Package" it comes with a toaster inside an Amiga 2000HD..and they throw in
>>a connector cable so you can export your images from the Mac directly (ahem)
>>to the Toaster (uh..by way of..an Amiga!!)..chuckle chuckle..
>Seriously? Is this for real? You mean to tell me that a toaster installed in
>an A2000HD is considered an available peripheral for the Mac? You've got to
>be SH*TTING me!

Yes, it is being marketed this way for the Mac and IBM clones. But there is
something else. Tim Jenison (NewTek president) was recently quoted to say
that their goal was to produce a stand-alone Toaster for under $1000. They
plan on achieving this end by incorporating pieces of the Amiga into the
new "black box" toaster. I have heard they have already done some negotiations
with Commodore to create this product.
%~~~~~~%
% ` ' Mark Thompson CONCURRENT COMPUTER %
% --==* RADIANT *==-- mark@westford.ccur.com Principal Graphics %
% ' Image ` ...!uunet!masscomp!mark Hardware Architect %
% Productions (508)392-2480 (603)424-1829 & General Nuisance %
% %
~~~~~~

--
Ed Krimen ....
~~~~~~

||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3075. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 19:53:00 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Apr16.195300.1906@jato.jpl.nasa.gov>
Source record: 233139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr16.042133.20872@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>My friend managed to get his external Supra HD connected to his TT
>(which has an internal SCSI device). The TT differentiates between
>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
>friend set his Supra at SCSI 1, so they would not confict. This
>turned out to be the problem. BOTH drives had to be set to SCSI 0
>to work. Extremely weird. Anyone have an explination?

What did he plug the Supra into, daisy chained off the SCSI port, or
the Atari DMA port? If DMA port, then the answer is that you're using two
separate buses...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

3076. Re: Posting Z*Net International 3rd request!

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 20:47:38 UTC
From: henry@argosy.UUCP
Message-ID: <1238@argosy.UUCP>
Source record: 233135

In article <14250@ccncsu.ColoState.EDU> sytang@euclid.math.colostate.edu.UUCP (Shoou-yu Tang) writes:
> Also there is a mailing list for individual want to receive it
I'd be just as happy recieving it by email instead of having it posted here. I haven't noticed subscription info posted here for a long time; could somebody please post how to do so?
If I can get it via a mailing list, I'd vote against posting ZNet here.

Henry Polard | REAL net address: | Reality / Virtual 17-line .sig
(408) 736-3300 | henry@maspar.com | is an allusion. \ with spiffy graphics.

3077. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 21:13:04 UTC
From: bgr@uncle-bens.rice.edu
Message-ID: <1991Apr16.211304.6829@rice.edu>
Source record: 233134

In article <1991Apr16.192259.4357@rice.edu>, bgr@uncle-bens.rice.edu (Robert G. Rhode) writes:
> In article <1563@ipsi.UUCP>, wallmann@ipsi.UUCP (Georg Wallmann) writes:
>
> > always came up with "too expensive". Of course if you think 16 MB isn't
> > expensive ... as you do in your post. While thinking about it I
> > had this great idea for a new RAM technology, which unfortunately
> > (then unbeknownst to me) already existed as dual-port RAM. Even then the
> > bus width needed and the cycle speed is just about too ridicolous for
> > a home computer. Personally I'd be happy with 640*400*16bit colors at
> > 70Hz and some hires in mono. That would be monetarily feasible, I only
> > want color for the games <slobber> anyway, and some hires for programming.
>
> I think I can (theoretically) offer you a better deal:
>
> How about 1024x1024x24-bit color for <$350 parts cost (if you are an OEM)...
>
> Ingredients:
> 24 1-Megabit Video Rams @ ~$12 each => 3 MB
> 1 Brooktree triple 8-bit RAMDAC @ ~@50
> glue logic
>
> 1024x1024x70 Hz = 110 MHz pixel clock.
> Each VRAM is 256Kx4, so each VRAM needs to output at 27.5 MHz.
> A 100-ns VRAM is rated to shift out serial information at the rate of 33 MHz.
> 1 VRAM chip per bitplane.
>
> A VRAM is a dual-ported RAM with a DRAM half and a serial shift register half.
> The two halves are completely independent of one another except when passing data
> between them. 512 bits (1 DRAM row) is transferred at a time.
>
> Anyway, I am currently doing a theoretical video board design for a senior EE class,
> and I assure you that the performance you require is not at all unreasonable in cost.
>
> - Bob
>
Silly me, I forgot to tell it the right distribution.
By the way, that should say Brooktree VideoDAC, not RAMDAC. A RAMDAC is what you use when you want to have a 256-color lookup table for 8-bit graphics. The Bt459 RAMDAC has a 256x24 lookup table for color information, 16x24 overlay color lookup table for easy text-over-graphics or windowing applications, and even a 64x64x3-color cursor in hardware (For those of you who want a sprite).

I hope this reaches more than just me this time...

3078. Atari for Auction

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 21:24:34 UTC
From: meo3@jaguar.ucs.uofs.edu
Message-ID: <445@platypus.uofs.edu>
Source record: 233119

Ok, folks. This is the last update that will be posted here in comp.sys.atari.st. For the remaining updates, I direct you to misc.forsale.computers. I haven't really been flamed too much, but a few people feel its not appropriate to post the updates here (or at all in some cases :-)) Anyway, I'll keep this message short... But over on the other group I'll post a much exapanded list of stuff the system comes with for those of you who don't know already.

Remember: Bidding closes April 22nd! High bid as of today is: $750

Mike Ogrinz

3079. Re: smail on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 22:38:00 UTC
From: steve@thelake.mn.org
Message-ID: <A2361398928@thelake.mn.org>
Source record: 233145

[In article <1991Apr14.071306.3889@edm.isac.CA>,
darius@edm.isac.CA (Darius S. Naqvi) writes ...]

> Possibly what happened is that the above two people took smail 2.5 (or
> some other version) and modified it a lot, and then placed the whole
> thing under the Gnu Copyleft.

No, Smail 3.x is definitely a fresh start. I'm not a 3.x guru, but
as I understand it, it was intended as a replacement for Sendmail.
Among other things, it handles multiple transportation methods,
while Smail 2.x doesn't.

> version. Where could I get the standard UNIX smail v2.5, i.e., the
> version that was modified for TOS *minus* all the modifications?

I'm afraid I don't know much about how to find Unix archives, but
you could ask in the appropriate Unix newsgroup, comp.mail.uucp, or
even comp.os.minix -- I wouldn't be surprised to find that somebody's
already done the work for you.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3080. Re: The language named C

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 22:47:08 UTC
From: steve@thelake.mn.org
Message-ID: <A2380535440@thelake.mn.org>
Source record: 233146

[In article <1991Apr16.134257.8944@cs.wayne.edu>,
pbh@jake.tmc.edu (Patrick Haggood) writes ...]

>>(in response to a query about editors and C compilers)
> since I gave up on GCC. CBREEZE is a Michtron product, and they've
> moved so I can't give you an address. However, it's still advertized in
> ST mags so I'm sure you can find it.

Last I saw, E. Arthur Brown had acquired a big pile of Michtron sw,
including CBREEZE, and was selling it cheap. (I actually prefer the speed
of MicroEMACS and a full, clear screen.)

The basenote asked about C compilers for learning. I think anybody who
wants to learn C and doesn't pick up Sozobon AND the free source code to
the libraries (dLibs) is missing a golden bet. I've learned more from
Dale Schumacher's code (and from Dale himself) than I've ever learned
from a book.

And as for commercial support ... don't place too much value on that.
They're not going to teach you how to code on the phone. If you have
questions, try comp.sys.atari.st.tech. And post code samples!

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3081. Re: Mint...

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 23:33:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <845@uqcspe.cs.uq.oz.au>
Source record: 233142

>I have the Mint/MGR package, and would like to know how to get it to
>start up in medium res. I have a 1040ste that like to boot up in low
>res. Right now I run quickst 2.10 to have it start in medium res, but
>when I go to gem from mint it comes up as low res, is ther a fix for
>this?? Any help would be appreciated...

This may sound silly, but...

1. Boot without MiNT
2. Set preference to Medium
3. Save desktop

Try again.

Or have you already tried the obvious?
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

3082. Re: Mint...

Newsgroup: comp.sys.atari.st
Date: 1991-04-16 23:37:07 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr16.233707.4425@ecst.csuchico.edu>
Source record: 233141

```
- I have the Mint/MGR package, and would like to know how to get it to
- start up in medium res. I have a 1040ste that like to boot up in low
- res. Right now I run quickst 2.10 to have it start in medium res, but
- when I go to gem from mint it comes up as low res, is ther a fix for
- this?? Any help would be appreciated...

This is a bug in TOS 1.06; TOS 1.62 fixes this minor bug as well as
some other things, but TOS 1.62 is not available as an upgrade.

Anyway, there is a program on the language disk called STE_FIX.
Putting this in the AUTO folder will have your STe boot in medium res
if the DESKTOP.INF is set for medium res. However, there is another
way....

Depending on how your personal DESKTOP.INF file looks, you want to
change the 12 in line 5 to 13.

#a060000
#b000000
#c???000?000<000?00;;400;0;;;4440??0;;?0?;0;;;0??03111103
#d
#E 90 13
^^
This tells the STe to boot in monochrome, but when you're running a
color monitor it goes to medium res.

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

3083. .Z compression for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 00:42:36 UTC
From: ieb4826@rigel.tamu.edu
Message-ID: <14810@helios.TAMU.EDU>
Source record: 233143

Does anyone know of a program for the ST that can compress and
uncompress .Z compressed files. If there is one does it require a shell
or anything to implement. I've been downloading some astronomical gifs
that are huge and uncompressed with a 1200 baud modem and I'm getting
desperate!!!

Thanks in advance and for
help in the past...

E.Bou-saada
(ieb4826@zeus.tamu.ed)

3084. Re: BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 01:20:32 UTC
From: root@prk.UUCP
Message-ID: <Xc1i11w164w@prk.UUCP>
Source record: 233124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

scale@abode.wciu.edu (Luis Outumuro) writes:

>
> Hi Phillip,
> <quoted text deleted>

Yes, I know it does. See, that's the problem now with the IBM is that I am needing to use the computer more and more while the BBS is up. So, that's why I am looking into getting a dedicated machine, and I named my options, because my options are the cheapest around town here. I am most likely going to go with the Atari 8-bit because I like how well BBS Express Pro supports ANSI graphics. See, all three types of systems (Atari 8-bit, Atari ST and Apple][x cost right around the same amount here in town with Apple][x being the most expensive, the Atari ST being the next higher priced, and the Atari 8-bit being the lowest). However, I suffer the consequences with the Atari 8-bit systems, and that is I would have to be buying ALL used equipment. If I were at least able to purchase Apple][x or Atari ST systems, I would be able to purchase it all new. So, I don't know which route I should go. See, I am happy with most everything I see in operation, so it makes decisions hard on me. This is why I brought the conversation to such a huge network community, to kind of help me decide which route to go.

Yes, thanks for the information about Carina II, although down here in Houston, BBS Express Pro is the preferred BBS package amongst Atari 8-bit computer systems. I might just give a Carina II system a call sometime. The Carina II system in town, NiteLight has been having some problems, so I might have to call out of town or something. There is one Atari BBS program I wasn't too happy with, but don't remember what it was because it's been ages ago since I've seen it. It might of been Carina for all I know. I'll have to check them out again... Phillip

---
uunet!nuchat!xcluud!prk!root +---------------------------------------+
prkeen@nuchat.sccsi.com | PRK Consulting +1 713 941 5467 [data] |
prkeen@xcluud.sccsi.com | Phillip Keen |
root@prk | 2705 Martin |
| Pasadena, TX 77502-5724 |
+---------------------------------------+

3085. Re: Flash & QuickST

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 01:30:54 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <8021@jhunix.HCF.JHU.EDU>
Source record: 233127

In article <2804b3e4.2556@petunia.CalPoly.EDU> sslee@polyslo.CalPoly.EDU (Steven Lee) writes:
>
>
>I have Flash v1.52 and QuickST v.2.20 and it seems either no one comes across
>this problem or everyone is just ignoring it. The problem is that Flash
>tends to leave remaining cursors everywhere on the screen (I'm emulating
>vt100). Even when I disable QuickST, it still does this. Only when I
>not load in QuicskST on autoboot does the problem disappear.

My brother has QuickST 2.10 (I don't know if he's updated to the latest version.). I used Flash 1.60 on his computer and I got the cursor left-overs as well. I told Darek Mihoka about it, but he didn't believe me. (Said something about it being a problem with Flash or that I was using an older version of Q-ST...) Obviously it is a problem with Q-ST 2.20 as well. Incidentally, Turbo ST 1.84 does NOT leave junk all over the screen, but it unfortunately disables the ability for Flash to display underlines.

>I've tried using some german program (called fixflash or something like
>that) but it doesn't seem to work. Alas, I have no docs to that program.

Does anybody know what this program (fixflash) does? If it fixes the problem with the underline in TurboST I'd love to see it on atari.archive!

>I'm not sure which program is at fault, but it sure is annoying. It even
>warrants me to boot Flash on my disk drive (yech!) as opposed to my hard
>drive so I don't have to reconfigure my autoboot programs there.

Why not use a program like SuperBoot or DeskManager? It'll make your life much easier in the long run!

>
>Steven

Dom

3086. Re: Running Mupfel under Neodesk

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 02:19:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <853@uqcspe.cs.uq.oz.au>
Source record: 233131

In <1847@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:

>In article <779@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Try out Mupfel that comes with the Gemini stuff, it allows "/" to be used
>>instead of "\" and has many csh like features. Also, it doesn't remap the
>>keyboard (which make Gulam useless on my Australian (uk? us?) keyboard).

>I see some wierdness if I try to run Mupfel from within Neodesk - if I run
>Mupfel, then run Zoo from Mupfel, zoo gets executed twice. Also, upon
>exiting Mupfel I get put back to the desktop instead of to Neodesk (using
>the non-resident mode of execution). Doing a bit of experimenting, I tried
>running shell_0 in my AUTO folder, then running Neodesk, then Mupfel, and
>with that combination Mupfel won't exit at all (goes right back to Mupfel).

>Any ideas?

About zoo: Check if it exists twice on your path maybe.

I run Gemini with Mupfel, then Uniterm within that, then Mupfel from within
Uniterm, then zoo from there and THAT STILL WORKS! Hmm. Maybe a strange
set-up, maybe Neodesk. When you "exit" Mupfel, it calls some "exit.prg", but
I don't really understand that bit (.logout maybe?)

--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

3087. Re: Mint...

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 02:21:33 UTC
From: johnb@churchy.gnu.ai.mit.edu
Message-ID: <JOHNB.91Apr16222133@churchy.gnu.ai.mit.edu>
Source record: 233125

In article <1991Apr16.233707.4425@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

> This is a bug in TOS 1.06; TOS 1.62 fixes this minor bug as well as
> some other things, but TOS 1.62 is not available as an upgrade.

> Anyway, there is a program on the language disk called STE_FIX.
> Putting this in the AUTO folder will have your STe boot in medium res
> if the DESKTOP.INF is set for medium res. However, there is another
> way....

> Depending on how your personal DESKTOP.INF file looks, you want to
> change the 12 in line 5 to 13.

> #a060000
> #b000000
> #c???000?000<000?00;;400;0;;;4440??0;;?0?;0;;;0??03111103
> #d
> #E 90 13
^^
> This tells the STe to boot in monochrome, but when you're running a
> color monitor it goes to medium res.

> --
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

I have tried both of the following, but they do not work when I am using Mint? I still come up in low res.. If I am not using mint I come up in medium res just dandy. Is there any way to get this to work from within mint? I like the changing of the 12 to a 13 in the desktop.inf better then the ste-fix program. They both work for normal non-mint mode....

Help...

John
--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

3088. Re: .Z compression for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 02:24:40 UTC
From: warwick@cs.uq.oz.au
Message-ID: <854@uqcspe.cs.uq.oz.au>
Source record: 233132

> Does anyone know of a program for the ST that can compress and
>uncompress .Z compressed files. If there is one does it require a shell
>or anything to implement. I've been downloading some astronomical gifs
>that are huge and uncompressed with a 1200 baud modem and I'm getting
>desperate!!!

Yes, I think there is a "compress" at atari.archive

GIFs are already compressed using the same algorithm that "compress"
uses. It's just that the files you have are probably BIG images, with lots
of detail - there's no way around it. See if there is a IBM PC at your
campus and FTP to 3.5" floppies (or kermit, or whatever).

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

3089. want advice re printer for 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 03:45:18 UTC
From: kgg@zinn.MV.COM
Message-ID: <1286@zinn.MV.COM>
Source record: 233075

I want to buy a printer for my ST.
NLQ is a must, LQ would be fine if I can get it.
I don't think I can afford more than $250, would much prefer $150.
Another must is ability to dump images from screen to paper.
Finally, I hope to acquire some sort of PostScript interpreter/driver,
so something with enough flexibility that such a driver can be written
for it would be very desirable.
I don't need a wide carriage or color or lasers.

I've seen the Epson T-1000, I think it is, for around $150...
It *looks*, from reading the manual, like it can handle all my
requirements except maybe the PostScript stuff, maybe even that.
Anybody have any experience with this beast?

Anybody have any other recommendations?

Anybody have a used (but not worn-out) printer they want to sell?

Is it safe to say that anything that is sold to work on a PC
should work okay on the ST?

-- Kenn Goutal

CompuServe: 71117.2572 (PARTI handle: kenn)
GEnie: K.GOUTAL
Internet: kenn@zinn.MV.COM or kenn@rr.MV.COM
[The] PO!NT: kenn
Telepath: kenn
UUCP: ...decvax!zinn!kenn or ...decvax!zinn!rr!kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

3090. Supra HD utilities..I need 'em!

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 03:49:53 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1991Apr16.234953.4088@vax5.cit.cornell.edu>
Source record: 233126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

I've just received a SupraDrive Hard Disk from a friend,
but I can't seem to get it working on my ST. I'm very
new at hard drives, so everything I've done is experimental.
About all I've been able to do is test the access speed with
HDCHCK13.TOS!

I think my problem is that I need a copy of the utilities
that go with the hard drive (i.e. Supra's utilities). But
neither my friend nor I have them. (is this assumption
correct? i.e., I can't use non-Supra utilities on a Supra
drive? I tried HDX and no-go.)

So, that means I need a copy of these utilities. Is there any
reason why someone can't mail them to me? (I've got the drive,
it should be legal to have the utilities, too!) If not, does
anyone have a copy they can send me??? Please???

FYI, my setup is (and don't laugh):
Atari 520ST
TOS1.0
1 DSDD drive, 1 SSDD drive
SC1224 Monitor
20 MB SupraDrive, upgraded to 50 MB (w/ a Seagate ST157N I believe)

Thanks,
David S. Rowell
REYY@Vax5.cit.cornell.edu (Internet)
.sig available upon request

3091. Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 04:38:03 UTC
From: msymiste@cuc1.UUCP
Message-ID: <2328@cuc1.UUCP>
Source record: 233137

In article <1991Apr16.152858.8063@terminator.cc.umich.edu>, weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
> In article <2326@cuc1.UUCP> msymiste@cucstud.UUCP (Milton Symister) writes:
> >In article <5483@mindlink.UUCP>, Bill_Moore@mindlink.UUCP (Bill Moore) writes:
> >>
>
> > to me). And besides ONE message a week... ok ONE LONG message a week
> > is not going to waste bandwith. Its going to help people and if
> One short message a month is a waste of bandwidth. All of these
> messages about this whole thing is a waste of bandwidth.
>
> > you already get ZNET just press 'n'.
> >
> This just gets better by the minute, doesn't it?
>

I take it back what I said about having Znet posted up. A few people have taken the time to enlighten me. They said(and I agree) 1) there are some people who pay for usenet so they cant just press 'n' and forget about it 2) there are very,very few people who have access to usenet and do not have an email address so if you want Znet just ask Greg Lindhal 3) by the time the emag gets to you all the way from New Zealand its probably already at your local bbs or genie or greg lindhal has sent it. 4) Also They said that that silly little vote should be taken again. 5) And also according to They this was proposed some time ago and was shouted down for the above reasons

peace,
Milton Symister
uunet!cucstud!msymiste

3092. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 05:19:21 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Apr17.011921.8599@mailer.cc.fsu.edu>
Source record: 233144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr16.195300.1906@jato.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1991Apr16.042133.20872@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>>My friend managed to get his external Supra HD connected to his TT
>>(which has an internal SCSI device). The TT differentiates between
>>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
>>friend set his Supra at SCSI 1, so they would not confict. This
>>turned out to be the problem. BOTH drives had to be set to SCSI 0
>>to work. Extremely weird. Anyone have an explination?
>
>What did he plug the Supra into, daisy chained off the SCSI port, or
>the Atari DMA port? If DMA port, then the answer is that you're using two
>separate buses...
>--
He plugged it into the DMA. However, if it is a separate bus, then it
was the only device on it. So why does the Atari software demand that
it be device 0? That is what puzzles me.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3093. ICD AdSpeed

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 05:28:15 UTC
From: david@bdt.COM
Message-ID: <10688@bdt.COM>
Source record: 232920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do many people have the ICD AdSpeed?

I recently put one in a Mega ST-4 with a Moniterm board and
it seemed to work pretty well. I left the machine on overnight
and it had crashed by morning. It seems that it crashed within
a few hours. The problem seems to be heat related, because the
system seems to get flakey after it's been on for a while.

Has anybody else experienced similar problems?
--
David Beckemeyer (david@bdt.COM) | "Don't call me Stupid!"
Beckemeyer Development Tools | "No. That would be an insult
P.O. Box 21575, Oakland, CA 94620 | to all the stupid people!"
UUCP: {uunet,ucbvax}!unisoft!bdt!david | - A fish called Wanda

3094. TURBO C

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 08:19:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <56473@hb.maus.de>
Source record: 233073

> Does anybody know if Borland Turbo C is available in English for the
> Atari-st? What is the latest revision?
> Where is it available from?
> Does Borland have a mailing address?

Turbo C/ST from Borland is not available in English.
The latest revision is 2.03.

So far I know! Now the actual rumors! ;-)

The rumors which are going around here in Germany say, that Borland is going to stop the distribution of Turbo C/ST and give the rights back to the Developer Team. It seems that they plan to make up their own company and carry on working on that C-Compiler which won't be named Turbo C anymore (guess why ;-)).
So far it seems quite sure, because even people from the Borland Turbo C Team said something like that.

Who's going to do the distribution and if there will be an English Version then, who knows???

Bye Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Well, isn't
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| that special?
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de |
Germany | (UUCP) bsp3@informatik.uni-Bremen.de | (The
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | Church Lady)

3095. Re: PgC 7600 details

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 08:25:34 UTC
From: zuschlag@diku.dk
Message-ID: <1991Apr17.082534.25300@odin.diku.dk>
Source record: 233138

kiki@uhunix1.uhcc.Hawaii.Edu writes:

>For $20, this thing sounds potent, especially in combination with the Taos OS.
>The article alludes to the other ventures of Sir Clive Sinclair and I recall
>that he was supposed to be developing a silicon "hard drive", so that it is
>very possible that our conceptions of power and price may be radically altered.

>Though I don't question Sinclair's and Shelton's genius, I have some doubts
>about Sir Clive's business acumen. The Timex, Quantum QL, Cambridge Computer,
>and Psion are all pretty good machines, but they had some quirks and were not
>supported by further development.

I just have to correct you at this subject!

The Timex computers where special versions of the sinclair ZX 81
and ZX Spectrum. Perhaps they didn't sell very well in USA, but were
some of the best selling micro(home) computers ever in europa (the spectrum
and its succesor the Sam Coupe, are still selling quite well).

The sinclair QL (the name is NOT Quantum QL) where fare ahead from
all other compters in it's days. Ok it was not as great succes! but there
is still about 100.000 users around the world.

Neither Clive Sinclair or Chris Shelton has anything to do with the Psion
computers (organiser I and II, MC200/400/600). All very fine computers,
but overpriced. On the other hand is the Cambridge Computer Z88 one of the
best selling notebook computer ever, and is still going strong (rumors says
that we soon will see a new version, perhaps the Z91?).

>I think Atari might be in a better position to deliver and support a marketable
>product based on the PgC chips, because of their experience with the Inmos
>transputer and Helios OS, which culminated in the ATW computer.

I totaly disagree! With a PgC7xxx in their hands, Atari would just make some
kind of ST compatible (with TOS and GEM- don't joke me!). If anyone are
going to make something radical new, then it has to be men like Sinclair and
Shelton. Personally I'm looking forward to see what they will come out with
(around fall/winter 1991 perhaps?)

>For the complete article, contact BYTE Back Issues, One Phoenix Mill Lane,
>Peterborough, NH 03458, (602) 924-9281. In Europe, send requests to BYTE
>Back Issues, c/o Dynamic Graphics International, P.O. Box 25, 3950 AA Maarn,
>The Netherlands.

>Jack

- Jesper Zuschlag
(zuschlag@freja.diku.dk)

Department of Computer Science,
University of Copenhagen.

3096. Re: VOTE NOW!

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 09:04:10 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Apr17100410@ghiggins.hpl.hp.com>
Source record: 233061

```
>> This is the third and final request ...
>> Votes will close Monday the 22nd of April 1991.

Jon_Clarke@kcbbs.gen.nz hasn't properly observed usenet voting procedure.

I too skipped the Z*Net discussions and thus saw *NO* call for voting.

Mr. Clarke, please consult the usenet etiquette sources for voting on usenet
topics and proceed accordingly. The procedures have been set up to avoid
exactly these sorts of problems.

Thanks.

Graham
======

------------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
------------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
------------------------------------------------------------------------
```

3097. Re: .Z compression for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 09:08:30 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr17110830@orion.laas.fr>
Source record: 233147

BTW compress is available from atari.archive.umich.edu. If I remember
right, get the version stored as compress.zoo.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3098. Back-Up

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 11:10:29 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <13047@hydra.Helsinki.FI>
Source record: 233148

Anyone KNOW a back-up program that works on TT (preferably PD/shareware)
should incl.
- Archieving of packed files
- incremental copy option
- splitting algorithm for making full disks/ cutting big files into parts

.... also a retailer (FAX...) would be great !

thanks...

>>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>>

3099. dmj_gif on ATARI.ARCHIVE

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 12:12:30 UTC
From: asedm@acad2.alaska.edu
Message-ID: <1991Apr17.081230.1@acad2.alaska.edu>
Source record: 233149

I recently downloaded dmj_gif.lzh from atari.archive and found that
although it does create *very* nice spectrum pictures (and even show 'em to
you to prove it!) none of my other viewers (spslidex, and the couple in artpak
will load these pics....
this may only be true for the .SPC pics (haven't tried the .SPU) yet.
also, the program dmj_gifB.prg for converting interlaced gifs which is
mentioned in the manual is missing!

anyone else have problems with this software?

3100. Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 13:57:27 UTC
From: mathew@mantis.co.uk
Message-ID: <gmwJ113w164w@mantis.co.uk>
Source record: 233094

msymiste@cucstud.UUCP (Milton Symister) writes:
> Its very nice that ZNET is available in a number of different places
> but I'm quite sure there are plenty of people that do not have access
> to it or else their sources can sometimes be unreliable(its happend
> to me).

Is there anyone who can read news but cannot receive Email?

> And besides ONE message a week... ok ONE LONG message a week
> is not going to waste bandwith. Its going to help people and if
> you already get ZNET just press 'n'.

How about the time our modem spends downloading it? Modems can't just press
'n'.

mathew

--
If you're a John Foxx fan, please mail me!

3101. Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 14:25:54 UTC
From: lph@INEL.GOV
Message-ID: <1991Apr17.142554.2284@inel.gov>
Source record: 233150

If I recall correctly, another reason that this was shouted down last time was because of the advertising in Z*Net, which goes against the Usenet no-commercialism policy.

Randy Pacetti, Engineering Specialist, AI and Information Engineering
Idaho National Engineering Laboratory, PO Box 1625, Idaho Falls, ID 83415-1206
Internet: lph@inel.gov Office: (208) 526-0136 FAX: (208) 526-1419 FTS: 583
========== long legal disclaimer follows, press n to skip ==========

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3102. Spectre GCR and Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 14:46:25 UTC
From: eric@praxis.co.uk
Message-ID: <1991Apr17.144625.2533@praxis.co.uk>
Source record: 233093

I am thinking about treating myself to a Mega STE but before I sell my trusty STE and hard disc I want to know if anyone has used Spectre GCR with the new Mega (after a bad experience with my first STE and Spectre, I have become a bit wary).

So has anyone used this combination?

Similarly is anyone using one of the PC emulators with a Mega STE?

And while Ive got your attention, what do users of the new Mega range think of them? Good points, bad points? Incompatibility problems over and above the vanilla STE?

Thanks for any info. I will summarise to the net if appropriate.

Eric.

P.S. If I go ahead with this, it will be my 6th ST computer in nearly as many years. Will I never learn? :-)

3103. Cubase information sought

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 14:51:04 UTC
From: choueiry@disuns2.epfl.ch
Message-ID: <1991Apr17.165104@disuns2.epfl.ch>
Source record: 233068
Cross-posted to: comp.music,comp.sys.atari.st

```
Hi,
I am posting this for a friend, so please send replies
to choueiry@liasun1.epfl.ch. I shall transmit. Thanks.
------------------------------------------------------

I am looking to buy a portable atari stacy (model 1 or 2)
in order to make use of cubase, but how does this stand
up to todays competition- I heard its still the best, is
this true ?
Is there something comparable available for the macintosh?

Burton Lewis
```

3104. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 15:22:39 UTC
From: erc@radon.berkeley.edu
Message-ID: <41759@ucbvax.BERKELEY.EDU>
Source record: 233051
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see the end of this posting and the article entitled "ABOUT THE VIDEO GAMES RATINGS REPORT" in the newsgroup rec.games.video.

If you "reply" to this article, your message will most likely go directly to the video games ratings server, which silently ignores everything which is not a vote.

MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.
MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.
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MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.

ATARI GAME RATINGS REPORT

ATARI LYNX
New Distribution Votes Rank Title
..00111220 53 7.2 Blue Lightning
0.01113100 66 6.4 California Games
..00001322 54 8.1 Chip's Challenge
.00211110. 48 5.9 Electrocop
0.0003121. 46 6.4 Gates Of Zendocon
0.0113200. 46 5.7 Gauntlet III
......1133 39 9.0 Klax
..1..3.6.. 10 6.9 Ms. Pac-Man
..013.12.. 13 5.7 Paperboy
...1..2311 8 7.6 Rampage
....000411 21 8.0 Roadblasters
..0.122100 13 6.7 Robosquash
.....153.. 6 7.2 Rygar
.1......52 7 8.3 Shanghai
...0013210 38 7.4 Slime World
....003121 22 7.9 Xenophobe
......0052 11 9.0 Zarlor Mercenary

ATARI ST
New Distribution Votes Rank Title
.........* 1 10.0 A Day At The Races
.2...2.2.2 4 6.5 Airball
..22.6.... 5 5.0 Arctic Fox
...113111. 8 6.4 Arkanoid
....*..... 1 5.0 Artura
..33....3. 3 5.3 Baal
.1..3111.. 6 5.5 Barbarian

.......*.. 2 8.0 Bard's Tale I
.....*.... 3 6.0 Batman
* ......*... 1 7.0 Battlehawks 1942
......*... 1 7.0 Battlemaster
.......*.. 1 8.0 Block-Out
........*. 1 9.0 Blockbuster
.....3.3.3 3 8.0 Blood Money
....5..5.. 2 6.5 Bloodwych
.....*.... 1 6.0 Blue Angels
*......... 1 1.0 Breakers
......*... 1 7.0 Bubble Bobble
........*. 1 9.0 Cadaver
* .*........ 1 2.0 Captain Blood
* ....* 1 10.0 Captive
.......*.. 1 8.0 Chambers Of Shaolin
.......343 10 9.0 Chaos Strikes Back
.....*.... 1 6.0 Chrono Quest 2
5.5....... 2 2.0 Cyberball
..3..3.3.. 3 5.7 Demon's Winter
....5.5... 2 6.0 Dogs Of War
.......144 19 9.4 Dungeon Master
.*........ 1 2.0 E-Swat
.....63... 6 6.3 Empire Strikes Back, The
.....3.3.3 3 8.0 F-19 Stealth Fighter
.....1233. 9 7.9 Falcon
* .....*.... 1 6.0 Fiendish Freddy's Big Top O' Fun
......*... 1 7.0 Fighter Bomber
.....*.... 1 6.0 Fire Brigade
.....1313. 8 7.8 Flight Simulator
.......*.. 1 8.0 Full Metal Planet
....5..5.. 2 6.5 Future Wars
....*..... 1 5.0 Geisha
.........* 1 10.0 Gold Of The Aztecs
.....3.33. 3 7.7 Golden Axe
..1..421.. 7 6.1 Goldrunner
....2.2.22 4 7.8 Gunship
....3.3.3. 3 7.0 Heroes Of The Lance
.......*.. 1 8.0 Imperium
.....63... 3 6.3 Jinxter
...11.314. 10 7.4 Joust
...*...... 1 4.0 Jungle Book, The
* .*........ 1 2.0 Knight Orc
....333... 3 6.0 Leisure Suit Larry I
.....6.3.. 3 6.7 Leisure Suit Larry II
.....5.5.. 2 7.0 Lombard Rally
.5......5. 2 5.5 Lotus Esprit Challenge
.....522.. 4 6.8 Mean 18
......*... 1 7.0 Mean Streets
........*. 1 9.0 Microleague Baseball
......2.44 5 9.0 Midimaze

.....63... 3 6.3 Mission Impossible II
..*..... 1 3.0 Moebius
.*..... 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
* ....*.. 1 8.0 Oids
...*..... 1 4.0 Oliver And Compagnie
..11.311.. 6 5.7 Pawn, The
* ......*... 1 7.0 Phantasie I
* ....*..... 1 5.0 Phantasie II
.....5..5. 2 7.5 Phantasie III
......*... 1 7.0 Pipemania
.......522 9 8.7 Populous
.......*.. 2 8.0 Powermonger
......55.. 2 7.5 Prince Of Persia
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
....1133.. 6 6.8 R-Type
...1313... 6 5.7 Return Of The Jedi, The
........*. 1 9.0 Rick Dangerous 2
.....*.... 1 6.0 Rings Of Zilfin
.11..1211. 7 6.0 Roadwar 2000
......*... 1 7.0 Rocket Ranger
...112211. 8 6.5 Rogue
...5..5... 2 5.5 Rolling Thunder
..3.33.... 3 4.7 Shadow Of The Beast
.....2242. 5 7.6 Shanghai
.....2222. 4 7.5 Silent Service
.....12.22 7 8.3 Simcity
..*..... 1 3.0 Sorcerer Lord
.....72... 4 6.2 Space Harrier II
.......*.. 5 8.0 Space Quest III
.......6.3 3 8.7 Speedball II
.....4222. 5 7.2 Star Wars
...2.3200. 13 6.2 Starglider
.....333.. 3 7.0 Starglider II
....*..... 1 5.0 Strider II
...1.113.1 6 7.2 Sundog
....*..... 1 5.0 Super Cars, The
.......*.. 1 8.0 Supremacy
.......*.. 1 8.0 T.V. Sports Football
.........* 1 10.0 Team Yankee
33.3..... 3 2.3 Terrorpods
...55..... 2 4.5 Tetris
* ....* 1 10.0 Their Finest Hour: Battle Of Britain
......*... 1 7.0 Third Courier, The
.....403.0 11 7.2 Time Bandit
* ....*. 1 9.0 Tower Toppler
.......*.. 1 8.0 Toyota Celica G.T.
* ....*..... 1 5.0 Ultima III
......5..5 2 8.5 Ultima IV

```
* .......*.. 1 8.0 Ultima V
.....*.... 1 6.0 Ultimate Ride, The
.....55... 2 6.5 Wargame Construction Set
.......63. 3 8.3 Wayne Gretzky Hockey
* ........*. 1 9.0 Wrath Of The Daemon
...1..15.1 6 7.5 Xenon
.......55. 4 8.5 Xenon 2
.4..21.1.. 7 4.3 Xevious
```

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT" in the newsgroup rec.games.video for more details, including information on how to vote.

Questions, comments, problems, and errors should be directed to the list maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc

3105. VIDEO GAME RATINGS BALLOT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 15:27:30 UTC
From: erc@radon.berkeley.edu
Message-ID: <41766@ucbvax.BERKELEY.EDU>
Source record: 233052
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

To use this ballot, just hit "R". Once in your editor, insert your game rating between the word "vote" and the system code and game title. Your rating must be an integer between 1 and 10. There must be at least one blank on either side of your rating. Make sure the word vote appears at the start of each rating.

If you do not want to rate a particular game, just DELETE THAT LINE FROM THE BALLOT. When you are finished, SAVE THE FILE, and exit the editor. The votes will be sent to the game rating tabulator.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

If you want to vote for additional games, just add them at the end, in a format similar to the existing entries. Be sure to include the system code right before the title. This code is one of the below:

AL = Atari Lynx AM = Commodore Amiga
GB = Nintendo Game Boy GG = Sega Game Gear
GS = Apple II GS MA = Apple Macintosh
NE = Nintendo NES and Famicom NG = SNK NeoGeo
PC = IBM PC, PS/2, and compatibles SG = Sega Genesis and MegaDrive
SF = Nintendo Super Famicom ST = Atari ST
TG = NEC TurboGrafx-16, TurboExpress,
and PC Engine

Thanks for participating in the rec.games.video ratings poll. (This text was adapted from Chuck Musciano's rec.arts.movies ballots and John Leo's rec.games.video ballots.)

PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.

v--- place your rating right here!
vote Al Blue Lightning
vote Al California Games
vote Al Chip's Challenge

```
vote Al Electrocop
vote Al Gates Of Zendocon
vote Al Gauntlet III
vote Al Klax
vote Al Ms. Pac-Man
vote Al Paperboy
vote Al Rampage
vote Al Roadblasters
vote Al Robosquash
vote Al Rygar
vote Al Shanghai
vote Al Slime World
vote Al Xenophobe
vote Al Zarlor Mercenary
vote St A Day At The Races
vote St Airball
vote St Arctic Fox
vote St Arkanoid
vote St Artura
vote St Baal
vote St Barbarian
vote St Bard's Tale I
vote St Batman
vote St Battlehawks 1942
vote St Battlemaster
vote St Block-Out
vote St Blockbuster
vote St Blood Money
vote St Bloodwych
vote St Blue Angels
vote St Breakers
vote St Bubble Bobble
vote St Cadaver
vote St Captain Blood
vote St Captive
vote St Chambers Of Shaolin
vote St Chaos Strikes Back
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vote St E-Swat
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vote St F-19 Stealth Fighter
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vote St Fiendish Freddy's Big Top O' Fun
vote St Fighter Bomber
vote St Fire Brigade
vote St Flight Simulator
```

```
vote St Full Metal Planet
vote St Future Wars
vote St Geisha
vote St Gold Of The Aztecs
vote St Golden Axe
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vote St Gunship
vote St Heroes Of The Lance
vote St Imperium
vote St Jinxter
vote St Joust
vote St Jungle Book, The
vote St Knight Orc
vote St Leisure Suit Larry I
vote St Leisure Suit Larry II
vote St Lombard Rally
vote St Lotus Esprit Challenge
vote St Mean 18
vote St Mean Streets
vote St Microleague Baseball
vote St Midimaze
vote St Mission Impossible II
vote St Moebius
vote St Nine Princes In Amber
vote St Obliterator
vote St Oids
vote St Oliver And Compagnie
vote St Pawn, The
vote St Phantasie I
vote St Phantasie II
vote St Phantasie III
vote St Pipemania
vote St Populous
vote St Powermonger
vote St Prince Of Persia
vote St Pro Tennis Tour
vote St Questron II
vote St R-Type
vote St Return Of The Jedi, The
vote St Rick Dangerous 2
vote St Rings Of Zilfin
vote St Roadwar 2000
vote St Rocket Ranger
vote St Rogue
vote St Rolling Thunder
vote St Shadow Of The Beast
vote St Shanghai
vote St Silent Service
vote St Simcity
vote St Sorcerer Lord
```

```
vote St Space Harrier II
vote St Space Quest III
vote St Speedball II
vote St Star Wars
vote St Starglider
vote St Starglider II
vote St Strider II
vote St Sundog
vote St Super Cars, The
vote St Supremacy
vote St T.V. Sports Football
vote St Team Yankee
vote St Terrorpods
vote St Tetris
vote St Their Finest Hour: Battle Of Britain
vote St Third Courier, The
vote St Time Bandit
vote St Tower Toppler
vote St Toyota Celica G.T.
vote St Ultima III
vote St Ultima IV
vote St Ultima V
vote St Ultimate Ride, The
vote St Wargame Construction Set
vote St Wayne Gretzky Hockey
vote St Wrath Of The Daemon
vote St Xenon
vote St Xenon 2
vote St Xevious
--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc
```

3106. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 15:48:45 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr17.154845.29875@newcastle.ac.uk>
Source record: 233053
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr16.195300.1906@jato.jpl.nasa.gov>,
hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|>In article <1991Apr16.042133.20872@mailer.cc.fsu.edu>
boyd@nu.cs.fsu.edu writes:
|>>My friend managed to get his external Supra HD connected to his TT
|>>(which has an internal SCSI device). The TT differentiates between
|>>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
|>>friend set his Supra at SCSI 1, so they would not confict. This
|>>turned out to be the problem. BOTH drives had to be set to SCSI 0
|>>to work. Extremely weird. Anyone have an explination?
|>
|>What did he plug the Supra into, daisy chained off the SCSI port, or
|>the Atari DMA port? If DMA port, then the answer is that you're using two
|>separate buses...

Yes, but why does this explain why it will not work with an id other
than 0? I can see that if TT SCSI and ASCI are seperate buses then it is
ok to use the same id. Does this meen that the TT ASCI port only
supports one device not the full 8 on the ST. If it supports the full 8
then with two buses or 16 SCSI devices the TT can handle some serious
backing storage :->

|>--
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|> Disclaimer: How would I know, I just got here!

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

To:
Subject:

In article <1991Apr16.195300.1906@jato.jpl.nasa.gov>,
hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|>In article <1991Apr16.042133.20872@mailer.cc.fsu.edu>
boyd@nu.cs.fsu.edu writes:
|>>My friend managed to get his external Supra HD connected to his TT
|>>(which has an internal SCSI device). The TT differentiates between
|>>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
|>>friend set his Supra at SCSI 1, so they would not confict. This
|>>turned out to be the problem. BOTH drives had to be set to SCSI 0
|>>to work. Extremely weird. Anyone have an explination?
|>
|>What did he plug the Supra into, daisy chained off the SCSI port, or
|>the Atari DMA port? If DMA port, then the answer is that you're using two

|>separate buses...

Yes, but why does this explain why it will not work with an id other
than 0? I can see that if TT SCSI and ASCI are seperate buses then it is
ok to use the same id. Does this meen that the TT ASCI port only
supports one device not the full 8 on the ST. If it supports the full 8
then with two buses or 16 SCSI devices the TT can handle some serious
backing storage :->

|>--
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|> Disclaimer: How would I know, I just got here!

3107. Re: Ultima VI

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 15:55:14 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr17.155514.26324@santra.uucp>
Source record: 233054

In article <798.280b03b0@zodiac.rutgers.edu> borkowsky@zodiac.rutgers.edu writes:
>Ultima VI: Will it ever live for the Atari ST? Does anybody know if
>a) Origin is planning to produce it for the Atari ST
>and b) Will Origin produce it for the ST?

I understood that Lord British had problems in finding someone to port it
to ST. Hope he has someone now...

>I'm not really much of a gamer at all, but, hey, who can pass up Origin?
>(I don't understand why Ultima V didn't have MIDI sound...Ultima III did...)

Ultima III did? How it was activated, for which instruments & settings?

Jartsu
* *
* Nothing yet, but I'll keep on scanning... *
* ^^ *

3108. Re: Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 17:32:51 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr17.173251.10130@ecst.csuchico.edu>
Source record: 233058

Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744) writes:

- I just purchased an Atari Mega STE 1 without a hard disk for $925
- Canadian from a dealer here in Toronto.

Congratulations. I assuming that the machine has the host adapter already installed. Is this correct?

- HRAMDISK and some demos are the only programs that have not run on
- it so far. TCB Cuddly Demo was one of them (very much a surprise
- to me).

The TCB Cuddly Demo doesn't work on the STe either, unfortunately.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3109. Monitors!

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 17:43:37 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991Apr17.174337.10227@ecst.csuchico.edu>
Source record: 233060

```
-------------------------------------------------------------------------
|YO! I am looking for any information on Monitor UpGrades for the ST.
|
|If you have heard about it, used it, are selling one, or know the
|prices and where to get one please leave me amessage. I have heard of
|something called the Izack Board 1000*760 in color, I have also heard
|About Moniterm. My goal is to reduce the number of monitors I use, so
|the Moniterm is a great Idea, but still another extra, not a
|replacement. The Izack board sounds great, but I don't know what
|software utilizes 1000*760 in 16color low Res.
|
|If there are any other options out there I am VERY interested in
|hearing about them. The quest for the ultimate ST monitor system
|continues. If I gather enough information, Ill post any thing
|interesting. If you are interested in selling something, please leave
|me a description of the Item, What it does, and how much you are
|asking.
|
|send mail to.... neonman@ecst.csuchico.edu
-------------------------------------------------------------------------
```

3110. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 19:05:42 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991Apr17.190542.22755@cs.wayne.edu>
Source record: 233059

In article <671694059.1@egsgate.FidoNet.Org>
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
> Unix V for the TT will be out by the summer.

Will this Unix multitask GEM? Or, can it run one GEM window (e.g.
Juggler I) in a window while running Unix?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

3111. Zoo won't extract folders

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 19:46:06 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91107.154606JJL101@psuvm.psu.edu>
Source record: 233064

The only thing I can get zoo to do is -extract. I cannot get it to use
any of the expert commands... it just gives me that bad command screen.
Is there something that I am missing? I try e, -e, along with the
/ to get it to extract to folders, but still the only command that ever
works is -extract, nothing else seems to.

Any ideas out there?

Thanks in advance,
****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Limit(Continuous Luck) = Skill *
****

3112. Sozobon C starter question

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 19:48:33 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91107.154833JJL101@psuvm.psu.edu>
Source record: 233065

I am getting an error which I am not sure why with this line:

main(int argc, char **argy)

that says it is expecting a)

but if I change that to: main()

I do not get that problem... any idea as to why?

Thanks in advance,

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Limit(Continuous Luck) = Skill *
****

3113. Re: STE Products

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 19:59:24 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Apr17.195924.18751@jato.jpl.nasa.gov>
Source record: 233062

In article <671694059.2@egsgate.FidoNet.Org>
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
>Well, I just bought a Mega STE. I know of TCB Tracker which is a 4 channel
>stereo (uses STE DMA) sampler. There is Quartet 1.5 There are some PD sound
>file players. There is Wrath of Death, Wrath of the Demon, I am not sure about
>Future Wars, White Water something or rather and some other demos that are very
>impressive. Oh, Deluxe Paint uses the 4096 colour pallete, so does Atari's new
>Hyperpaint 2.0, the Lexicor 4 graphics packages, some Tennis game of some sort
>and many others that I don't remember now.
>
>S.S.

Future Wars uses the enhanced palette and digitized sound. Unfortunately, the
sound data is recorded on the back side of the floppy disks. I don't know of a
way to install the game on a hard drive and still get the digitized sound.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

3114. Re: Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 20:00:10 UTC
From: rwa@cs.athabascau.ca
Message-ID: <rwa.671918410@aupair.cs.athabascau.ca>
Source record: 233063

Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744) writes:

>- I just purchased an Atari Mega STE 1 without a hard disk for $925
>- Canadian from a dealer here in Toronto.

Fine. You mention that the machine will run at 16 MHz. Are you *quite sure* about that (no offense, just that a certain nameless salesdroid tried to steer me into a IMHO overpriced Mega STe 2 with the claim that the STe 1 only ran at 8 MHz; I was *not* amused...)

Thanks, and please post your reply; I think interest in this point would be general.

--
Ross Alexander rwa@cs.athabascau.ca (403) 675 6311 ve6pdq
"I'd like MY data-base JULIENNED and stir-fried!" -- Zippy

3115. Odd monitor problem

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 20:18:11 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91107.161811JJL101@psuvm.psu.edu>
Source record: 233057

On a monochrome monitor, I started getting these verticle bands of
1/2 inch or so horizontal tightly packed fuzzy lines across my screen.
They only affected white areas, not great areas.... they would fade in and out.
And then they would dissapear, this has only happened twice.... but I have no
clue what it is.... any ideas? Interference from something? A monitor problem
?
Any help would be appreciated!

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Limit(Continuous Luck) = Skill *
****

3116. Re: Sozobon C starter question

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 20:37:48 UTC
From: jbleaza%peruvian.utah.edu@cs.utah.edu
Message-ID: <1991Apr17.143748.13488@hellgate.utah.edu>
Source record: 233056

```
In article <91107.154833JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:
> I am getting an error which I am not sure why with this line:
>
> main( int argc, char **argy)
>
> that says it is expecting a )
>
> but if I change that to: main()
>
> I do not get that problem... any idea as to why?
>
> Thanks in advance,
>
>*************************************************************************
>* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
>* * * Center for *
>* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
>*************************************************************************
>* Limit(Continuous Luck) = Skill *
>*************************************************************************

Sozobon expects this really arcane method of passing parameters.
In the above example, try:

main(argc, argy)
int argc;
char **argy;
{
}

Someone told me that this is the old method of passing parameters.
One advantage is that you can say
void foo(x, y, z)
int x, y, z;
{}
instead of
void foo(int x, int y, int z)
{}

In other words, you only have to type int once. (Yay)

-Jaysan
```

3117. Spectre and serial port(s)

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 21:30:06 UTC
From: vousten@neabbs.UUCP
Message-ID: <628246@neabbs.UUCP>
Source record: 233078

Is it possible to have two (or more) serial ports under Spectre on a normal ST? Any additional hardware to do the job? Remember the ROM port is already taken... What about a TT or Mega STE?

.---.
| Rob Vousten |
| University of Nijmegen - Dept. of General Linguistics & Dialectology |
| Erasmusplein 1 NL-6526 HT Nijmegen The Netherlands |
| BITNET: U218008@HNYKUN11 INTERNET: U218008@hnykun11.urc.kun.nl |
'---'

3118. Free Computer

Newsgroup: comp.sys.atari.st
Date: 1991-04-17 22:08:44 UTC
From: pmartin@uceng.UC.EDU
Message-ID: <8085@uceng.UC.EDU>
Source record: 233055

Yes a FREE COMPUTER (Atari 520ST computer w/1meg ram). But here is
the catch: The computer is free with the purchase of 100 Software
packages at $10.00 each. Total price $1000.00. Software titles include:

The Michitron series
the Habba series
the infocom series
kings quest II & III
space quest
karate kid II
baseball football basketball (by various vendors)
the teleriam series
silent service, gato...
lots of karate, driving, 3d shooting games
and many many many more...

Like I said, 100 titles (different and commercial)
most are unopened. All have original docs and disks.

Call me for details. I will ship anywhere in the contental US. COD
only.

(513)752-6694 After 6:30 Mon-Fri and all day on weekends.
--
+-----------------[Paul Martin @ Engineering College OCC, UC]-----------------+
| Internet: pmartin@uceng.uc.edu | "Yes I am serious, |
| Dumb: ...uceng!pmartin | and don't call me Shirley" |
+---+

3119. GIF-viewer for expanded graphics?

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 00:00:22 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr18.000022.1682@santra.uucp>
Source record: 233069

Does anybody know, if there is a GIF-viewer/converter, that could display
GIFs in ST with full resolution and colors, if there is a graphics-expansion
installed? (card by Matrix etc...)

Jartsu

* *
* Nothing yet, but I'll keep on scanning... *
* ^^ *

3120. Re: Sozobon C starter question

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 01:11:00 UTC
From: steve@thelake.mn.org
Message-ID: <A2707429009@thelake.mn.org>
Source record: 233071

[In article <1991Apr17.143748.13488@hellgate.utah.edu>,
jbleaza%peruvian.utah.edu@cs.utah.edu (Jason Bleazard) writes ...]

> Sozobon expects this really arcane method of passing parameters.

It's not arcane (any more than the rest of C). Archaic, if you want to consider most C compilers available for the ST as archaic. Mark Williams, Laser C, Sozobon and Alcyon all use the traditional K&R form.

It's the way parameters were passed in C before the idea of function prototypes was endorsed by ANSI. GCC and Prospero C understand the newer format. Lattice may as well (I haven't seen it).

Sozobon follows the original Kernighan and Ritchie definition of C, with some common extensions. Some of those extensions happen to be part of the (fairly new) ANSI standard, and the library largely follows the ANSI standard, but the current Sozobon C does not pretend to be an ANSI-conformant compiler.

There was a preprocessor posted to the network (comp.os.minix) a year or so ago that purported to convert ANSI C files to K&R style. I don't know if it was ever ported to TOS. (If so, I want a copy!)

Dan Wilga of Gribnif Software recently released a K&R-to-ANSI converter called OLD2ANSI. It's on GENie.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3121. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 01:54:31 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <kTTk12w164w@ersys.uucp>
Source record: 233097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> The canonical version of Mtools is indeed posted at the .mil site mentioned
> in recent postings, but when I tried to FTP it (it is a 4-part set) one of
> the parts absolutely refused to transfer completely. It invariably truncated
> every time I copied it. I finally got a good copy at inria.inria.fr. The
> version I located is v2.0, and has support for CD, FORMAT, LABEL, and ATTRIB,
> plus a mkmanifest tool to assist in restoring unix file names that get lost
> in the translation to DOS file names.

What is M-Tools, exactly? I haven't heard of it before, so I'm curious.
It it a HD Utility, or is it some form of CLI? Thanks for the
information (I hope).

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3122. Re: STE Products

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 02:51:28 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.671936008.larserio@kvart.ifi.uio.no>
Source record: 233072

Watch for TRAK_STE on comp.binaries....
FAR better sound than all other trackers, harddisk support, no trouble on my
MEGA STE.... About colors... The new software for VIDI-ST video digitizer
used 4096 colors on STE's (specrum 512 with STE palett...)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3123. Upgrades?

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 04:11:07 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr18.001108.9095@umiami.ir.miami.edu>
Source record: 233080

Does anyone know where I can get in touch to upgrade Diamond Back 2?

What about G+?

thanks
mark santora
dlk0ms9s@umiami.ir.miami.edu

3124. Re: dmj_gif on ATARI.ARCHIVE

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 04:17:40 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr18.041740.12763@oz.plymouth.edu>
Source record: 233070

In article <1991Apr17.081230.1@acad2.alaska.edu> asedm@acad2.alaska.edu (Ed Miller) writes:
>
> I recently downloaded dmj_gif.lzh from atari.archive and found that
>although it does create *very* nice spectrum pictures (and even show 'em to
>you to prove it!) none of my other viewers (spslidex, and the couple in artpak
>will load these pics....
> this may only be true for the .SPC pics (haven't tried the .SPU) yet.
>also, the program dmj_gifB.prg for converting interlaced gifs which is
>mentioned in the manual is missing!
>
>anyone else have problems with this software?

I also recently DLed this software, it does make incredible SPECTRUM pics from GIFs but doesn't seem to work correctly with SPC pictures. SPU pictures are fine. The standard length of an SPC picture is 51400, or at least this seems to be the case with pictures I've gotten from various locations. This program creates SPU pictures of length 51400 and for this reason I believe the author may have fouled up the sompression routines. At any rate It saves viewable pictures in SPU mode and so far as I can see runs best in Medium resolution, I base this on the fact that it fouled up an SPU in Low rez. I gather that this is a base version, the quality is far superior, but it takes about 20 mins to convert.

~S

--
\/\/\/

3125. EE Drawing programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 05:07:45 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <1991Apr18.000745.29805@kuhub.cc.ukans.edu>
Source record: 233074

I'm looking for a program for drawing circuit layouts. I don't need it to actually simulate the circuits, but it would be nice to have a large assortment of EE symbols for drawing. I played around with EEDraw for the IBM, and something similar to that for the ST would be nice. Using something like Degas, and cutting the symbols as blocks and placing them is very tedious, and the screen dumps look really blocky.

Thanks for any tips,
Chris

==========
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==========

3126. Re: BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 06:53:24 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr18.065324.3071@abode.wciu.edu>
Source record: 233086
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

Hi Phillip,
I have seen Nitelite's name on the ICN (Carina's own network).
If it is possible, it would be great if both some local CII and Pro SysOp's
could give you a hands on tour; who knows, ask around.
CII does support ANSI now, also SpartaDOS X. Really whatever one (Pro
or CII) comes out with first, the other adds it shortly after. CII networking
will have F-Net compatibility soon (it is in beta-testing). I have also heard
that CII/Pro network compatibility is being talked about.
CII 2.5 will be released probably this week or next week. I am not
sure what the latest version of Pro is, but I'm one of the local Pro SysOp's
can tell you.
Also MIO's can still be bought brand new from ICD, they have lowered
all the prices on thier Atari 8-Bit products. Take care, bye.....

Luis

--
"""""""

3127. Re: SIMPLE terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 08:17:05 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.671962625@cip-s02>
Source record: 233076

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Is there a SIMPLE terminal emulator at atari.archive?

The Okami Shell has a built-in command named `te' which will do exactly this.
However, if you have a C compiler, it's not hard to write:

```
terminal()
{
int c;
long w;
for(;;)
{
c=Bconin(1); /* read from aux */
Cconout(c); /* output read char */
if (Cconis()) /* only if key was pressed */
{
w=Cnecin(); /* read from con */
if ((w>>16)==EXIT)
break; /* terminal exit condition */
Bconout(1,(int)w);/* output to aux */
}
}
}
```

EXIT should be #defined to be the scancode of the key you want to exit the
terminal with (UNDO for instance).
I am using Gemdos for console I/O so it can be redirected.
CU
Wolfram

3128. Re: Okami English manual

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 08:29:46 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.671963386@cip-s02>
Source record: 233077

s882854@minyos.xx.rmit.oz.au (Tehn Chin) writes:

>Have just downloaded the Okami Shell from atari.archives. I am slightly
>confused in using it as the manual is in German. I was wondering if there
>is a english version of the manual.

I'm sorry I cant write an english version of the Okami manual since I dont
have the time to do so. Future versions will come with an english intro-
duction. If anybody takes on a translation, let me know, and good luck...

If anybody has questions, please mail me. I'll be glad to help. In the first
case, the file `help' is english and contains examples for most features plus
a list of all internal commands and their flags. This should do for the start.
And, although it's german the manual contains a lot of examples, just try them
and see what they do...
If there is need I will write english documentation for new features in additionto the
german one.

BCingU
Okami-san

3129. RISC business

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 10:22:26 UTC
From: kiki@uhunix2.uhcc.Hawaii.Edu
Message-ID: <12536@uhccux.uhcc.Hawaii.Edu>
Source record: 233081

+vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

+From an article in April Datamation, I see that Sparc International is only
+half-open: Their "shrink-wrap" API requires Sun-OS. The article was about
+the 88000. 88Open doesn't require a certain OS to be compliant...

SunOS can be licensed from either Sun or Interactive Systems. Wouldn't
a stringent OS compliance policy for the 88Open be better for developers
and users, in the long run?

+The article praised the 88000 and 88Open on technical grounds, but mentioned
+that Motorola's marketing was "methodical at best." It also mentioned that
+Motorola has cut the 88000 price by 2/3, and that the 88010 will be out "soon"
+Top-of-the-line 88000 is about as fast for non-floating-point as the fastest
+Sparc or MIPS, but has better support for multiprocessor architectures
+(according to Harris, who build a multiprocessor server from it)....

I won't argue about the technical superiority of the 88000, but the first ques-
tion I would have is whether Motorola would allow it to be second-sourced.
Apple and NeXT are supposedly planning systems around the 88010, but I think
they are keeping their fingers crossed too. Hopefully Motorola, MIPS and others
will provide effective competition, because we would all end up winning. Al-
though the number of applications might be about equal for the 88000 and SPARC,
Sun has reached a critical mass by selling over a million SPARC-based systems.
With the expected flood of SPARC clones, application development would become
increasingly accelerated.

#plinio@turing.seas.ucla.edu (Plinio Barbeito) writes [about PgC7600]:

#Sounds good, but does this mean that standard RAM chips will be
#incompatible with the bipolar version of the PgC? I hope this is not
#true of the other version, at least.

There probably is level translation, but don't know for sure.

>I think Atari might be in a better position to deliver and support a marketable
>product based on the PgC chips, because of their experience with the Inmos
>transputer and Helios OS, which culminated in the ATW computer.

#I'm confident of Atari's ability to create excellent hardware, and
#even software, but seeking them out for the strength of their marketing
#of the ATW sounds funny somewhere :-).

It wasn't because of their (past) marketing strength, that I thought a PgC-
based system from Atari was plausible. Their development (in conjunction
with Perihelion Hardware and Software) of the ATW, resulted in a system with

awesome capabilities. Unfortunately, it was based on chips from a manufacturer who was financially unstable and incapable of producing the chips in volume. The complexity and pricing of a transputer limited the ATW to research institutions, but the explicit design goal for the PgC 7600 was its basis in very inexpensive workstations ($500-$2000?), which coincides with Atari's arena.

There are enough similarities between the Inmos transputers w/ Helios OS and a PgC 7600 w/ Taos, so that Atari will be able to translate their experience as well as any other firm. They have marketing capabilities that are superior to Sinclair's and it will be a lot easier to sell a $1000 80 Mips PgC-based computer capable of running MS-DOS/MAC/GEM programs than a $8000 12.5 Mips transputer-based system.

#...($20 for 160MIPS still sounds a bit off the far end, though).

I have to agree, the proof is in the Cambridge pudding. As a wild guess, if it takes an average of 8-10 Pgc7600 instructions to emulate an 68000 instruction, then at 160 Mips it would be equivalent to a 20-16 Mips 68000 cpu. Since the PgC7600 is only capable of 80 Mips when coupled with cheaper 80ns DRAM, then the performance would be equivalent to a 10-8 Mips 68000 and a 20-16 Mips 8086, assuming 4-8 Pgc7600 instructions to emulate it. The prices for the equivalent systems would be in the $3000+ range.

Jack

P.S. For anyone interested in the Inmos transputers, Computer Systems Architects (CSA) is offering the Transputer Education Kit. The kit is comprised of a IBM PC add-in board with a 20 Mhz 32-bit T425 processor, two compilers (Occam and C), an assembler and 1500 pages of docs for an introductory price of $236. Options include 4MB of local DRAM, faster processors and upgraded software. Contact CSA, 950 N. University Ave, Provo, UT 84604 (801) 374-2300, FAX: (801) 374-2306.

3130. Need info on ICD's AdSpeedelerator

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 10:42:04 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <47390@ut-emx.uucp>
Source record: 233084

I'd like to hear from any netters who own the ICD AdSpeed accelerator.

Do you like it? Are the speed increases noticable? Was it worth the
$200+ ? Do you want to sell your AdSpeed?

Thanks in advance,
Sean Sterling Foiles / Univ. Texas Comp Sci Grad / sean@happy.cc.utexas.edu

3131. Re: ghostscript, dvips on ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 12:09:40 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr18140940@orion.laas.fr>
Source record: 233079
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.text.tex

I have uploaded to atari.archive.umich.edu Tim Gallivan's pre release
version of dvips for the Atari ST: pr_dvips.zoo. Tim would like to
get feedback from you Atariens. So please send comments/kudos/
criticisms to him: timothyg@yoda.ncsa.uiuc.edu.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3132. Re: Wanted: Phone # for MWC Support line

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 12:18:46 UTC
From: laurent@hpgnd.grenoble.hp.com
Message-ID: <1400001@hpgnd.grenoble.hp.com>
Source record: 232984

My understanding is that the Mark Williams Company is now closed !

So I can hardly imagine you find any support line.

Best regards,
Laurent JULLIARD
(laurent@hpgnzeus.grenoble.hp.com)

3133. Professional Gem (again - Jeff Long please read)

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 13:10:58 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6362@baird.cs.strath.ac.uk>
Source record: 233092

First of all, could Capt Jeff Long (longj at cassiopeia.radc.af.mil) please either post the articles he mailed me (14, 15 and 16) or mail them to me as they are all truncated (the .sig is there, but the articles are missing stuff at the end).

Secondly. I'm going to start posting the series as of Monday. I'll do it as follows: 2 articles a day from Monday to Thursday (though I may not get any posted on Wednesdays as I'm not always in).

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

3134. Re: dmj_gif on ATARI.ARCHIVE

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 13:33:24 UTC
From: johnb@geech.gnu.ai.mit.edu
Message-ID: <JOHNB.91Apr18093324@geech.gnu.ai.mit.edu>
Source record: 233088

I too have had problems with *some* of the .spc files it creates.. I
was not even successful at loading them up in Spectrum... Ah
Well.... Such is life!

John
--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

3135. Re: Zoo won't extract folders

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 13:59:48 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3199@laura.UUCP>
Source record: 233082

In article <91107.154606JJL101@psuvm.psu.edu>, JJL101@psuvm.psu.edu (J.J. Lehett) writes:
|> Is there something that I am missing? I try e, -e, along with the
|> / to get it to extract to folders, but still the only command that ever
|> works is -extract, nothing else seems to.

First, the zoo expert commands do not start with a '-'. So simply type 'e' instaed of '-e'.

Second, unless the folders already exist you have to say '//' instead of '/'. '//' makes zoo to create the folders.

Summary: zoo e// archive.zoo

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3136. UUCP-for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 14:17:21 UTC
From: woife@ganymed.Germany.Sun.COM
Message-ID: <woife.671984241@ganymed>
Source record: 233087
Cross-posted to: comp.sys.atari.st,comp.os.minix

Hi everybody out there in Netland,

I'm searching for a UUCP packet that runs on an Atari ST
either under TOS 1.0/1.4/KAOS or Minix for the ST.
Does anybody knows a place where to ftp from from, or
any other way of obtaining it, i would be happy about
an answer.

ADV-thanx-ANCE

Woife

---------------------+---------------------------+--------------------------
Wolfgang Bachhuber | woife@Germany.Sun.COM | "The shortest distance
Internal Resources | ...!unido!sunde!woife | between two points is
System Security | Phone: (49)-89-46008-0 | under construction."
Sun Microsystems GmbH | FAX : (49)-89-46008-222 |

3137. Radio Shack Color printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 15:14:13 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <5956@vela.acs.oakland.edu>
Source record: 233085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.tandy

I have been eyeballing the color printer that is being sold by Tandy.
I am wondering if anyone has ever hooked one up for use on their ST and what kind of results they had. I am looking for something to do some color printing as well as doing some rough drafts of my DTP work before taking it down to the school to laser print.

If anyone has any experience with these, I would appreciate it.
Especially with postscript files.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3138. <None>

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 16:18:42 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr18.121843.9103@umiami.ir.miami.edu>
Source record: 233099

Does anyone out there user the ACER Multisynch Monitor on thier ST? I
am considering purchasing one and selling off my SC1224. Or does anyone
use any other multisynch monitor that will runn all three resolutions?

Thanks
Mark Santora
dlk0ms9s@umiami.ir.miami.edu

```
/------------------------------------------------------------------------------\
l l
l If money can't buy happiness, why do all dates start at the l
l money machine? l
l l
l Why ask Why? l
\------------------------------------------------------------------------------/
```

3139. GCC139B.LZH =Bad upload??

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 17:27:30 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr18.172730.23594@lonex.radc.af.mil>
Source record: 232981

from atari.archive.umich.edu and each time, the lharcer croaks
on the gcc-cc1.ttp files (bad checksum)

Since this has happened each time I have d/led the file, and since
files in the .lzh archive which occur before the gcc-cc1.ttp unpack
just fine, I am left to conclude that it has to be a corrupted archive.

PLEASE, I am a very experienced netter, so I KNOW the problem is NOT
the usual "stupid didn't set binary mode before he downloaded" type of error.

HAS anyone else had this problem. I need help ASAP, as I (stupidly) nuked
my original gcc-cc1.ttp file in the process of unlhark'ing!!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3140. RE: Z compression for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 18:18:08 UTC
From: ieb4826@zeus.tamu.edu
Message-ID: <14927@helios.TAMU.EDU>
Source record: 233096

Thanks to everyone who responded to my last post. I downloaded compress.zoo from atari.archive.umich.edu and it works great. I used it from within Okami shell and as an application (be sure to use lower case for the parameters). It sure helps to compress those UUE files!!!

Thanks Again
I.E Bou-saada

3141. Re: RISC business

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 18:21:53 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr18.182153.14662@jato.jpl.nasa.gov>
Source record: 232963

In article <12536@uhccux.uhcc.Hawaii.Edu> kiki@uhunix2.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>
>+vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
>
>+From an article in April Datamation, I see that Sparc International is only
>+half-open: Their "shrink-wrap" API requires Sun-OS. The article was about
>+the 88000. 88Open doesn't require a certain OS to be compliant...
>
>SunOS can be licensed from either Sun or Interactive Systems. Wouldn't
>a stringent OS compliance policy for the 88Open be better for developers
>and users, in the long run?

88Open requires just as stringent compliance as Sparc International. The difference is that 88Open depends on the _external_ behaviour of the OS, while Sparc International depends on the _internal_ behaviour of the OS. Even in 1972, Parnas told us this was _bad_ software engineering.

>+The article praised the 88000 and 88Open on technical grounds, but mentioned
>+that Motorola's marketing was "methodical at best." It also mentioned that
>+Motorola has cut the 88000 price by 2/3, and that the 88010 will be out "soon"
>+Top-of-the-line 88000 is about as fast for non-floating-point as the fastest
>+Sparc or MIPS, but has better support for multiprocessor architectures
>+(according to Harris, who build a multiprocessor server from it)....
>
>I won't argue about the technical superiority of the 88000, but the first ques-
>tion I would have is whether Motorola would allow it to be second-sourced...

Probably not. Motorola has good engineers. That's all.

>It wasn't because of their (past) marketing strength, that I thought a PgC-
>based system from Atari was plausible. Their development (in conjunction
>with Perihelion Hardware and Software) of the ATW, resulted in a system with
>awesome capabilities. Unfortunately, it was based on chips from a manufacturer
>who was financially unstable and incapable of producing the chips in volume...

It's my understanding that part of Inmos' problem was in getting screwed by US DoD: They set up a factory in Colorado Springs, from which Atari hoped to get Transputers. Then US DoD wouldn't let Inmos re-export Transputers to UK!. Not wanting to keep two Transputer production lines going, Inmos shut down the Colorado Springs operation, and got hurt in the overall deal.

>Jack

--
vsnyder@jato.Jpl.Nasa.Gov

ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3142. Which terminal emulator handles BREAK function?

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 18:25:11 UTC
From: glenn@ludwig.sharebase.com
Message-ID: <9104181825.AA25212@ludwig.sharebase.com>
Source record: 233098

I want to use my Atari 1040 ST TOS 1.4 to connect to a remote SUN which is set up using a terminal handler that doesn't recognize the modem's declaration of the connect speed. Hence, it is a requirement that the terminal emulator that is used be capable of sending a BREAK function in order to tell the remote SUN to switch speeds.

ALL SUGGESTIONS WELCOMED, I require MONO monitor support, I have a hard disk, I prefer a good PD emulator that already handles BREAK support for which source is available for customization in C, ASM, or FORTH.

I am a programmer, so would also welcome suggestions as to how to program such support into my own programs: I tried toggling the break bit in the UART, with a variety of timing delays to adjust the length of the BREAK signal, but none of them seemed to be very effective. I used the XBIOS i/f to the UART chip--must that be bypassed to get it right? Sample code to do this properly would be welcomed in C, ASM, or FORTH.

Thanks to all who respond. EMail preferred.
glenn@sharebase.com

3143. Re: BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 18:30:04 UTC
From: taob@pnet91.cts.com
Message-ID: <621@generic.UUCP>
Source record: 232955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

From root@prk.UUCP (Phillip Keen):

> See, all three types of systems (Atari 8-bit, Atari ST and Apple][x cost
> right around the same amount here in town with Apple][x being the most
> expensive, the Atari ST being the next higher priced, and the Atari 8-bit
> being the lowest).

I know that Atari ST's can be had for very little, but a used Apple //e,
mono monitor and 20-meg HD can probably be bought for under $500, if that.
ProLine and GBBS are both excellent BBS programs for the //e. In any case,
good luck with your BBS.

Brian T. Tao *B-) | t569taob@bluffs.scar.utoronto.ca | "Though this be
U of Metro Toronto | - or - | madness, yet there
Scarberia, ON | taob@pnet91.cts.com | is method in 't."

3144. DM1: Extra room ??

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 19:35:24 UTC
From: johnu@syma.sussex.ac.uk
Message-ID: <4875@syma.sussex.ac.uk>
Source record: 232992
Cross-posted to: rec.games.misc,comp.sys.atari.st,comp.sys.amiga.games

Dear all (especially Stuart),
I've completed DM1 on the Atari and am
repeating it on the Amiga. This lets you hear monsters and track them
directionally whereas the Atari doesn't. Because of this I found a
room I didn't on the Atari exploration. I heard the sound of a flying
snake/wasp on level 5 but couldn't see it so I went to where it was
loudest and switched on X-ray vision and lo and behold a new room
not shown on my `mjs' map complete with snake and a chest. despite
seeing in I couldnt get in so how....??

We are on level 5 which has the `treasure store' place with four doors
in it. OK ?

Right, coming from the long corridor with four alternate water fountains
take the corridro leading to the treasure store and go up there, turn
right and then left, past another fountain, take one step further, look
left switch on x-ray vision and there we are.

No doubt I am the last person in the world to have found this room but
how do i get in ? and matched the level 4 map and I cant see a way down
from above and from below from level 6 come to that so help please.

PS practising on level 4 and casting potions even though i dont
need to had given me experts all round more or less and i havent even
started level 9. This is to get mega characters for DM2: Chaos Strikes
Back.

Best wishes,

john

John Upham, (Chemical Physics Ph.D)
University of Sussex, Brighton, UK.
Email: kapn1%cluster.susx.ac.uk@uk.ac (BITnet)
kapn1@uk.ac.susx.cluster (Janet)
johnu%syma.susx.ac.uk@uk.ac (BITnet)
johnu@uk.ac.susx.syma (Janet)
Tel: +44 273 680500 (eve)
Tel: +44 273 678332 (day)

3145. Life3 problems

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 20:04:16 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91108.160416JJL101@psuvm.psu.edu>
Source record: 232958

Well, I took it all apart and put the .lf and .xlf file in seperate folders.
The main program runs fine, but if I try to load a .lf or .xlf file, it tells
me that the file is too small to be a life universe, or else it loads the .xlf
file but absolutely nothing changes.... any ideas?
It seems that the .xlf file have no carriage returns in them... why not?
The .lf files just looks like garbage.
I don't think this is right, but I used the same program to take the main
program apart as these files, and the main program works fine.

Thanks in advance,

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****

* Limit(Continuous Luck) = Skill *
****

3146. Re: Upgrades?

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 20:04:48 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7617@tekgen.BV.TEK.COM>
Source record: 232959

In article <1991Apr18.001108.9095@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
>
> Does anyone know where I can get in touch to upgrade Diamond Back 2?

You can upgrade to the latest version of Diamond Back II including a new Oregon Research manual and owners registration number, from ANY version of Diamond Back by sending your original disk and $7.50 to:

Oregon Research Associates
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Phone: (503) 620-4919

>about G++?
You can contact CodeHead Software at (213) 386-5735 for info on thier products.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

3147. Re: Good database software wanted.

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 20:46:11 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250017@hpindda.cup.hp.com>
Source record: 232870

>/ hpindda:comp.sys.atari.st / shawl@kuhub.cc.ukans.edu / 11:07 am Apr 15, 1991 /
>> |> Some time ago, somebody said a database program sold by Regent Software or
>> |> something was very similar to SQL and was relatively cheap, could anyone
>> |> let me know the name and address of the software company?
>
>Apparently, (and unfortunately), I think Regent Software went out of ST
>business. BUT, apparently, a dedicated user of their materials, has
>taken it over.

Does anybody know who this dedicated user is. Regent Base can still be found (my local dealer has a copy), but is it still being actively distributed?

I upgraded to version 1.1 a long time ago. At that time Regent Software was starting to hype up Regent Base II. RBII was supposed to add a lot of features like full SQL compatibility. I didn't order it at the time, because I didn't have a need. If it is still available, I might consider picking it up.

>The other problem was speed.

I seem to recall that one of the services offered by Regent Software was the compilation of RB applications into .prg form. This would probably help with the speed problem. Then again, I could be mistaken about the whole thing. (Maybe it was a run-only module) Anyway, maybe the new support guy has the compiler (if it exists) and can distribute it.

On a related note, has anyone tried out Timework's new Data Manager Professional? Any thoughts you'd care to share?

3148. Uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 21:13:01 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <71728@eerie.acsu.Buffalo.EDU>
Source record: 232960

Hi.. I posted this about a week ago but I received no response
Can someone please send me the TEX files for uniterm?!? I know that\
the uniterm archive on atari archive has the tex included in it but for some
reason my vax will not untar it.. Please someone either tell me where I
can get th euniterm .tex users manual alone or please mail itto me! I'd
really appreciate it...
Jeremy

3149. Atari & MAC, SPECTRE...

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 21:13:04 UTC
From: francois@LOIRE.EDRC.CMU.EDU
Message-ID: <1991Apr18.211304.4775@cs.cmu.edu>
Source record: 232953

I offen heard from these emulators for the Atari, allowing it to run Mac software . Advertising says that it is wunderful, efficient, fast, sure...

But say, who believe advertising?

So my questions:

- Do ALL the software for Mackies function on the emulator?

- how fast is it in comparison to a Mac LC or IIsi?

- How offen do the programs cras down?

_ What kind of hardware can you use with it (Portrait Screens CD, ...)

I will compile the answer and make a posting of it

Thank you in advance

Francois

3150. Cubase vs. Omega for ST???

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 22:40:06 UTC
From: glennd@athena.arc.nasa.gov
Message-ID: <1991Apr18.224006.18116@riacs.edu>
Source record: 233083
Cross-posted to: rec.music.synth,comp.sys.atari.st

I'm on the verge of getting a new sequencer for my Atari ST, and am trying to decide between Cubase and Dr. T's Omega. I know that Cubase is supposed to be the sequencer to end all sequencers, but on the other hand, I'm presently using Dr. T's X-oR (as well as their VZ-Rider), so it only makes sense to stick with Dr. T's, if I want to multitask successfully between X-oR and the sequencer, not to mention the fact that Omega is a high-end sequencer in itself (there are plenty who swear by it).

I've pretty much researched the features of each. At this point, I need to know if there are Cubase users who routinely and successfully use it with M-ROS for non-M-ROS applications (especially X-oR). Or if they're happy with the patch editing capabilities supplied with the Satellite desk accessory. Or also, for those "in the know", if there are things that Omega can do better than Cubase (for instance, the ability to display up to 3 tracks of note and controller data at once). I've heard/read that getting M-ROS to work successfully is hard, and I've had enough problems getting incompatible programs to run together that this is definitely an area of concern for me.

Thanks in advance for any replies, which can be made via personal E-mail, or as a followup to this post.

- Glenn

3151. Help with unusual printer and ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 23:07:57 UTC
From: cs00bd@unccvax.uncc.edu
Message-ID: <3353@unccvax.uncc.edu>
Source record: 232965

Help! I have acquired a DataSouth PageWriter 8 laser printer,
sans manual. Does anyone know any details about this unit and/or
of any programs/drivers for it?

Thanks in advance,
Brian

--

Reality is what YOU make of it. Brian Daniels (cs00bd@unccvax.uncc.edu)
"My opinions are mine and do not represent those of my host computer"

3152. Re: Cubase information sought

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 23:18:54 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr18.231854.18061@santra.uucp>
Source record: 232961
Cross-posted to: comp.music,comp.sys.atari.st

In article <1991Apr17.165104@disuns2.epfl.ch> choueiry@disuns2.epfl.ch (Berthe Yazid Choueiry) writes:
>Hi,
>I am posting this for a friend, so please send replies
>to choueiry@liasun1.epfl.ch. I shall transmit. Thanks.
>---
>
>I am looking to buy a portable atari stacy (model 1 or 2)
>in order to make use of cubase, but how does this stand
>up to todays competition- I heard its still the best, is
>this true ?

I think Cubase is still the best, 2.0 is absolutely great.
But C-Lab's Notator is quite close...

Remember, Cubase needs a lot of RAM and a harddisk is preferred!

>Is there something comparable available for the macintosh?

Sure is, but not really anything that could *clearly* beat Cubase.
And portable Mac + MIDI-software (the level you seek) may well cost
much more than Stacy + Cubase.

Jartsu

* *
* Nothing yet, but I'll keep on scanning... *
* ^^ *

3153. Screen24.prg

Newsgroup: comp.sys.atari.st
Date: 1991-04-18 23:43:29 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr18.234329.2121@milton.u.washington.edu>
Source record: 233089

Hi.. i just bought Band in a Box.. a great music minus one
program. To print lead sheets.. i need to have screen24.prg in
my auto folder.. i looked in terminator printing directory
and couldn't see it.. anyone know where i can get it?

Thanks
gunnar
alexd@milton.u.washington.edu

3154. Re: GCC139B.LZH =Bad upload??

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 00:52:08 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr19.005208.517@terminator.cc.umich.edu>
Source record: 232964

In article <1991Apr18.172730.23594@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>from atari.archive.umich.edu and each time, the lharcer croaks
>on the gcc-cc1.ttp files (bad checksum)

That's correct. There is a corruptedfile.

>
>PLEASE, I am a very experienced netter, so I KNOW the problem is NOT
> the usual "stupid didn't set binary mode before he downloaded" type of error.

Nope. Not your fault. It's all mine. I have a replacement copy,
and will put a "good" version out soon.

>
>HAS anyone else had this problem. I need help ASAP, as I (stupidly) nuked
>my original gcc-cc1.ttp file in the process of unlhark'ing!!
>
Several hundred people have had this problem. You're not alone.

>--
>--
>Capt Jeff Long Rome Air Development Center
>longj@lonex.radc.af.mil Network Design Laboratory
>jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

3155. Looking for a good spreadsheet program!

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 01:14:06 UTC
From: close@lunch.wpd.sgi.com
Message-ID: <1991Apr19.011406.7050@dragon.wpd.sgi.com>
Source record: 232966

I need a good, but preferably not complicated, spreadsheet program. I currently use A-calc Prime and I'm finding it's no longer flexible enough to handle bookkeeping entries for my business and tax forms. I'd like a more powerful program, yet I'm trying to stay with something ``mousey'' and easy to use. Would LDW Power fit this description or is there something better for me out there?

Also, does anyone produce a program similar to the PC's Turbo Tax for the ST? Or any income tax software for the ST? Even pre-made spreadsheets would be nice. Suggestions anyone?
--
Diane Barlow Close
close@lunch.wpd.sgi.com
I'm at lunch today. :-) Free Canada -- Trade Mulroney

3156. Re: Monitors!

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 01:21:32 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr19.012132.636@abode.wciu.edu>
Source record: 233095

Hi Justin,
About buying an ISAC/ST video board. It is an excellent board
for Mega ST users. It offers Moniterm compatibility (both boards were designed
by the same person) and is alot more compatible with ST software in general
than the Moniterm. The ISAC has a resolution of 1024 x 768 in both color and
monochrome modes; with a palette of 4096 in color mode, and 2 colors in
"DuoChrome" mode (DuoChrome allow you to choose which two color you prefer in
the monochrome mode).
I have seen the ISAC used with several different multisync-type
monitors, they all looked great (especially the 16" NEC 4D!). If there is not
an ISAC dealer in your area, check with American MicroTech in Modesto.
Bye.....

Luis

--
"""""""

3157. Re: Sozobon C starter question

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 01:46:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <899@uqcspe.cs.uq.oz.au>
Source record: 233100

```
>> I am getting an error which I am not sure why with this line:
>>
>> main( int argc, char **argy)
>>
>Sozobon expects this really arcane method of passing parameters.
>In the above example, try:

> main(argc, argy)
> int argc;
> char **argy;
> {
> }

Yes. Sozobon is K&R C, while gcc is ANSI. Get gcc (if you have the space
on your HD), as it is FAR superior, it even produces much fater code.

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
\_.--._/ University of Queensland,
v AUSTRALIA.
```

3158. Re: Radio Shack Color printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 02:30:35 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr19.023035.19503@ncsu.edu>
Source record: 232967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.tandy

No experience with a Radio Shack printer, BUT... I've got a Fijitsu DX-2100 color printer that I never use anymore since I've sold the rest of my system. I paid $500 for it about 3 years ago, And I'd like to get about $225 or so for it now. It's a real workhorse and it's Epson JC-80 compatible which makes it work with any software. I had excellent results with it on my ST. Fujitsu is a really big company. They still make a similiar model which uses the same ribbons. Most of their products are used in industry, so you don't see a lot of them anywhere else. If you're interested, let me know...

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

3159. Re: Radio Shack Color printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 02:38:47 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr19.023847.19796@ncsu.edu>
Source record: 232968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.tandy

Hey, I have no experience with a Radio Schlack [sic] color printer, but I do have a Fujitsu DX-2100 Color printer that I don't use anymore. Fujitsu's are big in industry and business, and the company makes just about everything you can thing of for computers - they're here to stay... The model that I have is about 3 years old, and has been replaced with another version that uses the same ribbons, so there is no problem getting them. I have no use for the thing since I've sold my ST and have no computer. It is Epson compatible and uses a JC-80 driver so it works with just about any program. I've got some old Tom Hudson driver that will allow dumps from any screen as well. I paid about $500 for it back then, and I'd like to get about $225 for it now. It's really quite a tank of a printer, it has a really pleasing NearLetterQuality mode, and is about 210 cps in draft. Lemme know if you're interested.

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

3160. Re: RISC business

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 02:43:35 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr19.024335.20236@ncsu.edu>
Source record: 233091

Harry, you fucker.

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

3161. Printer config desk accessory

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 03:19:12 UTC
From: ckb@athena.mit.edu
Message-ID: <1991Apr19.031912.11218@athena.mit.edu>
Source record: 233000

I used to have a desk accessory that let me configure my parallel printer. Unfortunately, I can't find it.... Can someone mail it to me or tell me the filename on terminator? I've had no luck finding it.

Thanks a bunch,

Chris

3162. VaX Xmodem and ST programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 04:05:25 UTC
From: st113@jetson.uh.edu
Message-ID: <9166.280e2635@jetson.uh.edu>
Source record: 232867

In article <1991Apr17.173251.10130@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani
> Of 250/744) writes:
>
> - I just purchased an Atari Mega STE 1 without a hard disk for $925
> - Canadian from a dealer here in Toronto.
>
> Congratulations. I assuming that the machine has the host adapter
> already installed. Is this correct?
>
> - HRAMDISK and some demos are the only programs that have not run on
> - it so far. TCB Cuddly Demo was one of them (very much a surprise
> - to me).
>
> The TCB Cuddly Demo doesn't work on the STe either, unfortunately.
>
>
> --
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3163. WordUp 3.x info

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 04:40:26 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr19.000801.7862@mailer.cc.fsu.edu>
Source record: 232951

I have been made an offer to purchase WordUp 3.0 (the most recent version, including bug fixes). Since this company went under, I would not be able to get any support if the product has any fatal bugs. My question is this: How stable is the final update from the company. The seller tells me that it is rock solid on all machines but the Mega4 (which he has). I have a Mega2. It is a shame this product will not be upgraded, it really is nice. Any experiences with any version of Wordup 3.0x would be welcome via email or post. Thanks in advance.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-------------------------------------

3164. Re: Looking for a good spreadsheet program!

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 04:40:30 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr19.001108.7898@mailer.cc.fsu.edu>
Source record: 232952

In article <1991Apr19.011406.7050@dragon.wpd.sgi.com>, close@lunch.wpd.sgi.com (Diane Barlow Close) writes:
>I need a good, but preferably not complicated, spreadsheet program. I

I understand Opus has a cult following. It is a shareware product, demo is available from atari.archive.
--

Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

3165. Re: Radio Shack Color printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 04:43:32 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr19.044332.23324@ncsu.edu>
Source record: 232956
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.tandy

```
Sorry for the triple post here, but I just figured out where this new
version of mxrn sent my e-mail...

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)
```

3166. .SEQ Viewer

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 04:45:16 UTC
From: umochock@ccu.umanitoba.ca
Message-ID: <1991Apr19.044516.19416@ccu.umanitoba.ca>
Source record: 232980

I've got a couple of graphic demos from atari.archive but they didn't come with any program (or documentation suggesting a program) to view the file with.

It's a single .SEQ file. Anyone know what I need to view it and where I can download it from?

Thanks.
--
|
| \/ Russell Ochocki, University of Manitoba
| _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)
|

3167. Track balls for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 05:16:02 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <9104190516.AA11268@cwns10.INS.CWRU.Edu>
Source record: 232954

Hi,
I just want to tell everyone that I now have the complete
prices for the trackballs for the Atari ST.

$25 for a regular Trackball

$35 for a Trackball with a 6 foot cord
and a right button (like on the mouse)

These are genuine Atari Trak-balls that are brand new and are modified
for use with the Atari ST and Amiga computers.

Please add $5 for P&H. Leave e-mail if you are interested.

--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue"
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.edu

3168. Re: Looking for a good spreadsheet program!

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 05:50:12 UTC
From: pdel@ADS.COM
Message-ID: <_Z6&-Y*@ads.com>
Source record: 232957

>I understand Opus has a cult following.

If it does, and there are any of you out there, I need help setting it up. There was a guy in Texas who was going to send me a configured assign.sys file -(if you're in the process, great, I mailed you but don't know if it got to you)
I also tried to e-mail the author on Compuserve (twice) but so far have not heard a thing.
So if anyone feels charitable I'd sure appreciate it. I have G+Plus, so don't need GDOG, but am in need of (I think) a printer driver for my epson compatible (Citizen GSX-140 w/color ribbon).

BTW - does anyone know of a printer driver or some kind of configure program for this printer? Citizen gives you one for an IBM computer- wish there was an ST version.

thanks for any help

--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

3169. British systems

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 06:59:37 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12556@uhccux.uhcc.Hawaii.Edu>
Source record: 232969

+zuschlag@diku.dk (Jesper Zuschlag Madsen) writes:
+I just have to correct you at this subject!

+The Timex computers where special versions of the sinclair ZX 81
+and ZX Spectrum. Perhaps they didn't sell very well in USA, but were
+some of the best selling micro(home) computers ever in europa (the spectrum
+and its succesor the Sam Coupe, are still selling quite well).

Thanks for the corrections! Something does not seem clear though; I can understand Sinclair naming their machines ZX 81 and Spectrum, but... Sam Coupe(?!)

+The sinclair QL (the name is NOT Quantum QL) where fare ahead from
+all other compters in it's days. Ok it was not as great succes! but there
+is still about 100.000 users around the world.

There is a Timex/Sinclair SIG forum on FREENET, so people can exchange info about their machines. A dealer called Sharp's [Box 326, Mechanicsville, VA 23111, (804) 730-9697, Fax: (804) 746-1978] sells the Sinclair QL for $99.95. The specs for it are pretty good for that price: Motorola 68008 32-bit cpu with 8-bit data bus, 2 serial ports, 2 Atari-compatible joystick ports, ROM and expansion port, RGB/composite/TV output, network i/o, micro (tape) drive connector, 640x400/480 graphics (4 colors), SuperBasic ROM. Wordprocessing, database and spreadsheet programs are included.

Some detractions of the QL are the marginal design (must be kept cool), non-standard keyboard, archaic tape drive and limited memory expansion. Support is hard to find in the U.S., and declining, so you get what you pay for it.

+Neither Clive Sinclair or Chris Shelton has anything to do with the Psion
+computers (organiser I and II, MC200/400/600). All very fine computers,
+but overpriced. On the other hand is the Cambridge Computer Z88 one of the
+best selling notebook computer ever, and is still going strong (rumors says
+that we soon will see a new version, perhaps the Z91?).

Psion developed the software included with the Sinclair QL, so I was confused about their affiliation with Sir Clive. The portable Psions do have a lot of good features:

The three models each weigh about 4.5 lbs and are the size of a 8"x11" sheet of paper. All come with a 7.68 Mhz 80C86 cpu, eight batteries, and Intel solid-state flash EPROM memory cards.

Models MC-200 and MC-400 use a proprietary multitasking graphical OS. They also have a microphone and speaker to allow voice and sound processing. The MC-400 comes with more memory as standard (256K).

The MC-600 is MS-DOS compatible and has 768K RAM and a 1MB RAM disk, Award BIOS, flash-card slots and a CGA-type display. Battery life is about 30 hours and a 3.5" 1.44MB exteral floppy drive is optional.

Prices for the MC-200/400/600 are $799, $1499 and $2499 respectively. Contact Psion Inc, 118 Echo Lake Rd, Watertown CT 06795, (203) 274-7521. In U.K. call 44 71-262-5580.

The situation for the Cambridge portable isn't too good in the US and Cambridge North America [Portland, ME] seems to be no longer in business. There is a firm called Cambridge Direct [1419 Lake Cook Rd., Deerfield, IL 60015, (312) 940-0843], where some Z88s might be found.

A recent Znet article said that the new ST Notebook was about 1 kg (~2 lbs), so it would be seem to be in a class by itself. I'm not sure if the battery weight was included, because it would be extremely difficult to pack all the features into a package of that weight. If so, then a better name for it might be ST DataBook or ST PortsGalore (James Bond's nemesis!?)

>I think Atari might be in a better position to deliver and support a marketable
>product based on the PgC chips, because of their experience with the Inmos
>transputer and Helios OS, which culminated in the ATW computer.

+I totaly disagree! With a PgC7xxx in their hands, Atari would just make some
+kind of ST compatible (with TOS and GEM- don't joke me!)...

Maybe not TOS, but TAOS? From the article on TAOS by Dick Pountain: "Taos is now committed to producing translators for the Inmos T800 transputer, Motorola 680x0, PgC7600, Intel 386/486, Acorn RISC, and Sun SPARC microprocessors. The first three of these have already been written."

Jack

3170. Re: Z*Net International

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 06:59:38 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1991Apr19.065938.3820@murdoch.acc.Virginia.EDU>
Source record: 232971

In article <1991Apr17.142554.2284@inel.gov> lph@INEL.GOV (Randolph Pacetti) writes:
>
>If I recall correctly, another reason that this was shouted down last
>time was because of the advertising in Z*Net, which goes against the
>Usenet no-commercialism policy.

Well, what you're remembering is the ST Report flap. The ST Report on-line magazine always had an advertisement for hard-drives from the editor's business. That's fine on GEnie and CI$, but isn't in line with Usenet etiquette.

Z*Net's only flaw in this regard is that sometimes they're a bit enthusiastic about reprinting verbatim press releases from software companies. These sometimes go overboard on the advertising side. But I don't think I've nuked one in ages.

All in all, Z*Net is a much better publication than ST Report anyway.

3171. Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 07:21:20 UTC
From: geert@ahds.UUCP
Message-ID: <1962@ahds.UUCP>
Source record: 232977
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I start up or shut down my megafile 60 it always makes and has
made a cracking/ noisy sound. After it has startup it doesn't make
this sound no longer, and works just fine.

I wonder if anyone else has this cracking sound with their megafiles.
Perhaps, can anyone tell me what makes this sound?
Is it normal?

Thanks in advance.

Geert.

UUCP : ..!hp4nl!ahds!geert
Geert Jonkheer Albert Heijn B.V. The Netherlands.

3172. AUTOGEM-AUTOBOOTER

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 07:30:00 UTC
From: jim.devonshire@rose.uucp
Message-ID: <0ce3fc9fa1cd280eb898@rose.uucp>
Source record: 232877

I've been trying to get Autogem to operate for me.

I've run the BOOTMAKER.PRG and told it which program to load and
the screen text which appears tells me it was successful in creating
the bootable file. I then copied the AUTOBOOT.PRG into my Auto folder
and rebooted my ST (TOS Ver.1.2). The screen text which appears tells me
that AUTOGEM is auto starting my specified program and then I am promptly
returned to the GEM desktop? My program, which is in the root directory,
does not load.

I have only one other program in my auto folder (LGSELECT) which loads
before Autogem.

Anyone have any suggestions? (other than the obvious)

Regards: Jim Devonshire, Erin, Ontario, Canada

3173. Using Revolver with TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 07:54:13 UTC
From: the_pawn@tahoe.unr.edu
Message-ID: <6088@tahoe.unr.edu>
Source record: 232962

I have a friend who has just upgraded to a 1040STE with four megs
and uses it almost exclusively for MIDI. He also used Revolver
1.1 by Intersect to switch between the Midi Editing Software and
the Librarian for his keyboard (while he was using a 1040 ST), but
since he's upgraded to the STE, Revolver hasn't worked. Does anyone
out there know if there's a newer version of Revolver (v 1.1) that
works with the STE? If not, is there a version of Juggler (assuming
that it generally does the same thing) that will work as well with
TOS 1.6?

I've heard somewhere that Revolver didn't work with TOS 1.4, however,
I HAVE seen revolver work with TOS 1.4...

---

the_pawn@tahoe.unr.edu (or ?) ucbvax.berkley.edu!tahoe.unr.edu!the_pawn
#include <signature.h> /* unfriendly control codes with ascii self portrate */
Anything that can go wrona@x3%se Pnews: segmentation violation. core dumped.

3174. LHA211 for Atari ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 08:33:11 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9104190833.AA10991@ucbvax.Berkeley.EDU>
Source record: 232973

(Sorry if this is a duplicate)

For about a month now LHA v.2.11 (the successor to LHarc 1.13c) is available
as both .EXE and source code for MS-DOS.
Has somebody started a port to the ST already? Since a number of assembler
modules is involved I suspect it's not straight forward.

LHA211 gives about 10% (?) better compression ratios than LHarc113, is faster
(in decompressing), upward compatible, but needs more memory.

Cornelius cae@sdfvm1.vnet.ibm.com

3175. Re: Zoo won't extract folders

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 08:36:10 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6366@baird.cs.strath.ac.uk>
Source record: 232999

In article <91107.154606JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> The only thing I can get zoo to do is -extract. I cannot get it to use
>any of the expert commands... it just gives me that bad command screen.
> Is there something that I am missing? I try e, -e, along with the
>/ to get it to extract to folders, but still the only command that ever
>works is -extract, nothing else seems to.
>
> Any ideas out there?
>

Try doubling up the '/' symbol so you would do:
zoo e// <zoofile> file <file file...>

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

3176. Re: Looking for a good spreadsheet program!

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 08:56:29 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr19105629@orion.laas.fr>
Source record: 232970

In article <1991Apr19.001108.7898@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

> | I understand Opus has a cult following. It is a shareware product, demo is
> | available from atari.archive.

I hear a lot about opus, but I still can't get charts to work. Why
does one need valid printer fonts just to see charts on the screen?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3177. Re: MEGA => MEGA STE Board?

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 09:10:56 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr19111056@orion.laas.fr>
Source record: 232972

In article <1991Apr5.000503.8678@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
|
| I have heard that Atari Canada has a bridgeboard for the MEGA
| computers to turn them into a MEGA STE.

I also am interested! Hey you guys in Canada, any info? Atari
Canada, are you listening?

Thanx to all (note my signature),

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3178. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 10:06:50 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3201@laura.UUCP>
Source record: 232974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <kTTk12w164w@ersys.uucp>, ersys!mforget@nro.cs.athabascau.ca
(Michel Forget) writes:
|> What is M-Tools, exactly? I haven't heard of it before, so I'm curious.
|> |> It it a HD Utility, or is it some form of CLI? Thanks for the
|> information (I hope).

It is a set of programs that lets you handle floppies formatted for MS-DOS
(or Atari) on your Unix machine.

I have it installed on my Sun IPC and use it to exchange files with my
Atari ST. The big plus is that it works much faster than transfer over the
serial line.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3179. Re: Which terminal emulator handles BREAK function?

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 10:10:07 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3202@laura.UUCP>
Source record: 232975

In article <9104181825.AA25212@ludwig.sharebase.com>,
glenn@ludwig.sharebase.com (Glenn Linderman) writes:
|> I want to use my Atari 1040 ST TOS 1.4 to connect to a remote SUN which
|> is
|> set up using a terminal handler that doesn't recognize the modem's
|> declaration
|> of the connect speed. Hence, it is a requirement that the terminal
|> emulator
|> that is used be capable of sending a BREAK function in order to tell
|> the
|> remote SUN to switch speeds.

Uniterm.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3180. Re: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 12:05:13 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr19.120513.18644@informatik.uni-erlangen.de>
Source record: 232978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

geert@ahds.UUCP (Geert W.T. Jonkheer CCS/TS) writes:

>When I start up or shut down my megafile 60 it always makes and has
>made a cracking/ noisy sound. After it has startup it doesn't make
>this sound no longer, and works just fine.

The sound is from autoparking the heads during shutdown and releasing
them during startup. Perfectly normal.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3181. Re: LHA211 for Atari ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 12:06:08 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr19.120608.18799@informatik.uni-erlangen.de>
Source record: 232979

cae@sdfvm1.vnet.ibm.com ("Cornelius Caesar") writes:

>For about a month now LHA v.2.11 (the successor to LHarc 1.13c) is available
>as both .EXE and source code for MS-DOS.

Do you know where to ftp it?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3182. CSB questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 13:02:39 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <7190@ncrcae.Columbia.NCR.COM>
Source record: 232976
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

3 CSB questions:

1. Where is the Topaz key?

2. How do you get to the large area on level 4 marked Dain?

3. On the west side of level 3 are 3 doors one right after the other with no locks. You come to these right after you open the door with the gold key. How do you get through these?

Thanks!
Rick

3183. Re: Ultima VI

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 13:18:17 UTC
From: borkowsky@zodiac.rutgers.edu
Message-ID: <806.280eee19@zodiac.rutgers.edu>
Source record: 232851

In article <1991Apr17.155514.26324@santra.uucp>, s37837k@saha.hut.fi (Jari Lehto) writes:
> In article <798.280b03b0@zodiac.rutgers.edu> borkowsky@zodiac.rutgers.edu writes:
>>Ultima VI: Will it ever live for the Atari ST? Does anybody know if
>>a) Origin is planning to produce it for the Atari ST
>>and b) Will Origin produce it for the ST?
>
> I understood that Lord British had problems in finding someone to port it
> to ST. Hope he has someone now...
>
>>I'm not really much of a gamer at all, but, hey, who can pass up Origin?
>>(I don't understand why Ultima V didn't have MIDI sound...Ultima III did...)
>
> Ultima III did? How it was activated, for which instruments & settings?
>
> Jartsu
> * *
> * Nothing yet, but I'll keep on scanning... *
> * ^^^

3184. ST term prg and Vax Xmodem

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 13:53:58 UTC
From: st113@jetson.uh.edu
Message-ID: <9171.280eb027@jetson.uh.edu>
Source record: 232866

Greets to all on this newsgroup.

I have been reading this for about a day to find
the answer to my question, but it just isn't here.
So, here it is...

Is there a good terminal program that supports
Xmodem and Kermit and has good VT100, VT320, or
VT420 terminal emulation? If you are aware of
such an animal please send me E-mail as I do not
read this news much at all.

Also Many of you have previously posted about
Xmodem for the Vax. If you are interested in
getting this utility send me E-mail and I will
see about getting it to you.

Thanks in advance.

****
* After two days of rain comes Monday *
* *
* Dennis Gray, Jr. st113@jetson.uh.edu *
* st11w@menudo.uh.edu *
* dennis@nuchat.sccsi.com *
****

3185. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 14:20:02 UTC
From: bcc@Eyring.COM
Message-ID: <1991Apr19.142002.576@Eyring.COM>
Source record: 232988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <kTTk12w164w@ersys.uucp> ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes:
>> The canonical version of Mtools is indeed posted at the .mil site mentioned
>> in recent postings, but when I tried to FTP it (it is a 4-part set) one of
>> the parts absolutely refused to transfer completely. It invariably truncated
>> every time I copied it. I finally got a good copy at inria.inria.fr. The
>> version I located is v2.0, and has support for CD, FORMAT, LABEL, and ATTRIB,
>> plus a mkmanifest tool to assist in restoring unix file names that get lost
>> in the translation to DOS file names.
>
>
>What is M-Tools, exactly? I haven't heard of it before, so I'm curious.
>It it a HD Utility, or is it some form of CLI? Thanks for the
>information (I hope).

Mtools does not run on an ST -- at least it has no reason to. It is a set of utilities to assist cross-developers on non-DOS/non-TOS machines. Originally, it was created to allow someone on a Sun read/write IBM floppy disks. Since TOS is compatible with the IBM format, a Unix-noid can use it to download favorite comp.binaries.atari.st stuff from the network directly to disk. Another possibility is to run the Sozobon compiler on the Unix machine, create binaries for TOS and write them to the floppy disk directly with Mtools. The process avoids Kermit and the other messy serial protocols. The code is easily ported to other hosts, as long as you have some way of reading a 512-byte sector from the raw disk. We have Emmet P. Gray to thank for this; I only use them.
Brian Cooper.

3186. Re: LHA211 for Atari ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 15:12:23 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9104191512.AA18789@ucbvax.Berkeley.EDU>
Source record: 232983

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>cae@sdfvm1.vnet.ibm.com ("Cornelius Caesar") writes:
>>For about a month now LHA v.2.11 (the successor to LHarc 1.13c) is available
>>as both .EXE and source code for MS-DOS.
>
>Do you know where to ftp it?

I got my copy from aixpsb.rrz.uni-koeln.de (134.95.128.215), directory
/msdos/arcutils/lharc, exe as: lha211e.zip, src as: lha211sr.zip.

You can get a complete (?) list of available archives by using
archie@cs.mcgill.ca; this is an 'archive-archive' (mail based and
interactive server). Send mail with a line
prog lha2
and it sends back all findings (available anonymous ftp files) containing
this string from its database. aixpsb is listed, too.
It seems to not contain atari.archive, though.

Cornelius cae@sdfvm1.vnet.ibm.com

3187. Ultima III MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 15:24:30 UTC
From: borkowsky@zodiac.rutgers.edu
Message-ID: <809.280f0bae@zodiac.rutgers.edu>
Source record: 232852

(To Whom it may Concern: Sorry about my last message, but it's not MY fault...I'm netted through the crumbiest editor in existence...)

Now, about MIDI sound in Ultima III, it is only on one channel (not like King's Quest V, or so), but even that one channel is better than the squeaky sound of the monitor speaker...Plus, you can change the sound by using another preset. (Ultima VI has full MIDI support on the IBM, so it should be even easier for full MIDI on an ST...)

3188. Okami Shell - NOT with VI, NO ARGV/xARG support!

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 15:32:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <916@uqcspe.cs.uq.oz.au>
Source record: 232986

```
It seems the Okami shell, while supporting:

$ ls >tmp 1. I/O redirection (create AND append modes)
$ ls | grep Z 2. Piping
$ man `which x` 3. Command substitution

Does NOT support ARGV and xARG parameters!

Please, would the Author of Okami add this,
or (better) would the Authors of Mupfel add Piping & Cmd Subst.

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
\_.--._/ University of Queensland,
v AUSTRALIA.
```

3189. Re: Atari for Auction: Update

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 15:59:16 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr19.155916.18600@ncsu.edu>
Source record: 232985

In article <2275044@zebedee%tharr.uucp> geoffc@zebedee%tharr.uucp
(Geoffrey Coan)

> Why, oh why, do people not realise that comp.sys.atari.st is an INTERNATIONAL
> news forum and it is highly unlikely that people outside of their locality
> will want to buy what they are offering. In the UK we have a distribution of
> 'uk' to restrict where articles get sent to - I assume there are similar
> country and county/state sized distributions in the rest of the world.

I, an American, sold my PC-Ditto II to someone in Singapore - via this
wonderful INTERNATIONAL news forum. He was the highest bidder, the shipping
was only slightly higher than it would have been within the US, and the sale
went flawlessly.

> It's not too much to ask is it ... ?

Yes.

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

3190. Re: .SEQ Viewer

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 17:23:52 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr19.172352.312@ecst.csuchico.edu>
Source record: 232989

In article <1991Apr19.044516.19416@ccu.umanitoba.ca> umochock@ccu.umanitoba.ca (Russell Ochocki) writes:
>I've got a couple of graphic demos from atari.archive but they didn't come with
>any program (or documentation suggesting a program) to view the file with.
>
>It's a single .SEQ file. Anyone know what I need to view it and where I can
>download it from?

You need ANIMATE4 (or 3 if you can find it). ANIMATE4 is at atari.archive;
in fact, it may still be in newitems. I think the filename may be ANIMATE,
without the '4'.

Enjoy.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3191. Re: Supra HD utilities..I need 'em!

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 17:52:48 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <30216@cs.yale.edu>
Source record: 232987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr16.234953.4088@vax5.cit.cornell.edu> reyy@vax5.cit.cornell.edu writes:
>I think my problem is that I need a copy of the utilities
>that go with the hard drive (i.e. Supra's utilities). But
>neither my friend nor I have them. (is this assumption
>correct? i.e., I can't use non-Supra utilities on a Supra
>drive? I tried HDX and no-go.)

You should be able to use any utilities, including HDX. However, you will have to tell HDX the parameters of the drive (#heads, cylinders, sectors, etc.) in order to format the drive properly. Since you've upgraded the drive by replacing the mechanism, even the Supra utilities might not work for you. They know about the mechanisms that Supra uses but not necessarily about the one you put in.

Have you tried calling Supra for a copy of the utilities? They might be willing to send them to you if you can furnish them with a serial number.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3192. screen dump prog

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 18:25:12 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr19.182512.6104@milton.u.washington.edu>
Source record: 232982

I have been looking in several ftp archives for
"screen24.prg".. at least this is the name given
to me by the author of the program "Band in a Box"..
This program uses the screen dump routine to print
lead sheets (music). Anybody know where i can find it?

Thanks for the help..

gunnar
alexd@milton.u.washington.edu

3193. .SEQ Viewer: ANIMATE4

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 20:03:46 UTC
From: umochock@ccu.umanitoba.ca
Message-ID: <1991Apr19.200346.23279@ccu.umanitoba.ca>
Source record: 232996

I'm looking for a program that views .SEQ files. A fellow replyed to my previous post any suggested a program called ANIMATE4.

I checked atari.archive and didn't find it there. Does anyone know where I might obtain this program from?

Thanks.
--
|
| \/ Russell Ochocki, University of Manitoba
| _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)
|

3194. Can GCC treat printer like file?

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 20:08:01 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Apr19.200801.26887@ux1.cso.uiuc.edu>
Source record: 232991

Hi, here is a question for a real C guru.

Does anyone know if gcc can treat the printer like a file? That is, obtain a file descriptor for the printer (fd=fopen(stdprn,..), or something like that), and then write to it using fwrite(...,fd) or putc(fd). I am aware of the TOS print routines, but I am trying to port some MSDOS code which treats the printer like a file. The port will be easier if I cam mimic this in gcc.

-Tim Gallivan
National Center for Supercomputing Applications
University of Illinois
timothyg@ncsa.uiuc.edu

3195. Hard Disk "Gatekeeper"

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 20:30:11 UTC
From: glennd@athena.arc.nasa.gov
Message-ID: <1991Apr19.203011.5337@riacs.edu>
Source record: 232994

I've heard of a utility that warns you about unauthorized access attempts to your hard disk (like with viruses, etc.). Does anyone know what this is called and if its in the Atari archive sites?
Thanks, Glenn

3196. Multigem availability

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 20:34:17 UTC
From: ms@tygart.cerc.wvu.wvnet.edu
Message-ID: <1613@babcock.cerc.wvu.wvnet.edu>
Source record: 232858

A while back someone posted a message about a software product called Multigem. They said it was available in Germany. Is it available in the U.S. and if so, where.? Any info would be appreciated. Thanks!!

Mark Starvaggi
(ms@cerc.wvu.wvnet.edu)

3197. Re: Wanted: Phone # for MWC Support line

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 21:58:30 UTC
From: steve@thelake.mn.org
Message-ID: <A2270107283@thelake.mn.org>
Source record: 232993

[In article <1400001@hpgnd.grenoble.hp.com>,
laurent@hpgnd.grenoble.hp.com (Laurent JULLIARD) writes ...]

> My understanding is that the Mark Williams Company is now closed !
>
> So I can hardly imagine you find any support line.

I think that might come as a surprise to Mark Williams Co.
They're doing a land-office business* selling Coherent, a small
Unix-like operating system for the IBM-PC and clones.

They may have kissed off the Atari market, though.

Other companies have not done so. In fact, I understand there's a new
SAS C compiler for the ST -- the latest version of Aladdin was compiled
with it.

--
*``Land-office business'' is an American idiom having to do with the rush
to claim land for homesteading in the old West.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3198. Re: Spectre GCR / ST Disks

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 22:04:37 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5486@wucc.waseda.ac.jp>
Source record: 232949

You are right in saying that without additional hardware ATARI ST
cannot emulate a MAC. So, without a GCR controller board, one can
import MAC files either via 1.44MB disks or via serial line.
mc68010 is slightly better than mc68000 in that it can restart a
bus error cycle(access to non-existent address -- usually an I/O
address --, a bus error, subroutine call to an emulator, restart).
But if the I/O address or ROM address overlaps, mc68010 is not the
right chip and moreover MAC is now an mc68030 machine, which cannot
be emulated by machines lacking an MMU. Therefore, if I were you,
I should be waiting till ATARI TT with a MAC-II emulator on its VME board
will become affordable for poor people. The mc68030 is ideal for emulation
because it can cope with the address overlap (all the additional
hardware can have convenient addresses).

I do wish a SUN emulator for TT to appear soon.

3199. Re: BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-19 23:45:01 UTC
From: greg@hoss.unl.edu
Message-ID: <1991Apr19.234501.7190@unlinfo.unl.edu>
Source record: 232995
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

root@prk.UUCP (Phillip Keen) writes:

>I am looking into getting a dedicated machine, and I named my options,
>because my options are the cheapest around town here. I am most likely going
>to go with the Atari 8-bit because I like how well BBS Express Pro supports
>ANSI graphics. See, all three types of systems (Atari 8-bit, Atari ST and
>Apple][x cost right around the same amount here in town with Apple][x being
>the most expensive, the Atari ST being the next higher priced, and the
>Atari 8-bit being the lowest). However, I suffer the consequences with the
>Atari 8-bit systems, and that is I would have to be buying ALL used equipment.
>If I were at least able to purchase Apple][x or Atari ST systems, I would
>be able to purchase it all new. So, I don't know which route I should go.
>See, I am happy with most everything I see in operation, so it makes decisions
>hard on me. This is why I brought the conversation to such a huge network
>community, to kind of help me decide which route to go.

There are several choices though for the Apple // series. Proline gets
lots of raves it seems. GBBS "Pro" is nice, and you're not restricted to
using AppleSoft BASIC. (It's nice to get away from line numbers once in
awhile.) Its language (ACOS) is similar to BASIC, but is more structured.

METAL though is a rather new Apple BBS language, has lots of the features
of the ACOS language, but adds a lot more. I'm still catching up with the
documentation that came with the disks, and that by no means is the entire
manual. The packaged program Future Visions is nice, comes ready for
networking, and is easily editable by any text editor from Freewriter to
ProTERM to AppleWorks, and even editable ONLINE (as is ACOS). Its only
problem right now is that it is so new that it lacks some drivers, namely
printer drivers and support for some modems, like my DataLink 2400
internal. It has a lot going for it though, including some of the
features others have mentioned that Proline has. (Sorry guys, didn't know
it would run on a non-GS.) I believe you can also use ANSI with it, and
several other emulations.

>----
>uunet!nuchat!xcluud!prk!root | PRK Consulting +1 713 941 5467 [data] |
>prkeen@nuchat.sccsi.com | Phillip Keen |
>prkeen@xcluud.sccsi.com | 2705 Martin |
>root@prk | Pasadena, TX 77502-5724 |

--
/// ____ \\\ "It says, `Golgafrincham Ark Fleet, Ship B, Hold 7, Telephone
| |/ / \ \| | Sanitizer, Second Class,' and a serial number." "A telephone
_(____/)_// sanitizer? A dead telephone sanitizer?" "Best
greg _\\\/ hoss.unl.edu kind." "But what's he doing here?" "Not a lot."

3200. Macintosh emulators for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 00:29:38 UTC
From: stevela@beach.csulb.edu
Message-ID: <1991Apr20.002938.26505@beach.csulb.edu>
Source record: 232990

I have two Macintosh emulators (complete package) for sale:

1. Spectre 128
- Genuine Apple Macintosh 128K ROMs
- Spectre 128 Manual
- Spectre software version 2.65
- Transverter Manual
- Transverter software version 4.21
- and some other system disks in Spectre format to get you started

2. MagicSac+ and Translator-One device
- Genuine Apple Macintosh 64K ROMs
- Built-in clock chip on the cart
- MagicSac+ manual
- MagicSac+ software
- Translator-One device (allows ST drive to read Mac disks directly)
- Translator-One manual, all necessary cables
- and some other system disks in MagicSac format to get you started

I am asking $275 (including shipping) or best offer for the whole package.
Send me email if you are interested.

-Steve

____ _ _
// // _//_ // Steve La
((__ // ___ _ ___ // __ Network Manager
)) // //__) // / //__) // ____) stevela@csulb.edu
//___// //_/ //__ _/ //__ //___/ ((__/_ (213) 985-4750
_____
Calstate Univ. Long Beach, 1250 Bellflower Blvd. Long Beach, CA 90840

3201. New gnustuff from Bammi

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 00:52:16 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr20.005216.19817@terminator.cc.umich.edu>
Source record: 232998

```
Here's a listing of the new gcc stuff that Jwahar Bammi has sent
me (actually Roy, but hey ...)

-rw-rw-r-- 1 weiner 258073 Apr 5 19:35 curses.zoo
-rw-rw-r-- 1 weiner 316306 Apr 9 16:17 flex.zoo
-rw-rw-r-- 1 weiner 31312 Apr 5 20:46 gas138.zoo
-rw-rw-r-- 1 weiner 189510 Apr 6 13:28 gemlib.zoo
-rw-r--r-- 1 weiner 108388 Apr 19 20:44 include.zoo
-rw-r--r-- 1 weiner 344110 Apr 19 20:44 lib.zoo
-rw-r--r-- 1 weiner 301745 Apr 19 20:45 libsrc.zoo
-rw-r--r-- 1 weiner 140067 Apr 17 22:42 pmlsrc.zoo
-rw-rw-r-- 1 weiner 204716 Apr 5 20:04 util.zoo

The gcc 139 binaries do indeed have a corrupted file. We're attempting to
fix it as we speak. Relax a while, and quit mailing me about it.

All of the above is available from the ~atari/gnustuff directory (for you
bart folks)

Have a swell day,
weienr
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"
```

3202. which demos?

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 01:24:45 UTC
From: chu@acsu.buffalo.edu
Message-ID: <72002@eerie.acsu.Buffalo.EDU>
Source record: 232997

Thinking about it, I realize that this is a ridiculous question, but
just in case I'm wrong...

Are there any demos on atari.archive.umich.edu that will run on a 512K
ST with a monochrome monitor?

(Upgrading hopefully will be in the works...)

Please replay via E-mail. Thanks

john
chu@acsu.buffalo.edu

3203. Re: Atari & MAC, SPECTRE...

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 02:29:52 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr20.022952.3426@santra.uucp>
Source record: 232882

In article <1991Apr18.211304.4775@cs.cmu.edu> francois@LOIRE.EDRC.CMU.EDU (Francois Bonnafy) writes:
>I offen heard from these emulators for the Atari, allowing it to run Mac
>software . Advertising says that it is wunderful, efficient, fast, sure...
>
>But say, who believe advertising?
>
>So my questions:
>
>- Do ALL the software for Mackies function on the emulator?

Not all, but a large majority. Those having copyprotection rarely
work, because they try to directly look the floppy-controller.
Generally, programs that do direct hardware access, won't work
I have found very few of them.

>- how fast is it in comparison to a Mac LC or IIsi?

With basic ST/Mega, it is 20% faster than Mac Plus.
But with accelerator installed, you can even beat Mac IIfx...
Dunno about these models you asked.

>- How offen do the programs cras down?

Some can do it regularly... But normally a crash occurs quite seldom.
It depends what are you running. I have used Spectre without crash many
days without even resetting the machine. And Spectre can recover from quite
severe crashes too.

>_ What kind of hardware can you use with it (Portrait Screens CD, ...)

Almost any hardware, ST or Mac oriented. No Mac-screens can be used,
but there are quite many graphics-cards available for ST. And TT has enough
resolution without any cards.
You can even use AppleTalk and Mac SCSI with a special interface.
TT has it's own LAN, that works like AppleTalk with Spectre.

>I will compile the answer and make a posting of it
>
>Thank you in advance
>
>Francois

No problem.

Jartsu
* *

```
* Nothing yet, but I'll keep on scanning... *
* ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ *
```

3204. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 03:53:13 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr20.035313.4402@ecst.csuchico.edu>
Source record: 232854

In article <1991Apr18.121843.9103@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
> Does anyone out there user the ACER Multisynch Monitor on thier ST? I
>am considering purchasing one and selling off my SC1224. Or does anyone
>use any other multisynch monitor that will runn all three resolutions?

I've seen the ACER on an ST and I thought it was pretty bad; not even worth considering. You'd be better off with an Atari monochrome and color monitor. There are other multisyncs which are better. When I was looking for multisyncs, I compiled a bunch of info about them. You can find this info at atari.archive under the filename multsync.lzh. I have an NEC 3D, but there are other multisyncs which are comparible. There's certain guidelines the multisync must adhere to in order to work on the ST in all modes.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3205. Re: Hard Disk "Gatekeeper"

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 04:03:24 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr20.040324.4494@ecst.csuchico.edu>
Source record: 232855

In article <1991Apr19.203011.5337@riacs.edu> glennd@athena.arc.nasa.gov (Glenn Deardorff - GDP) writes:
>I've heard of a utility that warns you about unauthorized access
>attempts to your hard disk (like with viruses, etc.). Does anyone know
>what this is called and if its in the Atari archive sites?

Check out HOSPITAL, AZT or AZTA, VKILL381 (Virus Killer 3.81). These are virus checker programs, each are a little different in their functions. I don't know about one that checks for general unauthorized access (other than for viruses), but there are ones that will lock out a user from accessing a drive. One is the shareware version of Quick Lock (which is now a part of the commercial Quick Tools) and there's also a desk accessory by Tim Purves I believe called Protector or something, which does the same as Quick Lock.

On a related note, I've heard that it's difficult or 'impossible' to get a virus on an ST hard disk, like the floppy boot sector type, because of the way the ST and hard drive communicate or something. Is this true?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3206. Re: .SEQ Viewer: ANIMATE4

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 04:14:56 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr20.041456.4625@ecst.csuchico.edu>
Source record: 232856

In article <1991Apr19.200346.23279@ccu.umanitoba.ca> umochock@ccu.umanitoba.ca (Russell Ochocki) writes:
>I'm looking for a program that views .SEQ files. A fellow replyed to my
>previous post any suggested a program called ANIMATE4.
>
>I checked atari.archive and didn't find it there. Does anyone know where I
>might obtain this program from?

If that fellow was me, I think I said to look for ANIMATE (without the 4) as well as ANIMATE4. (I could have been in a daze however. :^)

In any case, I just downloaded the file and double-checked to make sure I still wasn't in that daze, y'know from staring at a computer screen for hours. The file is ANIMATE.LZH and can be found in atari/graphics at atari.archive.umich.edu. The file contains ANIMATE4.PRG and ANIMATE4.DOC.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3207. Nroff for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 04:41:06 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <10881@mentor.cc.purdue.edu>
Source record: 232853

Does it exist? If so, where?

--
&y Burnett | burnett@mentor.cc.purdue.edu

3208. Re: Zoo won't extract folders

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 04:49:28 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <30232@cs.yale.edu>
Source record: 232857

In article <91107.154606JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> The only thing I can get zoo to do is -extract. I cannot get it to use
>any of the expert commands... it just gives me that bad command screen.
> Is there something that I am missing?
Yes. Use: zoo 'x//.' file.zoo
The quotes are needed for many shells to protect the slashes; they are
not passed to zoo.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3209. Re: Cubase vs. Omega for ST???

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 06:01:13 UTC
From: peter%midiline.uucp@elroy.jpl.nasa.gov
Message-ID: <qkuo11w164w@midiline>
Source record: 232859
Cross-posted to: rec.music.synth,comp.sys.atari.st

X-OR is NOT a multitasking tool with OMEGA as is CUBASE's MIDI MANAGER.

Although, OMEGA, I feel, is better then CUBASE. I've used both and
CUBASE is a lot buggier then OMEGA and very sluggish. It's like
working in jello. OMEGA is fast and direct.
The only way to utilize XOR and OMEGA is to have 2 ATARI's. I'm going to
try that soon.
PS

s

3210. PD C compiler?

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 06:26:27 UTC
From: samsung!cleveland.Freenet.Edu!aa400@PWS.BULL.COM
Message-ID: <23735@know.pws.bull.com>
Source record: 232864

Is there a public domain/shareware C editor/complier available for the ST? If possible, I would like to get it via FTP through the atari.archive. Also, is there a pd assembler for the ST? (I would like to have a dissassebler too..)

Also, if you are an assembly guru, and could give me a little help with assembly (or C) please mail me. I could use a little help once in a while, maybe some sample pieces of code, etc..

Thanks in advance.

--
Marc A. Lombardo User Address:aa400 ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

3211. Re: Turbo C

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 07:14:05 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <rsm131@fiction>
Source record: 232875

Mick_Schmidt@hb.maus.de (Mick Schmidt) writes:

> The rumors which are going around here in Germany say, that Borland is going to
> stop the distribution of Turbo C/ST and give the rights back to the Developer
> Team. It seems that they plan to make up their own company and carry on working
> on that C-Compiler which won't be named Turbo C anymore (guess why ;-)).
> So far it seems quite sure, because even people from the Borland Turbo C Team
> said something like that.

> Who's going to do the distribution and if there will be an English Version
> then, who knows???

Many parts of the Turbo C system were written by a company named
"SoftDesign" in Munich. Their address can be found in some external
programs and the assembler.

BTW: Does anyone have experimented with the redirection vectors in the
MAS.TTP program? At the beginning of the program you find a "patch area"
where the integrated TC version writes down some vectors to input/output
functions for window i/o and access to loaded files etc. The result is that
the same MAS.TTP program is able to output both on a standard TOS screen
or in a window of the TC desktop.

Daniel

3212. demo's wanted

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 09:36:22 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8695@crash.cts.com>
Source record: 232860

any demo's like union demo 2 etc...i want em please send me you r number and i will send you some money for the disk and postage for them.i know no one here to help me with it i buy my pd etc..so i need help.help a poor atarian lonely guy thanks

---

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3213. atari user mag

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 09:36:28 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8696@crash.cts.com>
Source record: 232861

anybody get it yet.it is great if you have not they have 1 yr subscription
for $15 it is published monthly.call or write to
Atari user
113 w.College St.
Covina Ca 91723
818-332-0372
prices are for the us i think call for overseas price.
check it out it is good and alot of good info for all atari 8
bit,tt,st.lynx...

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3214. quicktos

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 09:36:30 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8697@crash.cts.com>
Source record: 232862

is Quicktos out there or is it just vaporware.it is supposed to dump tos on
a disk.anybody know how to do it or where i can find quicktos?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3215. hard drivin II

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 09:36:31 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8698@crash.cts.com>
Source record: 232863

anybody play the 2nd game yet?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3216. Re: BBS Programs

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 12:14:44 UTC
From: bobl@graphics.rent.com
Message-ID: <0uBP15w164w@graphics.rent.com>
Source record: 232868
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,alt.bbs

greg@hoss.unl.edu (Lig Lury Jr.) writes:

> There are several choices though for the Apple // series. Proline gets
> lots of raves it seems. GBBS "Pro" is nice, and you're not restricted to
> using AppleSoft BASIC. (It's nice to get away from line numbers once in
> awhile.) Its language (ACOS) is similar to BASIC, but is more structured.

You don't have to use the line numbers in BASIC when you edit your
Proline source. You can pickup MD-BASIC which gives you alot of the
power and comfort of a C compiler but it is actually a BASIC to
Applesoft translater. MD-Basic allows you to write your programs in
a text editor and then compile them into plain-jane Applesoft. You
can setup defines and includes in your source as well as call in libs
and such. It's the ONLY way to program for Applesoft. Also, you can
use a program like Program Writer which is basically a word-processor
for BASIC programs. Either way, it's simple, easy and powerful.

MD-Basic also comes with a decompiler so you can take plain BASIC
programs and decompile them into MD-Basic source with labels and
word-variables etc, etc.

-- Bob

The Graphics BBS 908/469-0049 "It's better than a sharp stick in the eye!"
==========
InterNet: bobl@graphics.rent.com | Raven Enterprises
UUCP: ...rutgers!bobsbox!graphics!bobl | 25 Raven Avenue
BitNet: bobl%graphics.rent.com@pucc | Piscataway, NJ 08854
Home #: 908/560-7353 | 908/271-8878

3217. Jean-Michel Jarre Demos

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 12:21:24 UTC
From: ma9mgg@gdt.bath.ac.uk
Message-ID: <1991Apr20.122124.29138@gdt.bath.ac.uk>
Source record: 232871
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Does anyone reading this know the address of anyone who has written any Jean-Michel Jarre demos ? If so, could you please e-mail me with their addresses (and name ?)

We publish a Jean-Michel Jarre magazine and are trying to contact such people with a view to getting together some sort of 'demo disc'.

We publish the glossy magazine every 3 months and it contains ALL the latest news, exclusive interviews, reviews and official photos (c/o Polygram) and the latest issue has just been published (plug, plug!)
E-mail me with your postal address for more details.

ma9mgg@uk.ac.bath.gdt

3218. Re: PD C compiler?

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 13:15:39 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr20.131539.13052@informatik.uni-erlangen.de>
Source record: 232865

samsung!cleveland.Freenet.Edu!aa400@PWS.BULL.COM (Marc A. Lombardo) writes:

>Is there a public domain/shareware C editor/complier available for the ST? If
>possible, I would like to get it via FTP through the atari.archive. Also, is
>there a pd assembler for the ST? (I would like to have a dissassebler too..)
>
> [... Stuff deleted]

At atari.archive you can get Sozobon C or even better I
think GNU C. Both are PD or Shareware, but some PD-game
sources are yes fine to compile with GNU C. Both have
assembler, both have a 'make', both are shell versions,
both have a -O (optimize) option. But GNU C has an ANSI C
option.

As an editor you may use the vi or the GNU emacs.

Hope this helps

Lars

```
+---------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+---------------------------------------+---------------------------------|
| "May the Schwartz be with you!" |
+-----------------------------------------------------------------------+
```

Lars


```
+---------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+---------------------------------------+---------------------------------|
| "May the Schwartz be with you!" |
+-----------------------------------------------------------------------+
```

3219. Next TOS

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 15:03:13 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Apr20.150313.8468@lsuc.on.ca>
Source record: 232869

If Atari is listening, I'd like to suggest that for the next version of TOS that they get rid of the "8.3" file name format restriction and move to "free form 12 character" names. This should maintain sufficient compatibility with MS-DOS disks because people who want to maintain this compatibility will simply use file names with this restriction, but it should allow those of us who are more Unix (and OS-9) oriented to bridge over on the application level more easily. Even Unix and OS-9 software that looks for final extension generally look for the last dot character, so that's not a serious problem, and those which work on prefixes will finally become practical.

--

Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3220. Re: Looking for a good spreadsheet program!

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 17:46:16 UTC
From: elmar@lut.ac.uk
Message-ID: <1991Apr20.174616.17999@lut.ac.uk>
Source record: 232872

Keywords:

In article <1991Apr19.011406.7050@dragon.wpd.sgi.com> close@lunch.wpd.sgi.com (Diane Barlow Close) writes:
>I need a good, but preferably not complicated, spreadsheet program. I
>currently use A-calc Prime and I'm finding it's no longer flexible enough
>to handle bookkeeping entries for my business and tax forms. I'd like a
>more powerful program, yet I'm trying to stay with something ``mousey'' and
>easy to use. Would LDW Power fit this description or is there something
>better for me out there?
>

What about OPUS? Version 2.2 (or is it 2.1 ?) is availabale at atari.archive.umich.edu in diretory atari/appications. It is very much usable (full GEM WIMP support) with excellent charting facility. If you register with the author (D.Harrison) he will send you V2.3 which supports full Lotus 123 file compability & it is by comparison extremely cheap.

>Also, does anyone produce a program similar to the PC's Turbo Tax for the
>ST? Or any income tax software for the ST? Even pre-made spreadsheets
>would be nice. Suggestions anyone?

Can't help you on this.

>--
>Diane Barlow Close
> close@lunch.wpd.sgi.com
> I'm at lunch today. :-) Free Canada -- Trade Mulroney

-Rahin

3221. System requirement for Whattahe demo?

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 21:48:51 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14383@ccncsu.ColoState.EDU>
Source record: 232873

Hello There:
Can some one tell me what is needed to run Whattahe demo? I tried both high
and medium resolution with my 4096STE and get 4 bombs in both case. Does that
mean it only run on ST?
Also the TCB demo file require some odd format to reload, where is that prog.?
Thanks
Tang
sytang@lamar.colostate.edu

3222. tech-specialities

Newsgroup: comp.sys.atari.st
Date: 1991-04-20 22:49:40 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <1991Apr20.224940.20845@maverick.ksu.ksu.edu>
Source record: 232874

I am in the market for a hard drive and just got a catalog from tech-specialities in Houston Tx and was wondering if anyone has had any experience with them. I'm not really interested in buying a complete system from them, but am interested in buying a host adaptor and they are the only ones i've seen recently that are advertising them. Also, I know this has been asked before, but does anyone have any recommendations on which host adaptor to get? I'm looking at the ICD, but mainly becuase i had good luck with them when i had my 8-bit. All responses are welcome

Ray Cole raycole@matt.ksu.ksu.edu
Computer Consultant
Kansas State University
Manhattan KS

3223. Re: DM1: Extra room ??

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 00:52:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41488@cup.portal.com>
Source record: 232878
Cross-posted to: rec.games.misc,comp.sys.atari.st,comp.sys.amiga.games

John Upham asked about a hidden room on Level 5 in Dungeon Master..

Try "knocking" on the walls to see if you can really believe your eyes..

BobR

3224. Counted Cross-stitch

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 02:15:33 UTC
From: Murray_Moffatt@kcbbs.gen.nz
Message-ID: <1991Apr21.021533.9794@kcbbs.gen.nz>
Source record: 232880

I'm looking for a cross-stitch prog for the ST. If anybody can help
please send email to: MURRAY_MOFFATT@PR1MEA.Prime.COM

3225. Atari Portfolio users!

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 04:21:00 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9104210421.AA14688@cwns5.INS.CWRU.Edu>
Source record: 232876

I know this is an Atari ST Board but I don't think there is a board specifically for the Portfolio on Usenet.

Well, anyways, if you are a Portfolio usr, please leave me e-mail, I'd like to talk to you about some thing.

Thank you

--

3226. Televidio 925 emulator

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 05:26:22 UTC
From: meyer@milton.u.washington.edu
Message-ID: <1991Apr21.052622.15196@milton.u.washington.edu>
Source record: 232879

I have a 520ST with a 1 mg upgrade + an 30 meg hard drive. I want to find a televideo emulator. I want to write code on a Xenix system. I don't want to tamper with the termcap since the company we bought the system from will not support the software if we mess around with it. Does an emulator exist for the ST?

3227. Re: Wanted: Phone # for MWC Support line

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 07:07:54 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <47568@ut-emx.uucp>
Source record: 232881

In article <1400001@hpgnd.grenoble.hp.com> laurent@hpgnd.grenoble.hp.com (Laurent JULLIARD) writes:
>My understanding is that the Mark Williams Company is now closed !
>
>So I can hardly imagine you find any support line.
>
>Best regards,
>Laurent JULLIARD
>(laurent@hpgnzeus.grenoble.hp.com)

You are, unfortunately, quite correct. I did speak to a representative that basically knew 2 things.

1. He was on a phone.

and,

2. It was a nice phone.

Other than that, v 3.0.5 was the last and final product released for MWC.

Mark Williams Company, however, is not dead - only the support for the Atari.

	Sean Sterling Foiles	
	sean@ccwf.cc.utexas.edu	
	Comp Sci Grad of Univ of Texas	

3228. Atari Color Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 16:02:19 UTC
From: resst11@unix.cis.pitt.edu
Message-ID: <118243@unix.cis.pitt.edu>
Source record: 232883

I have a problem that I hope someone can help with. It seems that certain models of the color monitor, including the one I have, display colors much more darkly than they should. As an example, there are parts of Dungeon Master where I can barely see things even when I've got all the torches I can light on (and these same sections come out bright and clear on someone else's monitor.)
My questions (please Email answers, since I often don't have time to read through news): 1) can I adjust this thing so it will be brighter? and 2), if the answer is "no", does someone have a monitor I could get cheap that WOULD be brighter? I'd be willing to trade and then add bucks on top. The monitor FUNCTIONS fine, it just is darker than it ought to be; if you are mostly into word processing it wouldn't give you any problems at all.
Thanx,

Sea Wasp

3229. Re: British systems

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 16:29:32 UTC
From: adamd@rhi.hi.is
Message-ID: <3066@krafla.rhi.hi.is>
Source record: 232895

In <12556@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu writes:
>Thanks for the corrections! Something does not seem clear though; I can under-
>stand Sinclair naming their machines ZX 81 and Spectrum, but... Sam Coupe(?!)

This sounds like the 256k spectrum 'compatible' that Miles Gordon Technology
might even still be making.

>+The sinclair QL (the name is NOT Quantum QL) where fare ahead from
>+all other compters in it's days. Ok it was not as great succes! but there
>+is still about 100.000 users around the world.

8 years later!!! That's certainly not failure, even if only meagre success.
The OS design is beautiful and still being advanced today.

>640x400/480 graphics (4 colors)

Not so. The QL has 512*256 (4 colour) or 256*256 (8 colour + flashing).
68000 and 68020 (with optional FPU) 'compatibles' exist, and prototypes must
have been built with higher screen resolutions. The Thor XVI (was manufactured
in Denmark) has a 2-layer design with a seperate I/O processor to reduce CPU
load while communicating beyond the CPU bus. This gives a marked improvement
in throughput on such a multiprocessing environment.

>Some detractions of the QL are the marginal design (must be kept cool), non-
>standard keyboard, archaic tape drive and limited memory expansion. Support
>is hard to find in the U.S., and declining, so you get what you pay for it.

For D.I.Y. types:
There is a redesigned circuit board and kit/plans for a QL compatible,
available from QUANTA, a worldwide QL user group based in U.K. with membership
around 5,000 to 10,000 people.
The main improvements are a built-in floppy disk interface and a keyboard
interface to connect up standard PC-type keyboards, maybe also mouse and
parallel ports. As far as I know, the kit is available to members only.
The QUANTA newsletter is full of good quality material, also lots of special
offers to members. The QL is far from dead.

[exit QL mode before I get flamed]

>Maybe not TOS, but TAOS?

Good move! Let's see it, Atari.

--
Adam David. (adamd@rhi.hi.is)

3230. Re: Atari Portfolio users!

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 18:03:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr21.180326.13283@ecst.csuchico.edu>
Source record: 232884

In article <9104210421.AA14688@cwns5.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu writes:
>
>
>I know this is an Atari ST Board but I don't think there is a board
>specifically for the Portfolio on Usenet.
>

Check out comp.sys.handhelds.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3231. Re: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 19:12:38 UTC
From: hvaalde@cs.vu.nl
Message-ID: <9768@star.cs.vu.nl>
Source record: 232885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>geert@ahds.UUCP (Geert W.T. Jonkheer CCS/TS) writes:

>>When I start up or shut down my megafile 60 it always makes and has
>>made a cracking/ noisy sound. After it has startup it doesn't make
>>this sound no longer, and works just fine.

>The sound is from autoparking the heads during shutdown and releasing
>them during startup. Perfectly normal.

>---
Do all megafile 60 drives have autopark? I own one and never noticed it
I use the ship program every time I shut down my computer

How can I find out if my disk autoparks?

Harold van Aalderen (hvaalde@cs.vu.nl)

3232. Help needed with TOS 1.4 and TDI's Modula-2

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 19:29:06 UTC
From: n8742883@henson.cc.wwu.edu
Message-ID: <1991Apr21.192906.5170@henson.cc.wwu.edu>
Source record: 232886

I have found an apparent 'bug' with TDI's Modula-2 and TOS 1.4, and was wondering if anyone out there in net-land could give some advice.

I upgraded to TOS 1.4 last summer, and never did much Modula-2 programming as I did not have a need to. However, I am now taking an intensive programming class with Modula, and it would be very helpful if I could access the language at home.

I found out early that the ramdisk that comes with TDI's M-2 doesn't work very well with TOS 1.4-- after installing it, it crashes the computer (4 bombs) any time I switch disks in the A: drive and hit the escape key. I went around the problem by using a ramdisk in a desk accessory that I downloaded from atari.archive. So far so good.

After doing some programming and compiling, I had some errors in my file, which was saved by the compiler in a file with the extension ".ERM". The .ERM file contains a list of columns, rows, and error numbers where the errors have occurred. TDI's Modula-2 editor is _supposed_ to load up this file when editing the source code and show the errors on the screen, along with english descriptors.

Unfortunately, it doesn't. It loads up the file to be edited as per normal, but acts as if the .ERM file doesn't exist. This makes debugging very, very hard to do as I would have to get a hardcopy of the .ERM file, move the cursor around manually to the row/column coordiantes, and then look in a book to get a translation of the error number. On a practical level, this is too time consuming to be worthwhile-- especially with the large programming assignments I will soon be receiving.

I have copied the editor and compiler to the A: drive and recompiled my module to see if there was still a problem with the ram disk accessory, but have received the same results. I have disabled all accessories (except the ramdisk accessory), and all items in my AUTO folder to be sure there was nothing "clogging" up the editor.

Since TDI's ramdisk had a problem with TOS 1.4, I am assuming that the editor's problem is also with TOS 1.4. I am thus left with two options:

1) Get a patch/fix for this problem. Anyone have an idea/suggestion?

2) Reinstall my old TOS 1.0 chips. (GROAN!) I hate to do it, but the class is so programming intesive and my (working) Modula language is so much superior than what we have at my universitie's

mainframe that I would be willing to make the scarifice. If I have to do it, could anyone please mail me the schematics on which order to place in the chips? My chips are labelled as such: 7K2 A6, 6M4 A7, 6M3 A4, 7K3 B4, 6M3 6(B?) 6M3 A6.

Thanks a *lot* to anyone who can help me!

Perry Pederson

3233. Re: .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 19:58:20 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <XZRR11w164w@ersys.uucp>
Source record: 232888

The problem with doing it in ProRebel form is that unkowingly you have
included the entire ProCopy program! The way ProRebel does it's magic is
it runs ProCopy and then when it reaches a certain point, it dumps all
the contents of memorY (including the program) to disk.

____
-=- ersys!arktik@nro.cs.athabascau.ca -=-

		Ryan Daum -- Professional Human		

-=- -=-

3234. Re: atari user mag

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 20:14:52 UTC
From: seitz@netcom.COM
Message-ID: <1991Apr21.201452.16500@netcom.COM>
Source record: 232892

I also liked the new Atari User magazine. However, I'm not sure I'd recommend a subscription yet. This is intended as a free distribution magazine, so it should be available at no cost at your local Atari dealer. It is also being distributed through newsstands at $1.00 per issue, cheaper than the subscription price.

Also, while this first issue is well-written, informative, and timely, it is their first issue. I'd like to see if they can keep up the quality before sending off for a subscription. Especially since their is no price savings for subscribing. I imagine it will continue to be good, since it is put out by the same folks who published the excellent ST JOURNAL.

In short, if spending $15 bucks is no big deal to you, and you'd like to have the magazine mailed to you, go for it. Otherwise, try picking it up over the counter. You may find that you don't care for it, or may be able to pick it up for free.

--
Matthew Seitz

Note new address:
seitz@netcom.com

3235. STE Demo / Demo Party

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 20:35:03 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.672266103.larserio@kvart.ifi.uio.no>
Source record: 232887

```
Sound demo for STE and MEGA STE (by Karl Anders 0ygard)
-------------------------------------------------------
This demo is packed with LHARC and MSA disk packer (included)
Disk is auto-booting and needs STE and COLOR monitor to run.
It's the very best STE demo and sound I have ever heard !!!!
-------------------------------------------------------------
The very newest version of ESION XLI is also on this disk...

<tried to post it to comp.binaries but it's an 800k LZH-file>

GREAT DEMO PARTY IN THIS SUMMER
-------------------------------
If you want to come to our great ST DEMO-PARTY in Norway this
summer then PLEASE TELL ME and I'll post you invitation and
maps (in Degas format). The greatest demo coders from both
Sweden, Norway and lots of European groups will be there !!
Don't miss your change to meet those great demo programmers.

Greetings to all ST-users from Norway......

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

3236. EZTest Test Maker

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 20:48:28 UTC
From: KRR102@psuvm.psu.edu
Message-ID: <91111.164828KRR102@psuvm.psu.edu>
Source record: 232889

Attention all!!! Especially teachers, and faculty. Fed up with writing test
s by hand?? Or just find it too difficult to organize a test with a common wor
d processor?? Well your prayers have been answered. EZTest is a Test Maker th
at can make tests in any format (T/F, Mult Choice, and more). Many many extra
features make this program a must for anyone who needs to write tests. EZTest
is VERY user friendly and is real easy to use. For further information contact
the following address, and tell 'em Mark sent ya.

EZTest HQ
c/o Walter Lukow
1006 E Fariview St.
Allentown, PA 18103

3237. Files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-21 21:51:18 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr21.215118.14333@ecst.csuchico.edu>
Source record: 232890

These files were sent to atari.archive.

141987 Apr 21 14:10 atari.lzh - An old ST demo, from Atari Corp. I think.
67769 Apr 21 14:11 bbs0404.lzh - MiniBBS, dated 04-04-91
45155 Apr 21 14:12 cocktail.lzh - Cocktail recipes
15671 Apr 21 14:12 fplanet.lzh - Fractal planet generator.
183962 Apr 21 14:09 gods.lzh - Playable demo of a game with good graphics.
4914 Apr 21 14:12 leonard.lzh - By John Eidsvoog at Codehead, it replaces
bombs with profile of Leonard Tramiel. Read
docs for full info.
170208 Apr 21 14:09 moonshin.prg - Playable demo of a racing game.
121444 Apr 21 14:11 ms2demo.lzh - Mastersound II Demo. Includes STE support.
95415 Apr 21 14:11 st_tour.lzh - Another nostaglic ST demo. This one should
be bundled with every ST. Don't put ST Basic
on the language disk; put this.
24113 Apr 21 14:12 trackst.lzh - Noisetracker module player for the ST.
Includes hard drive support.
24336 Apr 21 14:12 trackste.lzh - Same as trackst.lzh, but with STE support.
112014 Apr 21 14:11 turrican.tos - Playable demo of Turrican II.

Thanks to Lars-Erik Osterud for MiniBBS and TrackST/STe.
--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3238. Re: STE Demo / Demo Party

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 02:37:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr22.023726.15609@ecst.csuchico.edu>
Source record: 232891

Keywords:

In article <CMM.0.90.2.672266103.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>Sound demo for STE and MEGA STE (by Karl Anders 0ygard)
>---
>This demo is packed with LHARC and MSA disk packer (included)
>Disk is auto-booting and needs STE and COLOR monitor to run.
>It's the very best STE demo and sound I have ever heard !!!!
>---
>The very newest version of ESION XLI is also on this disk...
>
><tried to post it to comp.binaries but it's an 800k LZH-file>
>

Lars, send it to me. I'll send it to atari.archive. Hey, and if you got
anymore stuff, send it to me too. I'll send them to a.a also.

>GREAT DEMO PARTY IN THIS SUMMER
>------------------------------
>If you want to come to our great ST DEMO-PARTY in Norway this
>summer then PLEASE TELL ME and I'll post you invitation and
>maps (in Degas format). The greatest demo coders from both
>Sweden, Norway and lots of European groups will be there !!
>Don't miss your change to meet those great demo programmers.
>

Hey, I'll be there!

Just kidding.... ;^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3239. Re: Can GCC treat printer like file?

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 08:37:04 UTC
From: marc@sequoia.cray.com
Message-ID: <032147.3514@timbuk.cray.com>
Source record: 232893

In article <1991Apr19.200801.26887@ux1.cso.uiuc.edu>, timothyg@ncsa.uiuc.edu (Timothy Gallivan) writes:

> Hi, here is a question for a real C guru.
>
> Does anyone know if gcc can treat the printer like a file? That is,
> obtain a file descriptor for the printer (fd=fopen(stdprn,..), or
> something like that), and then write to it using fwrite(...,fd) or
> putc(fd). I am aware of the TOS print routines, but I am trying to
> port some MSDOS code which treats the printer like a file. The port
> will be easier if I cam mimic this in gcc.
>

There is a standard filename called `PRN:' or `LST:' that you should be able to use just like any other filename. TOS recognises this filename and directs the output to the printer. For example, you would write fopen("LST:","w"). You'll need to check yourself which one works... one is standard TOS - the other was a Lattice special.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

3240. Re: AUTOGEM-AUTOBOOTER

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 11:13:16 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6389@baird.cs.strath.ac.uk>
Source record: 232909

In article <0ce3fc9fa1cd280eb898@rose.uucp> jim.devonshire@rose.uucp (JIM DEVONSHIRE) writes:
>
> I've been trying to get Autogem to operate for me.
>
> I've run the BOOTMAKER.PRG and told it which program to load and
>the screen text which appears tells me it was successful in creating
>the bootable file. I then copied the AUTOBOOT.PRG into my Auto folder
>and rebooted my ST (TOS Ver.1.2). The screen text which appears tells me
>that AUTOGEM is auto starting my specified program and then I am promptly
>returned to the GEM desktop? My program, which is in the root directory,
>does not load.
>
> I have only one other program in my auto folder (LGSELECT) which loads
>before Autogem.
>
> Anyone have any suggestions? (other than the obvious)
>

I've got a similar setup to you and I've got no problems when I run everything. Assuming you've checked the file with a texteditor and its ok, try loading Autogem before LGSELECT, and/or disabling all DA's.

I'll setup my system as you've described yours and see if I come across any trouble.

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

3241. Re: Okami Shell - NOT with VI, NO ARGV/xARG support!

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 11:35:24 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91112.130638ONM07@DMSWWU1A.BITNET>
Source record: 232894

All these things will be possible in the next Mupfel version (which will have a 99% bourne shell compatible script language, main difference to sh: it will be able to cope with 8-bit characters).

3242. Re: ``Standard" colors for desktop computers

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 12:22:46 UTC
From: mathew@mantis.co.uk
Message-ID: <Nk2s112w164w@mantis.co.uk>
Source record: 232911
Cross-posted to: alt.peeves,comp.sys.atari.st

malc@tahoe.unr.edu (Malcolm L. Carlock) writes:
> Admittedly, this light tan and black (or all-black) color scheme tends to
> be non-distracting and soothing to the eye, but has anyone else besides me
> ever been tempted to get a can of "Hot Purple" spray paint (and maybe a
> day-glo orange racing stripe kit) and liven up their disk shoebox or CPU?

Jeff "The GOD of Arcade Games" Minter has a resprayed Atari ST. It's black with starfields and rainbows and geometric shapes in neon colours and similar bizarre decorations.

mathew

--
If you're a John Foxx fan, please mail me!

3243. Re: Atari for Auction: Update

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 12:46:03 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Apr22134603@ghiggins.hpl.hp.com>
Source record: 232931

```
++ I, an American, sold my PC-Ditto II to someone in Singapore - via this
++ wonderful INTERNATIONAL news forum. He was the highest bidder, the shipping
++ was only slightly higher than it would have been within the US, and the sale
++ went flawlessly.

Interesting, how did the purchaser manage to get money to you? I understood
that it's remarkably expensive in the USA to receive non-US-Dollar money from
abroad. Could I have sent you a cheque drawn on a British bank?

++ > It's not too much to ask is it ... ?

++ Yes.

No, not if the vendor is prepared to accept either Visa or international money
orders --- or if the software/hardware is supported in the destination country.

Graham
======

------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
------------------------------------------------------------------
```

3244. Re: Cubase vs. Omega for ST???

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 13:01:35 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59750@aurs01.UUCP>
Source record: 232924
Cross-posted to: rec.music.synth,comp.sys.atari.st

In article <qkuo11w164w@midiline> peter%midiline.uucp@elroy.jpl.nasa.gov (Xorcist) writes:
>X-OR is NOT a multitasking tool with OMEGA as is CUBASE's MIDI MANAGER.

Well, X-or is not a multitasking tool in itself, but it does run in KCS Omega's Multi Program Environment (MPE), which loads several programs into memory and lets you switch amoung them without re-loading (effectively a multitasking environment). In addition, MPE allows several of Dr.T's programs to share common data. For instance, you can play KCS Omega sequences from within X-or. The song editor in Omega will automatically load X-or performances when a new song is loaded, which will save lots of time. You can only do this sort of thing within MPE...you will lose all these capabilities if you go with CUBASE.

>Although, OMEGA, I feel, is better then CUBASE. I've used both and
>CUBASE is a lot buggier then OMEGA and very sluggish. It's like
>working in jello. OMEGA is fast and direct.

And I have yet to find a bug in KCS Omega.

> The only way to utilize XOR and OMEGA is to have 2 ATARI's. I'm going to
>try that soon.

Sorry, this is incorrect... although you will need at least two megs of RAM to fit them both, you can most definately run them in one ST...I can comfortably fit KCS, Tiger , the Song Editor and X-or in my un-modified Mega ST2, with Hotwire! and Maxifile resident. This is a very powerful setup, and it's great to switch amoung all of the programs with no waiting. I will have to upgrade to 4 megs in order to load T-Basic and Quickscore as well, though.

> PS

-Jonathan
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

3245. The Atari SIG on the Freenet!

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 14:00:16 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <23767@know.pws.bull.com>
Source record: 232896

I thought all of you may be interested in logging on to the Cleveland Freenet. It has undergone some big changes in the past weeks, and I thought I would post a message written by one of the SIGops of the Atari SIG to usenet, so all of you could try it out. The Atari SIG is one of the largest on the system, it has several different message forums.

:

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.
Anyways, upon logging onto the Freenet one comes across the hundreds of Special Interest Groups on the Freenet ranging from a culinary and gaming SIGs to a Veterinarian, Dental, and Medical information dispensories. Another area is the Computer Corner which consists of many computer SIGs. The Atari SIG is one of the largest computer sigs here and is growing everyday.
Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.
The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.
The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!
Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists

range anywhere from phone numbers of Atari dealers and producers, to
software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software.
To sum it all up this area covers what's out there, who makes it, and how
to get it for all Atari products. The Special Applications Board is
just starting out. Currently there is an area for users of MIDI on the
ST. MIDI users are encouraged to use this as a means to discuss MIDI
related topics. This section is expected to expand in the future.
Accessing the Atari SIG has never been easier. One can access it
via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu"
or by calling (216) 368-3888 300/1200/2400 bps. Once on the system,
a user can apply for an account application and logon as a visitor.
Once here, simply type "Go Atari" to get to the Atari SIG. A visitor
can go anywhere on the Freenet and can read anything. They can't
post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

3246. Re: Atari Portfolio users!

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 14:14:42 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Apr22.141442.27110@cs.dal.ca>
Source record: 232897

In article <9104210421.AA14688@cwns5.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu writes:
>
>I know this is an Atari ST Board but I don't think there is a board
>specifically for the Portfolio on Usenet.

I assume that when you say Board you mean Newsgroup. Try
comp.sys.handhelds for information on the Portfolio. Not that there is
a lot of activity there, it is mostly HP48SX stuff (although the group
is in the process of splitting), but there is some. Also some Portfolio
stuff appears in comp.sys.laptops.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

3247. Re: Good database software wanted.

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 14:47:38 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59752@aurs01.UUCP>
Source record: 232923

goo@hpindda.cup.hp.com (Michael Goo) writes:

[Gobs of stuff deleted]

>On a related note, has anyone tried out Timework's new Data Manager
>Professional? Any thoughts you'd care to share? ^^^

Do you mean that there is a new version of Data Manager Professional?
I bought mine about a year ago, and although I haven't spent a great
deal of time with it, it does seem like a nice vanilla database.

The thing is completely GEM driven, but the menus and documentation
are very "British", and some of the terms were less than intuitive
in American English.

(Funny how the languages have diverged! Usually the changes I've
noticed are in developments in technology made since the turn of
the century...truck vs. lorry, trunk/hood vs. boot/bonnet and
so on. I was in England on business a year ago and had to
translate British English to American English for my partner.
Reminds me of a quote from "My Fair Lady". :^))

Once you get used to the terminology it is easy to use, and relatively
powerful. You have to live with the built in features though, because
there is no associated command language.

You also have to make sure you plan out your data fields well in
advance, because you can't easily add new ones or change parameters
of existing ones once you've gotten started. It should be
more than adequate for all but the most advanced users.

The program is not copy protected, so you can use it on your
hard disk. It comes on two floppy disks, and is not bad to
operate off of floppies (I did so before I bought my hard
drive).

-Jonathan
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

3248. new upload on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 14:57:23 UTC
From: harryk@bucsf.bu.edu
Message-ID: <79853@bu.edu.bu.edu>
Source record: 232898

I just uploaded the file ATZENTA2.LZH (111824 bytes) on atari.archive

It's my phone/address catalog + calendar program....SHAREWARE

|| |# || Harry Karayiannis
|#| ||#| |#|
|#| ||#| |#| Boston University
|##| ||#| |##| Computer Scince Dpt.
||#| ||#| ||#|
//// |||| \\\\ Internet:
///// |||| \\\\\ harryk@bucsf.bu.edu
///// ATARI ST \\\\\ CSCRZCC@BUACCA.bu.edu

3249. Re: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 15:33:23 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr22.153323.16506@informatik.uni-erlangen.de>
Source record: 232899
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hvaalde@cs.vu.nl (Aalderen van Harold) writes:

>Do all megafile 60 drives have autopark? I own one and never noticed it
>I use the ship program every time I shut down my computer

If the drive used in your MF60 is a Seagate ST277R, you don't need
the ship program anymore. The ST238R used in the Megafile 30 doesn't
autopark. You can find out the exact type of the drive used by
looking at the back of the Megafile 30 which should bear a label
with 'SEA6065' or something like that if it is a Seagate drive.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3250. Re: Graphics on the STE - v. generally speaking...

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 15:35:20 UTC
From: wallmann@ipsi.UUCP
Message-ID: <1572@ipsi.UUCP>
Source record: 232916

In article <1991Apr16.211304.6829@rice.edu> bgr@uncle-bens.rice.edu (Robert G. Rhode) writes:
>In article <1991Apr16.192259.4357@rice.edu>, bgr@uncle-bens.rice.edu (Robert G. Rhode) writes:
>> In article <1563@ipsi.UUCP>, wallmann@ipsi.UUCP (Georg Wallmann) writes:
>>
>> > always came up with "too expensive". Of course if you think 16 MB isn't
>> > expensive ... as you do in your post. While thinking about it I
>> > had this great idea for a new RAM technology, which unfortunately
>> > (then unbeknownst to me) already existed as dual-port RAM. Even then the
>> > bus width needed and the cycle speed is just about too ridicolous for
>> > [deleted]
>> I think I can (theoretically) offer you a better deal:
>>
>> How about 1024x1024x24-bit color for <$350 parts cost (if you are an OEM)...
>>
>> Ingredients:
>> 24 1-Megabit Video Rams @ ~$12 each => 3 MB
>> 1 Brooktree triple 8-bit RAMDAC @ ~@50
>> glue logic
>>
>
>I hope this reaches more than just me this time...
Sure did...

Your graphics board sounds quite good, even for twice the price, but
what H.Chu and I were talking about was some sort of graphip coprocessor
like the old 8-Bit ANTIC. ANTIC provided control over the vertical
arrangement of the screen (where to get the memory from and to display
in what resolution). I figured that a coprocessor that also tried to
control the horizontal arrangement (as great as that would be) would be
much to costly in terms of bus speed. Otherwise you'd need to
restrict the number of windows displayable pretty severely.

As to the guy, who responded saying that hardware cursors were bullshit
in the nineties. We 'discussed' this offline and I just want to state
that
a) I am not convinced that hardware cursors are useless
b) questioning my CS knowledge was maybe a bit hasty

Anyway. I have seen a couple of adds now in various journals about note
book computers. I thought that the Atari notebook was doing handwriting
recognition, or am I wrong on that ? Most of the other notebooks don't
seem to be able to do that.

Nat!
Email: XBR1DE7B@DDATHD21.BITNET (only this address)

3251. Re: Hard Disk "Gatekeeper"

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 16:36:08 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Apr22.163608.531@rodan.acs.syr.edu>
Source record: 232902

In article <1991Apr20.040324.4494@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Check out HOSPITAL, AZT or AZTA, VKILL381 (Virus Killer 3.81). These are
>virus checker programs, each are a little different in their functions. I
>don't know about one that checks for general unauthorized access (other
>than for viruses), but there are ones that will lock out a user from
> Ed Krimen .....
Are these the latest versions of these files? and are the
latest versions available at atari.archive?
--Gerry

3252. Harddisk high level format software

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 16:39:57 UTC
From: remco@gem.stack.urc.tue.nl
Message-ID: <184@gem.stack.urc.tue.nl>
Source record: 232901

Has anybody out there software to format a harddisk for the
atari-st? The harddisk is connected with a C'T-harddisk interface.
(C'T is the fine german magazine that had an article about connecting
a harddisk to the st with a simple XT-interface card)

The harddisk is connected to the DMA-port via an interface and a
OMTI5527 controller. The harddisk is a Seagate ST238R (30 Mb).

The harddisk is already low-level formatted with the software from
the C'T magazine, but there is no high-level format software on that
disk. Who has build the same interface or has software to do the
high-level format?

P.S.: Please respond by news (first).

Remco Leliveld.
remco@gem.stack.urc.tue.nl

3253. Other FTL games?

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 16:48:47 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <7197@ncrcae.Columbia.NCR.COM>
Source record: 232900
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

Does FTL produce any other games similar to the quality of Dungeon Master and Chaos Strikes Back?

Rick Silverstein

3254. ASSIGN.SYS for OPUS spreadsheet/Charting program

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 17:06:59 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991Apr22.170659.28977@lut.ac.uk>
Source record: 232910

Many recently, once again showed their frustration for not being able to draw fancy charts with the OPUS program. All this is mainly due to OPUS's rather strict rule on printer font selection. The main requirement is that one must use the exact corresponding printer font as for the screen font. If this requirement is satisfied, one is more or less assured of hassle free operation. There is one other thing one must do, i.e., run FONTWIDT.PRG in order to set up font metrics for OPUS's internal use. Any way, here is my ASSIGN.SYS file. It works perfectly OK with me and hopefully will work for you as well.
[I'm using a mono screen and a 24-pin Epson LQ800 compatible printer.]

```
----------------------- Sample ASSIGN.SYS File -------------------------
path = A:\GEMSYS
01p screen.sys ; DEFAULT
02p screen.sys ; LOW RESOLUTION
03p screen.sys ; MEDIUM RESOLUTION
04p screen.sys ; HIGH RESOLUTION

; SWISS FONT
shss06un.fnt
shss07un.fnt
shss10un.fnt
shss12un.fnt
shss14un.fnt
shss18un.fnt
shss24un.fnt

; DUTCH FONT
shtr07un.fnt
;shtr10un.fnt ; corresponding printer font is not available
shtr12un.fnt ; -> Helevetica 12 Pt. converted from MAC.
;shtr14un.fnt ; 14 pt printer font is not available
shtr18un.fnt

;Printer is 24-pin Epson (LQ800)
21 LQ800.SYS

; SWISS FONT
lqss06un.fnt
lqss07un.fnt
lqss10un.fnt
lqss12un.fnt
lqss14un.fnt
lqss18un.fnt
lqss24un.fnt
```

```
; DUTCH FONT
;lqtr06un.fnt ; I don't have screen fonts for 6 & 8 pt dutch.
;lqtr08un.fnt
lqtr07un.fnt
lqtr12un.fnt
lqtr18un.fnt
;lqtr24un.fnt

31 META.SYS
---------------------------- END ----------------------------------------
```

Hope this helps.

-Rahin

3255. LIFE3.LZH

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 17:22:43 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr22.172243.16780@oz.plymouth.edu>
Source record: 232903

Hello,

I just got a hold of LIFE3.LZH from atari.archive and was immediately impressed by the editing allowed in the universe. It is easy to use, the left button creates a cell, the right kill a cell. But when I went to load pre-created universes which were lzhed within the LIFE3.LZH, the program responded that the files were too small to be universe files, WHAT? These were included as universes. Then I tried to load pre-created patterns such as glider-guns and chesire cat (the classics) and they also didn't work. The program claimed to be loading them but nothing was displayed. There is a feature in the menu to show pattern file information. I check out chesire cat with this, and it claimed the file to be in ABSOLUTE format. I went out to GEM and checked it, it was in PICTURE format. This program has a lot of problems, you can't do half the stuff it says it can do. Who ever wrote it, you have a good idea but an obviously lacking implementation, if it were fixed it would be an excellent version of LIFE, but as it stands, it isn't too impressive.

Stephan

--
\/\/\/

3256. Re: which demos?

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 17:28:34 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Apr22.130902.21897@mailer.cc.fsu.edu>
Source record: 232904

In article <72002@eerie.acsu.Buffalo.EDU>, chu@acsu.buffalo.edu (john c chu) writes:
>Thinking about it, I realize that this is a ridiculous question, but
>just in case I'm wrong...
>
>Are there any demos on atari.archive.umich.edu that will run on a 512K
>ST with a monochrome monitor?
>
>(Upgrading hopefully will be in the works...)
>
>Please replay via E-mail. Thanks
>

I have a great mono demo from Germany, called stdemo.tos (I think). Anyway,
it is a tos file. I believe I got it from atari.archive. If you cannot
find it there, email me and I will upload it (this one is a must have). I
would not consider getting a color monitor "upgrading", unless you are
keeping your mono (the best of both worlds). I used to only have a color,
and it was hell on my eyes for any kind of real work.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3257. Re: Hard Disk "Gatekeeper"

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 18:33:27 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr22.183327.20102@ecst.csuchico.edu>
Source record: 232905

In article <1991Apr22.163608.531@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>In article <1991Apr20.040324.4494@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>Check out HOSPITAL, AZT or AZTA, VKILL381 (Virus Killer 3.81). These are
>>virus checker programs, each are a little different in their functions. I
>>don't know about one that checks for general unauthorized access (other
>>than for viruses), but there are ones that will lock out a user from
>> Ed Krimen .....
>Are these the latest versions of these files? and are the
>latest versions available at atari.archive?

They are the lastest versions, as far as I know. There was only one version of AZT and HOSPITAL, and many versions of Virus Killer, but 3.81 is the latest. And yes, they are at atari.archive.

--
Ed Krimen .....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3258. Uploading to atari.archive & comp.{binaries,sources}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 19:26:14 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr22.192614.29416@terminator.cc.umich.edu>
Source record: 232907

Uploading to Atari.archive.umich.edu
and
Posting to comp.{binaries,sources}.atari.st
By Jeff Weiner, Atari.archive Guardian

How to upload to atari.archive.umich.edu:

There are two main ways to upload to the archive: FTP or mail

1: FTP - This is the preferred method, as it doesn't clog my mailbox with
megs and megs of stuff, not to mention it's a bit easier for you too.
Logon to the archive as usual, then issue the following commands

```
cd ~atari/new
type binary
put filename.ext
mail weiner@atari.archive.umich.edu .... "Hey Jeff, I just uploaded this..."
```

This last step is very important. As we're now integrating the
index with text and the ls -lR listing, descriptions and an address to
send questions to are key.

Ed Krimen, ekrimen@ecst.csuchico.edu, adds this:

For those that may not know, may I add that, for aesthetic effects,
if you enter "hash," before you "put filename.ext" or "get
filename.ext," the ftp program will display a # for every 1024 bytes
sent or received. Actually, when you 'put' a file, it will display
bunch of # at once. Moreover, if you enter "bell," it will sound your
system bell when a function has completed. Finally, you can send and
receive a list of files using the "mput" and "mget" commands,
respectively, with a list of the files after the command.

2: MAIL - This is a bit slower for you and for me, but is still very effective.
Simply uuencode the file, (please split it into parts ~=40 M or less please)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpfull as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled file transmission, containing a short description of
the file, etc. Shar files are also acceptable, but I prefer the uuencoded.

And for those of you who would like to see your binaries and sources appear
in comp.{binaries,sources}.atari.st, the following is taken from Steve
Grimm's Introduction to Binaries and Sources:

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator, Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist, atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and forward them to me. Submitting to him saves net bandwidth, so it's encouraged.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while.

Also, as of volume 8, I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this pretty much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to atari-sources@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to sun!ebay!panarthea!atari-sources. In Europe, send your submissions to Jan-Hinrich Fessel, the European submoderator of the group, at unido!atari-sources (or, if you're a masochist, atari-sources@unido.informatik.uni-dortmund.de.)

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it

for a couple of days. Please note that, except in rare cases, source without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a pain to separate them, and such submissions are invariably placed on the back burner. Sources should be submitted in the same format as binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas' "uue" program if possible, as it can correct some common transmission errors. Split long submissions up into reasonable (less than 50K) chunks. "uue" will do this for you, if you use "uue -700 file" to encode.

Please inform me of any special system requirements, and what development environment was used, so that I can properly test your submission and label it when I post it.

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

3259. FTP Beginner's Guide

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 19:28:49 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr22.192849.29516@terminator.cc.umich.edu>
Source record: 232908

This is a basic guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

~~~~~~
Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.
Also, if your machine doesn't allow you to specify the atari.archive name,
try using out internet address : 141.211.164.8 Then, march down to
your sys-admins office and ask him to install name-service. Your life will
become much easier.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
ls -C : Lists the files horizontally, instead of vertically.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
cd .. : Goes 'back up' a directory, to the one you came from.

These are about all you need to get moving around the archive.
~~~~~~

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer files. More often than not, you'll want to transfer the files from the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that you'll be transferring a binary file. This is really important. You'll waste a LOT of time if you download files that were not transferred in binary mode.
Third, issue this command 'get <filename.ext>'. This will instruct the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This tells our machine you're no longer interested in ftping files, and would like to go back to your command prompt.

Now, you'll need to download your files from your mainframe(sparc, whatever) to your ST. Usually you'll want to use either kermit or x- or y- or z-modem protocals. They're very reliable. I'd be quite hesitant to try something else. Also, your machine and ST are usually unique to you. This means that I really can't help you with this part. You could try asking, but I'm going to promise anything.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of. Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours, in our time zone. That would be 9 am to 5 pm , EST. This roughly means upload or download one file or so and little else during these hours. After 5pm, have a blast. Go nuts. We probably won't mind nearly as much..... Otherwise, we will drive to your campus or place of work (even if you live in Europe) and we'll kick youe butt. Or, Jon will sing Prince songs to you. Whichever you'd like the least.

2) If you have a question about some aspect of ftp service or some other area of your computer, please ask around at your site first. Don't immediately fire off all of your questions to us. I don't mind answering questions about the archive, problems with logging in, or something similar. But I tend to get upset when people ask me questions like, "Jeff, how come I can't get the fgrep command to work properly on my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I know it's not the greatest thing to do, but if you can find time to download stuff, I think you can find time to return the favor and upload things also.

If you have any reasonable questions, any comments or concerns, etc. please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

3260. hard drive project.

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 19:31:17 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991Apr22.143117.1@wharton.upenn.edu>
Source record: 232906

Hello Netland,
My friend just gave me a ST-251 hard disk. I have no cables
for it, no controller, no power supply, or case. Could someone
please tell me what type of controller, power supply and the
other things needed to attach this thing to my ST. It will
be my first Hard disk on my ST. Also can you provide the
name and phone number of a supplier so I can purchase the
equipment I need. I have a 1040ST with TOS 1.2. I will also
need to get some software so I can format and control the thing.
I know stuff like this has been posted before but I skipped it
because I couldn't afford a hard disk. Please e-mail me
or post the information. Thanks in advance!!!!!

Greg.

email: zeibari@wharton.upenn.edu
//
INTERNET: zeibari@wharton.upenn.edu
school = Temple University
work = University of Pennsylvania
\\

3261. Re: LIFE3.LZH

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 20:09:28 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91112.160928JJL101@psuvm.psu.edu>
Source record: 232914

I think you are having the exact same problem as me! Symptoms are the same.
Get a newer copy of LHarc. For some reason the files do not like CR's and LF's
if unpacked with the older version. I think you will find this should solve
all your problems! :)

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Atari ST's!, Computational Mathematics, Diplomacy, Synths + Midi *
****

3262. Are there any 3270 emulators for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 21:56:54 UTC
From: smiller@bcarh166.bnr.ca
Message-ID: <4389@bnr-rsc.UUCP>
Source record: 232917

Is there a software package that will emulate a 3270-type IBM terminal?
I want it to dialup a mainframe. (Naturally)

Reply to the net, please.

****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
P.O. Box 3511, Station C
signature USES DISCLAIMER; Ottawa, Ontario, Canada, K1Y 4H7

3263. Ghostscript source and binaries uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 22:05:30 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Apr22.220530.18559@ux1.cso.uiuc.edu>
Source record: 232918

Hi,

I posted this message once, but it didn't seem to make it. Try two ...

Sources and binaries for ghostscript have been uploaded to atari.archive (141.211.164.8). No screen support yet. DeskJet, LaserJet, and Epson printers are supported, but only the DeskJet has been tested to any extent. The file names are gsbin.zoo and gssrc.zoo. I expect that they will show up in the gnustuff directory.

A warning about compiling sources is in order. I recompiled a couple of source modules with different versions of the GNU libraries (I think they are newer than the ones I have been using), and the deskjet driver ceased to work properly. This is disturbing, but I don't have time to track down the problem now. Maybe someone else will figure it out.

-Tim Gallivan
National Center for Supercomputing Applications
University of Illinois
timothyg@ncsa.uiuc.edu

3264. Esion XLI and 60 Hz

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 22:25:31 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.672359131.larserio@kvart.ifi.uio.no>
Source record: 232919
Body handling: Inline uuencoded payload not displayed: 50hz.prg

Due to some tight timing it looks like the Esion XLI
SoundTracker posted to comp.binaries and to some of you
directly from me does ONLY work as it should in 50 Hz.

If you have an Atari monitor it should work in both
50 and 60 Hz (at least they do over here in Europe)
and most good Televisions do too....

Use this short program to switch to 50 Hz video....

table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: 50hz.prg]

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3265. Re: quicktos

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 23:01:55 UTC
From: darekm@microsoft.UUCP
Message-ID: <72006@microsoft.UUCP>
Source record: 232676

In article <8697@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>is Quicktos out there or is it just vaporware.it is supposed to dump tos on
>a disk.anybody know how to do it or where i can find quicktos?
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil

QuickTOS is real and p/d. I wrote it and uploaded it to various bulletin
boards about a year ago. The purpose of Quick TOS is to run disk based
versions of TOS, such as TOS 1.0 or TOS 1.4, from a hard disk so that you
save yourself the 30 seconds or so required to boot TOS from floppy. You
can go from say, TOS 1.6 on a 1040STE to TOS 1.0 in about 3 or 4 seconds.

It has nothing to do with pirating TOS (i.e. dumping your TOS roms to disk).
and QuickTOS will not support such pirated versions of TOS. Shame on you.

TOS only floppy is available from Atari dealers and maybe still from Atari.
A TOS disk also came supplied with all early 520 STs.

- Darek

--

Darek Mihocka, author of Quick ST 3.0. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

3266. Re: Other FTL games?

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 23:12:18 UTC
From: laird@think.com
Message-ID: <1991Apr22.231218.18992@Think.COM>
Source record: 232912
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

In article <7197@ncrcae.Columbia.NCR.COM> ricks@ncrcae.Columbia.NCR.COM (Rick Silverstein) writes:
>Does FTL produce any other games similar to the quality of Dungeon Master
>and Chaos Strikes Back?
>
>Rick Silverstein

Oids is (IMHO) even more finely crafted than Dungeon Master and it's sequel. It's simply amazing how much feeling they got out of so few pixels.

- Laird Popkin (laird@think.com)

3267. Whattahe Demo

Newsgroup: comp.sys.atari.st
Date: 1991-04-22 23:14:14 UTC
From: sytang@lamar.colostate.edu
Message-ID: <14427@ccncsu.ColoState.EDU>
Source record: 232915

This might have been answered before but did not catched by me.
Is Whattahe Demo require ST with Color, or there is a patch or a version that
will run on STE?
Thanks
Tang
sytang@lamar.colostate.edu

3268. GDOS Driver for HP-Deskjet

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 00:38:22 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr23.003822.14203@lonex.radc.af.mil>
Source record: 232631

After years of ST'ing and successfully avoiding GDOS, I now find myself needing a printer driver for my HP-Deskjet.

Anyone have any suggestions? Are there any PD ones out there?

E-Mail replies please.

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3269. Re: Other FTL games?

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 00:49:00 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr23.004900.23858@wam.umd.edu>
Source record: 232913
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

In article <7197@ncrcae.Columbia.NCR.COM> ricks@ncrcae.Columbia.NCR.COM (Rick Silverstein) writes:
>Does FTL produce any other games similar to the quality of Dungeon Master
>and Chaos Strikes Back?

How about * Sundog *, one of my favorites.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

(Wow, more letters in the signature than in the message. Now everyone will start calling for comp.sys.atari.st.games again...)

3270. Re: Monitors!

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 02:37:40 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91112.183740REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 232921

In article <1991Apr19.012132.636@abode.wciu.edu>, scale@abode.wciu.edu (Luis Outumuro) says:
>than the Moniterm. The ISAC has a resolution of 1024 x 768 in both color and
>monochrome modes; with a palette of 4096 in color mode, and 2 colors in
>"DuoChrome" mode (DuoChrome allow you to choose which two color you prefer in
>the monochrome mode).

Is that 4096 colors on the screen at one time, or is 4096 the numbers of colors that one gets to choose a subset of, like 16 out of 512. Also, how much does this baby cost? I might consider getting one some day, and a rough price would tell me how long I have to wait. Thanks.

Terry

Disclaimer: The above are my opinions. They are not necessarily the opinions of SLAC, Stanford University, the DOE, or the U.S. government.

3271. Re: Whattahe Demo

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 03:20:42 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr23.032042.23086@ecst.csuchico.edu>
Source record: 232922

In article <14427@ccncsu.ColoState.EDU> sytang@lamar.colostate.edu (Shoou-yu tang) writes:
>
> This might have been answered before but did not catched by me.
> Is Whattahe Demo require ST with Color, or there is a patch or a version that
> will run on STE?

Someone posted this a while ago.

Here is a simple patch to enable 'whattahech' to run on the STe:

After you have extracted the MSA file on a disk you start your fave
disk editor and write the following in the bootsector :

Address Value
206(dec) 2e 3c 00 00 3a bc
510(dec) d2 52

that it...
(some of the demos with overscan work, and some don't (they flicker a bit))

Then, if I wanted to change the values back, I added:

The original settings are

E0 8B EA 8B B7 47
B8 ED

I'm fairly certain that the version at atari.archive has this
modification already performed. It also works on the ST, BTW.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3272. Re: ``Standard" colors for desktop computers

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 07:51:06 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2812@odin.cs.hw.ac.uk>
Source record: 232929

In article <Nk2s112w164w@mantis.co.uk> mathew@mantis.co.uk (mathew) writes:
>Jeff "The GOD of Arcade Games" Minter has a resprayed Atari ST. It's black
>with starfields and rainbows and geometric shapes in neon colours and similar
>bizarre decorations.

I always wanted to paint mine black too (I think I'll pass on the stars and rainbows though) but you'd have to watch that the paint didn't flake off at a later date and make your ST look really bad. I imagine some sort of thick car body laquer is in order to avoid the flaking. What do Atari do when you send in a painted ST for repair? Send back a vanilla grey one I guess.

BTW: If you are going to call anyone a GOD of arcade games then surely the Bitmap Brothers deserve to be called that more than Jeff Minter does. Not only that but when it comes to documentation, Jeff couldn't write a manual to save his life. The Trip-A-Tron manual was written by Jeff, for Jeff, and was totally useless. Not only that but he spent a lot of time, and ST memory, on those stupid colourful menu/consoles each with it's own unique exit box.

>mathew

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 menus!" !
+---+

3273. Re: ASSIGN.SYS for OPUS spreadsheet/Charting program

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 08:40:25 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr23.084025.3454@newcastle.ac.uk>
Source record: 232930

In article <1991Apr22.170659.28977@lut.ac.uk>, M.A.Rahin@lut.ac.uk
(Mohammad A. Rahin) writes:
|>Many recently, once again showed their frustration for not being able to draw
|>fancy charts with the OPUS program. All this is mainly due to OPUS's rather
|>strict rule on printer font selection. The main requirement is that one must
|>use the exact corresponding printer font as for the screen font. If this
|>requirement is satisfied, one is more or less assured of hassle free
|>operation. There is one other thing one must do, i.e., run FONTWIDT.PRG in
|>order to set up font metrics for OPUS's internal use. Any way, here is my
|>ASSIGN.SYS file. It works perfectly OK with me and hopefully will work
for you
|>as well.
|>[I'm using a mono screen and a 24-pin Epson LQ800 compatible printer.]
|>

Another problem is that the fonts _must_ be in the same order for every
device in the list.

If you do not have a printer font for a screen font that you are using
you can simply use the screen font as a printer font but I wouldn't use
it in opus or the printed output will be minute. For example when
running gemini, you may wan't to have the gemini font for the console
window and this font has no printer version.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

3274. VT220 - 8 bit Terminal Emulator Required

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 10:14:41 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <4894@syma.sussex.ac.uk>
Source record: 232928

I am searching for a VT220 terminal emulator which can handle VT200 -
8-bit cursor and numeric keypad ESCape Sequences. For example it should
be able to send the following cursor control sequences in Application
mode:

Application Up 8F A 8F (hex) = 143 (dec)
Down 8F B
Right 8F C
Left 8F D
Can anyone help?

Ideally I would have liked to have used Uniterm but my reading of the
manual (see Page 26 (para 6.3.2) 'C0/C1 modes') would seem to imply that
only VT200-7bit cursor keys can be sent by the cursor and keypad keys and
that you can not send VT200-8bit sequences. Furthermore, I don't think
you can re-program the unshifted cursor keys.

So if you know of a good VT220 emulator which can satisfy my purposes or
indeed if you know how to reprogram Uniterm to achieve the same effect
please let me know.

Many thanks.

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

3275. Re: atari user mag

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 10:23:34 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr23.102334.3789@abode.wciu.edu>
Source record: 232927

Hi Matthew,
Actually you are correct, AtariUser is intended as a free
magazine for the users. It was also intended for the dealers (both computer
and bookstores) to give it away for free; but a few dealers and several
bookstores said they would not carry it if AtariUser was a free magazine
(that's why AtariUser has a $1 cover price, so those that insist on charging
for it can).
The $15 price is actually an "introductory price" available for this
month only. The annual subscription rates will be:

$ 21.30 US Bulkrate
$ 41.30 US First Class

This subscription prices are set according to the cost of postage.
AtariUser is offering subscriptions not for profit; but for users who cannot
pickup AtariUser in the user's local area.
In addition to computer dealers and bookstores, AtariUser will also
be available free to/from local user groups.
AtariUser's future looks very promising with John Nagy (of Z*Net) as
the Editor-In-Chief. The AtariUser staff feels that the first issue had few
mistakes, and the quality will only continue to get better. Bye.....

Luis

--
"""""""

3276. Re: ICD AdSpeed

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 13:05:35 UTC
From: ric@mcrware.UUCP
Message-ID: <6126@mcrware.UUCP>
Source record: 232942
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <10688@bdt.COM> david@bdt.COM (David Beckemeyer) writes:
>
>Do many people have the ICD AdSpeed?

For those of you with score cards, add 1. I've had mine for a number of
months.

>
>I recently put one in a Mega ST-4 with a Moniterm board and
>it seemed to work pretty well. I left the machine on overnight
>and it had crashed by morning. It seems that it crashed within
>a few hours. The problem seems to be heat related, because the
>system seems to get flakey after it's been on for a while.
>
>Has anybody else experienced similar problems?

Mine was added to an old 520ST (w/2.5M). I can't speak for the installation
into a Mega, but in a 520 there doesn't seem to be a heat problem. I run my
ST for about 8 hours a day (as a terminal).

Ric

-=-=-=

3277. ST GEM-based Word Processors

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 16:26:32 UTC
From: mrt7455@evtprp0b.UUCP
Message-ID: <235@evtprp0b.UUCP>
Source record: 232925

I have a question about ST word processors. I would like to know what is considered the easiest *GEM* word processor to use. I am thinking that it has to have easy mouse-based point-and-click cursor location, cut, paste, delete, and move operations. I don't need a document processor or a desktop publisher, just something easy to learn and use. Send me e-mail and I will summarize for anyone else who wants to know.

Michael Tucker Boeing Computer Services
(206) 342-6168 M/S 04-EU P.O.Box 24346
...uunet!bcstec!evtprp0b!mrt7455 Seattle, Washington
98124-0346
--
Michael Tucker Boeing Computer Services
(206) 342-6168 M/S 03-87 P.O.Box 24346
...uunet!bcstec!evtprp0b!mrt7455 Seattle, Washington
98124-0346

3278. Re: Wanted: Phone # for MWC Support line

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 16:56:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Apr23.165634.7774@chinet.chi.il.us>
Source record: 232768

In article <1400001@hpgnd.grenoble.hp.com> laurent@hpgnd.grenoble.hp.com (Laurent JULLIARD) writes:
>My understanding is that the Mark Williams Company is now closed !
>
>So I can hardly imagine you find any support line.
>
Mark Williams company is still operating (MUCH MUCH more successfully than ever). They seem less inclined to do anything for the ST as time goes on, but their commitment to continue supporting the products they've already sold seems firm. Their present flagship product is the COHERENT operating system for PCs (a small, modular UNIX-alike).

I got some particulars mixed up in a previous message (now cancelled). They've changed phone numbers again, and I think they've moved, but they're still in the suburbs, not back in Chicago. Anyway, if you call the main number (708)291-6700 and say you need support for their C compiler for the Atari ST, you should do alright. What you get is going to be essentially whatever a bright guy who hasn't used the ST C compiler lately (or perhaps ever) can give you with online access to the source code and the problem reports/fixes database. That's enough for most stuff that'll come up.
Steve saj@chinet.chi.il.us

3279. Pari

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 17:40:14 UTC
From: dennis@carol.math.binghamton.edu
Message-ID: <DENNIS.91Apr23124014@carol.math.binghamton.edu>
Source record: 232933

Has the number theory package Pari been ported to the ST?

--
Dennis Pixton
Department of Mathematical Sciences, SUNY-Binghamton
dennis@math.binghamton.edu, dpixton@bingvaxa.bitnet

3280. Mega ST2 Upgrade Questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 17:57:39 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59758@aurs01.UUCP>
Source record: 232926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I wouldn't have believed it a year ago when I bought it, but I now have to expand the memory on my Mega ST2. Those MIDI programs and essential utilities really eat up the memory! I would appreciate advice or pointers to references on the following topics:

1. Impressions of the Z*RAM Mega 2-to-4 board. Specifically, how reliable is it, and will the board get in the way of the expansion slots or an internal hard drive? Also, how likely is a solderless board to shake loose?

2. Companies that will install a memory upgrade by mail: experiences, reliability, cost, turnaround time and so forth.

3. Articles or instructions for a DIY memory upgrade. Listings of chips (with part numbers) and good sources for parts would be great. I know how to use a soldering pen, but it's been a while, so advice on how tricky the job is would also be useful.

4. In the "as long as I've got the hood up" department, I'd like to know how people who've upgraded from TOS V1.2 to V1.4 have fared. Was it more trouble than it was worth? Did you lose any program compatibility? Should I just hang around until the fabled STE Mega upgrade board comes along?

5. Is there a list of boards that make use of the Mega expansion slot?

6. Has anyone had experiences installing an internal hard drive in a Mega?

Of course there is always the option of unloading my Mega 2 and upgrading to a Mega STE...

Thoughts, opinions, dirty limericks welcome.

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

3281. Looking for Disk Catalog PRG

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 18:03:15 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr23.180315.20927@oz.plymouth.edu>
Source record: 232932

Hello,

I have a large number of floppies sitting around here and don't
really want to label them over. I would rather use some sort of disk catalog
system which could pull the directory of a disk into a text editor at which
point I could put comments beside each file. I could then print it and keep
all the filenames in a notebook. Anyone ever seen anything of this sort? I'm
tempted to write one from lack of success in searching, but I basically
program in Turbo Pascal on IBM's and have no prg lang for the ST so I thought
I make a final call for this type of software.

Stephan

--
\/\/\/

3282. Re: Monitors!

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 18:27:49 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <oc57mZq00WBNM2zCUZ@andrew.cmu.edu>
Source record: 232935

The ISAC has 16 onscreen colours out of 4096, and it costs around $750.

-geisha-

P.S. Supposedly LEXICOR has a 24 bit board coming out soon for the ST, that should be very cheap. Aroung the same as the ISAC. Wait and see, I say. (since it is not out yet, that is all one can do)

3283. ST book

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 20:00:51 UTC
From: dom@hpfcdj.HP.COM
Message-ID: <17260001@hpfcdj.HP.COM>
Source record: 232843

I have just acquired an ST. Is there any good books that cover
the basics of system operation. The documentation from Atari is lacking.

Like what are .acc and .??? files?
How do I customize the desktop?
How do I add a printer when the option box on the dektop is not displayed?

Dave Merrill

3284. TEAC 2.88MB SCSI floppy

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 20:18:25 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12616@uhccux.uhcc.Hawaii.Edu>
Source record: 232947

There is discussion in comp.sys.nsc32k about using a SCSI floppy with their systems and they are considering a group purchase. I was wondering if this newsgroup is interested with using a 2.88 MB SCSI floppy with their Atari ST systems.

This information was obtained from TEAC America [(213) 726-0303]: there was a new standard implemented late last year (~Nov. '90) for 4MB ED disks, so that a disk density indicator hole would specify to a 2.88MB drive whether the inserted disk was of 2.88/1.44/720 formats. This new standard resulted in a new model 2.88MB drive. TEAC's model number for the drive implementing the change in optical sensor and firmware is FD-235JS-501-U. This differentiates it from the old standard drive which has model number FD-235JS-401-U.

There is a programming manual for the drive and it is part number FC1-01 Software. Contact Ken Rivera at TEAC (extension 654) to order the manual.

The 2.88MB drive has these specs: 2 heads, 80 cylinders, 36 sector/track, 300 rpm rotation, 135 tracks/inch, 90 KB/s formatted transfer rate (four times faster than 720K drives). The drive is downward compatible with 1.44MB/720KB disks.

The suggested list price for the TEAC 2.88MB SCSI floppy is $285 and for their 1.44MB SCSI floppy, $230.

Two distributors for the TEAC drive are in California:

Western Micro (619) 453-8430
J.D. Hannam (714) 632-3458

Some benefits for Atari ST/TT owners would be four times storage and speed, without modifying your floppy controller. It would also be fun to inexpensively experiment with SCSI.

The drawbacks are that a special driver has to be written for the drive and a SCSI adaptor is required.

This info is posted to gauge how many people would be interested in either the 2.88 or 1.44MB SCSI floppy. If emailing a reply to me, please specify these things:
a) prefer 2.88MB or 1.44MB SCSI floppy
b) max. price you would pay for either drive
c) willing to write a driver to interface it with the Atari ST/TT
d) willing to handle a group purchase [others may pay a handling fee]
person should be in the Southern California area.
e) any comments [this is bad idea, other preferred brands, etc.]

I'll post a summary in about 7-10 days.

Thanks,
Jack

3285. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 20:33:20 UTC
From: apratt@atari.UUCP
Message-ID: <2910@atari.UUCP>
Source record: 232758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

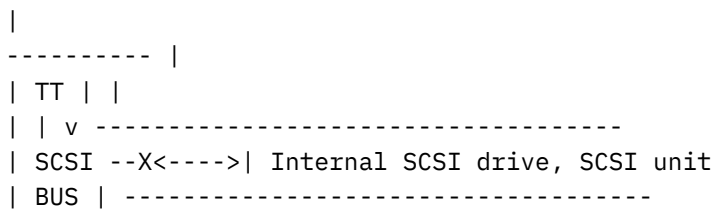
D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

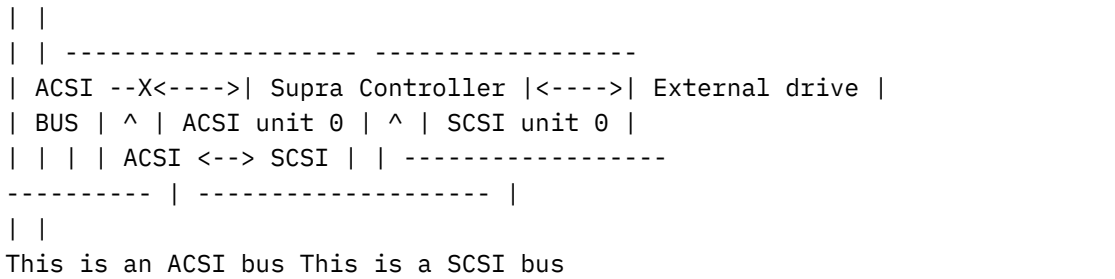
>In article <1991Apr16.195300.1906@jato.jpl.nasa.gov>,
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>|>In article <1991Apr16.042133.20872@mailer.cc.fsu.edu>
>boyd@nu.cs.fsu.edu writes:
>|>>My friend managed to get his external Supra HD connected to his TT
>|>>(which has an internal SCSI device). The TT differentiates between
>|>>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
>|>>friend set his Supra at SCSI 1, so they would not confict. This
>|>>turned out to be the problem. BOTH drives had to be set to SCSI 0
>|>>to work. Extremely weird. Anyone have an explination?
>|>
>|>What did he plug the Supra into, daisy chained off the SCSI port, or
>|>the Atari DMA port? If DMA port, then the answer is that you're using two
>|>separate buses...

>Yes, but why does this explain why it will not work with an id other
>than 0? I can see that if TT SCSI and ASCI are seperate buses then it is
>ok to use the same id. Does this meen that the TT ASCI port only
>supports one device not the full 8 on the ST. If it supports the full 8
>then with two buses or 16 SCSI devices the TT can handle some serious
>backing storage :->

[I posted this earlier, but from the look of it the message didn't leave my
site.]

It's not the least bit wierd if you work through the logic of the busses.
The fatal flaw in your reasoning is that you think since both drives are
SCSI drives, they should have different SCSI unit numbers. What's actually
happening as far as the TT is concerned is that you have one SCSI drive and
one ACSI drive. The Supra drive is connected through a controller which
lets you plug the SCSI drive into the ACSI bus. The controller, in
essence, creates a tiny SCSI bus between it and the drive you connect to
it. This controller will only control one unit, and it has to be SCSI unit
0. The controller probably has a switch of its own, to tell it which ACSI
drive it should respond as.





If you add another Supra controller (or ICD controller or any SCSI-to-ACSI converter) to the ACSI bus, you would have to make it ACSI unit 1, but the drive it controls would still be SCSI unit 0, and there's no conflict because it's the only SCSI drive on the SCSI bus that the controller creates between itself and that drive.

Get the picture?

More minutae: HDX asks "SCSI or ACSI" when you select a drive; it's talking about SCSI or ACSI as the TT sees things, not necessarily which kind of mechanism it is. Almost all Atari drives are now SCSI drives with an ACSI-to-SCSI converter inside the case, where you don't see it. The Megafile 44 is a good example. Some used to be (and may still be) ST-506 drives with an ST506-to-ACSI converter inside the case, so don't count on one or the other without checking.

The chief difference between SCSI and ACSI in the TT is that the SCSI bus supports the full SCSI command set, and ACSI doesn't. One important command which ACSI does not support is "inquire capacity." When you can do "inquire capacity" you don't need to know anything else about the drive to format or partition it, ergo no wincap and no "click on the drive type" box. Wincap is still required for HDX to be able to format and partition some (all?) ACSI drives.

A final note: Mega STe's have an internal SCSI drive like TT's, but again, there is a SCSI-to-ACSI converter inside the box, so as far as TOS and HDX are concerned, it's an ACSI drive. Mega STe's don't really have SCSI, even though it kind of looks like they do.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3286. Re: Atari Color Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 20:34:52 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9104232034.AA13738@sun.soe.clarkson.edu>
Source record: 232945

resst11@unix.cis.pitt.edu (Ryk E Spoor):
> certain models of the color monitor, including the one I have, display
> colors much more darkly than they should. As an example, there are parts

Mine did this too...

Inside there are many different adjustment screws in different places.
Many are evasive, even to find! One in particular is a brightness adj.,
which is different than the one you can get at externally.

I adjusted my monitor a few months ago, and ended up making it a little
TOO bright, but I haven't cared enough to fix it...

I used an insulated non-metalic 16" screwdriver, wearing a lead bodysuit,
and stood a mile away as I made the adjustments... plus I closed my eyes!

If you screw up the monitor or yourself, don't blame me.
AAron@sun.soe.clarkson.edu

3287. Atari advertising

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 20:56:33 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Apr23.205633.11247@chinet.chi.il.us>
Source record: 232934

I watched a couple of New York Mets baseball games. For several days in a row, they announced that guests on the post-game show would get Atari Portfolios. Picture shown on TV, description of what it was. Hey, it's SOMETHING.
Steve saj@chinet.chi.il.us

3288. SHOWMEM4

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 21:03:03 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr23.210303.28427@ecst.csuchico.edu>
Source record: 232941

Has anyone been able to get this to work on an STe? I thought this version
is supposed to be compatible with everything, including the TT. When I run the program, I
get an 'incompatible ROM version' error.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3289. Re: Monitors!

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 21:20:20 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr23.212020.5753@abode.wciu.edu>
Source record: 232946

Hi Terry,
Correct, the ISAC will display 16 colors from a palette of
4096. The ISAC board costs the same as the Moniterm board; $800 MSRP, but
actual street pricing is around $600 to $650. It has been available for
quite a while now. I believe Jay Craswell (designer/programmer of the ISAC)
recently updated the drivers with a new version. The Calamus Series, DynaCADD,
PageStream and several other applications have specific support for the ISAC.
So does CodeHead's HotWire and MaxiFile (awesome piece of coding!) 3.0's, and
thier shareware utilities. Bye.....

Luis

--
"""""""

3290. Re: Posting Z*Net International 3rd request!

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 21:30:54 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Apr23.213054.5804@watmath.waterloo.edu>
Source record: 232943

In article <1991Apr16.072427.7672@kcbbs.gen.nz> Jon_Clarke@kcbbs.gen.nz (Jon Clarke) writes:
>
> This is the third and final request for those wishing Z*Net International
>to this news group comp.sys.atari.st. Votes will close Monday the 22nd
>of April 1991.
>
> We require a majority vote for the posting. Please send email to
> Jon_Clarke@kcbbs.gen.nz or reply direct to this newsgroup.

In my opinion, to post these ZNet issues to the net is an abuse of the net. Regardless of the outcome of your informal poll, such postings should not be done. These articles are available to anyone who wants them to be mailed to them, and they are available at a well known archive site, eiter by e-mail order or by anonymous ftp.

Jon_Clark, please cease and decist.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

3291. Re: ``Standard" colors for desktop computers

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 23:07:15 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.672448035@mrcnext>
Source record: 232948

mathew@mantis.co.uk (mathew) writes:
>> Admittedly, this light tan and black (or all-black) color scheme tends to
>> be non-distracting and soothing to the eye, but has anyone else besides me
>> ever been tempted to get a can of "Hot Purple" spray paint (and maybe a
>> day-glo orange racing stripe kit) and liven up their disk shoebox or CPU?

>Jeff "The GOD of Arcade Games" Minter has a resprayed Atari ST. It's black
>with starfields and rainbows and geometric shapes in neon colours and similar
>bizarre decorations.
---
always been tempted to take green paint and a thin brush and paint vines.
either that or make a nice wooden cabinet quality case
--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

3292. Re: Atari for Auction: Update

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 23:11:31 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Apr23.231131.12460@cs.dal.ca>
Source record: 232940

In article <GJH.91Apr22134603@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>Interesting, how did the purchaser manage to get money to you? I understood
>that it's remarkably expensive in the USA to receive non-US-Dollar money from
>abroad. Could I have sent you a cheque drawn on a British bank?

Come on, this is not a problem in most cases. I frequently buy items from the US, and I suspect that the Canadian situation is not unique. We can buy money orders in US dollars from the Post Office or from most banks, and I can write cheques in US dollars on my regular bank account by simply writing US$ all over the cheque (this latter feature may not be as common).

I don't think that there is any problem coming up with paper in US funds that a bank will accept, but S&L's are another matter. I tried to give my brother in the US $200 during a recent visit, and his S&L wouldn't even accept AmEx traveller's cheques in US dollars sold by a Canadian bank. So I went down the street and got the money on my bank card. But real banks (the kind that stay sovent for weeks on end) have never been a problem.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

3293. Atari Questions...

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 23:17:14 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr23.191714.9275@umiami.ir.miami.edu>
Source record: 232764

I have three questions regarding Atari's recent machine releases...

1. Why is the TT being shipped with the old MEGA keybooard?

2. Why is the MEGA/STE being shiped with the old MEGA Keyboard?

3. Becasue the old keyboards are being shipped in these machines, does it
mean that I can upgrade my keyboard to the newer version???

Just wondering...

Mark Santora
dlk0ms9s@umiami.ir.miami.edu

3294. Info on Ultimate Ripper

Newsgroup: comp.sys.atari.st
Date: 1991-04-23 23:38:09 UTC
From: carl@tharr.UUCP
Message-ID: <2094@tharr.UUCP>
Source record: 232944

Has anybody used the "Ultimate Ripper" cartridge for the Atari ST? I have
been told that it will break into any program (is this possible?) but
have yet to see it reviewed in any of the magazines in this country...

Is it likely to be worth spending my money on? Does anyone have any more
information?

thanks in advance.

carl.

<- tharr -> *free* public access to Usenet in the UK <0234 720202>

3295. Re: Atari for Auction: Update

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 00:06:20 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr24.000620.29039@ncsu.edu>
Source record: 232950

> Interesting, how did the purchaser manage to get money to you? I understood
> that it's remarkably expensive in the USA to receive non-US-Dollar money from
> abroad. Could I have sent you a cheque drawn on a British bank?

As it turned out, he sent me a check drawn on an international bank
which I sent off to
the World Trade Center in New York to cash. It did cost him an extra
$10 to cash, but
he wanted the Ditto II bad enough that it became worth it.

> ++ > It's not too much to ask is it ... ?
>
> ++ Yes.
>
> No, not if the vendor is prepared to accept either Visa or
international money
> orders --- or if the software/hardware is supported in the destination
country.

I was referring to the origional posters plea to keep these 'For Sale' posts
interstate.

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

3296. New TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 00:21:01 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.672452461.larserio@kvart.ifi.uio.no>
Source record: 232751

As I sit here testing things on my MEGA STE I discover two things:

a) PINHEAD won't work on TOS 2.05
b) SYSMON won't work on TOS 2.05

Does any body know if there are (or will be) new versions out soon that
supports TOS 1.6, TOS 2.05 and TOS 3.05 ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3297. tos dump

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 00:56:28 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8767@crash.cts.com>
Source record: 232753

how can one get tos on a disk i got 1.2 and i wanna run 1.4 to see if i should upgrade my machine.if i can get tos 1.4 on disk then i can see if i wanna upgrade.i know it is possible since i read about tos 2.0 pirate file being around the east coast(the usuall place for pirate files i guess?)but you guys fill me with knowledge.!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3298. Atari System for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 01:14:28 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr23.211429.9277@umiami.ir.miami.edu>
Source record: 232755

For Sale:

MEGA ST 2 with TOS 1.4 installed
SC 1224 Color Monitor
Megafile 30
Panasonic KX1224 24 pin printer
Tweety Board(installed in MEGA)

and some software. I want $1700 for the package. All items are in
EXCELLENT condition and will be shipped in their original boxes.

Mark Santora
dlk0ms9s@umiami.ir.miami.edu

3299. Where is Auto-boot?

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 01:36:20 UTC
From: glennd@athena.arc.nasa.gov
Message-ID: <1991Apr24.013620.7473@riacs.edu>
Source record: 232936

I've heard mention of the "auto-boot" program (used to autoboot programs upon bootup, naturally). I couldn't find it in the Atari archives. Can some kind soul tell me where I might find it, or, that it IS, in fact, in the Atari archives. Thankyou

3300. Re: tech-specialities

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 01:56:49 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <8125@jhunix.HCF.JHU.EDU>
Source record: 232815

In article <1991Apr20.224940.20845@maverick.ksu.ksu.edu> raycole@matt.ksu.ksu.edu (Ray L Cole) writes:
>I am in the market for a hard drive and just got a catalog from tech-
>specialities in Houston Tx and was wondering if anyone has had any experience
>with them. I'm not really interested in buying a complete system from them,

Do NOT buy from tech-specialities. Their products are substandard and
they do not support their stuff. I bought these so-called CPU cases
from them and they were the worst pieces of junk I've ever seen.

>but am interested in buying a host adaptor and they are the only ones i've
>seen recently that are advertising them. Also, I know this has been asked
>before, but does anyone have any recommendations on which host adaptor to get?
>I'm looking at the ICD, but mainly becuase i had good luck with them
^^^
ICD is a GREAT company. If you are looking for a Host Adapter try
buying from Toad Computers or D&P computers, they are both reputable
companies and they won't dick you around.
>when i had my 8-bit. All responses are welcome
>
>Ray Cole raycole@matt.ksu.ksu.edu
>Computer Consultant
>Kansas State University
>Manhattan KS

Dom Alvear

3301. Re: Pari

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 02:11:29 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr24.021129.3728@jato.jpl.nasa.gov>
Source record: 232752

In article <DENNIS.91Apr23124014@carol.math.binghamton.edu>
dennis@carol.math.binghamton.edu (dennis pixton) writes:
>
>Has the number theory package Pari been ported to the ST?
>--
>Dennis Pixton
>Department of Mathematical Sciences, SUNY-Binghamton
>dennis@math.binghamton.edu, dpixton@bingvaxa.bitnet

I don't know anything about Pari, but the COMPLETE symbolic mathematics
program MAPLE, which includes substantial number theory support, HAS been
ported. $395 I think. Inquire at wmsi@daisy.uwaterloo.ca or
wmsi@daisy.waterloo.edu.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3302. Re: ICD AdSpeed

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 02:12:40 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991Apr24.021240.21989@daffy.cs.wisc.edu>
Source record: 232780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just had a friend who bought an ad speed call me up too tell me that
ICD shipped him a dead 68K with the board!

That must suck.

--Gregory

PS: Currently in a bad state of affairs with a few people out there...
I would send you my head in the mail, shipping paid, but I am wimpering
silently.

3303. Re: Other FTL games?

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 02:42:49 UTC
From: am66@cunixa.cc.columbia.edu
Message-ID: <1991Apr24.024249.5939@cunixf.cc.columbia.edu>
Source record: 232937
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

In article <1991Apr23.004900.23858@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <7197@ncrcae.Columbia.NCR.COM> ricks@ncrcae.Columbia.NCR.COM (Rick Silverstein) writes:
>>Does FTL produce any other games similar to the quality of Dungeon Master
>>and Chaos Strikes Back?
>
>How about * Sundog *, one of my favorites.
>
>Dave Baggett
>dmb%wam.umd.edu@uunet.uu.net

Is this available on the Amiga - I've got awesome memories of playing this on the ST unit device. I guess they didn't, but hope springs eternal.

****
HA HA! YOU THINK THIS IS THE REAL .SIGNATURE?
IT IS!
Total Computing!**********am66@cunixa.cc.columbia.edu*

3304. Revenge of the Mother of All ST Fire Sales

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 03:23:01 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <1076@pallas.athenanet.com>
Source record: 232938
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st

This is the absolute final, everything must go, get it out of here, ST sale!

Best offer on everything:

Astra two-monitor switch
Set 64K Mac ROMS
Unison Printmaster (original shrink wrap)
MaxPak Desktop Accessories (original shrink wrap)
Beckmeyer MicroMake (original shrink wrap)
(4) Antic MacroMouse Mouse recorder (3 in original wrap, 1 open)
Antic A-Calc spreadsheet (open)
Chat! communications program (open)
Start Mags with Disk, one each March, June, and August 1989.

Somebody please take these things off my hands. Prefer you pay the
mail/freight.
--
+ Lee Bertagnolli + Voice: (217) 529-0359 +
+ Minnie BBS + Data: (217) 529-0261 +
+ 34 Hazel Lane + UUCP: {bradley,uunet}!pallas!lbert359 +
+ Springfield, Illinois 62707 + Internet: lbert359@athenanet.com +

3305. Re: ICD AdSpeed

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 03:35:08 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <41604@cup.portal.com>
Source record: 232939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've had my Adspeed since just after the last Glendale show. Its in a mega 4 that runs 24 hours a day, no problems.

3306. TT mentioned in May issue BYTE

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 04:25:33 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14473@ccncsu.ColoState.EDU>
Source record: 232756

Hello there:
Just got my Byte in the mail. If you got yours but have not open it, turn to page 93. Mr. Pournelle gave a short impression of TT. The article title is Atari Revisited.
Tang
sytang@lamar.colostate.edu

3307. VKILL381.LZH

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 05:41:42 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr24.054142.1421@ecst.csuchico.edu>
Source record: 232761

I had mentioned earlier that Virus Killer 3.81 was at atari.archive. Well, someone pointed out that it actually wasn't. I thought I had obtained my copy from there, but I guess not. Anyway, it's there now; I just sent it.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3308. Printer Fonts (was Re: ASSIGN.SYS for OPUS spreadsheet/Charting program)

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 08:56:58 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr24105658@orion.laas.fr>
Source record: 232759

In article <1991Apr22.170659.28977@lut.ac.uk> M.A.Rahin@lut.ac.uk (Mohammad A. Rahin) writes:
| The main requirement is that one must
| use the exact corresponding printer font as for the screen font. If this
| requirement is satisfied, one is more or less assured of hassle free
| operation.

Well, since I am required to have printer fonts to run OPUS with its charts: does anyone know of any PD printer fonts for an old Epson FX-80? Of course, I would need the matching GEM screen fonts! I do have the PD Atari Times Roman (ATR) screen fonts.

If only OPUS would *not* require printer fonts...! Sigh.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3309. Sozobon C help.

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 09:47:35 UTC
From: waddella@dcs.glasgow.ac.uk
Message-ID: <1991Apr24.094735.19857@dcs.glasgow.ac.uk>
Source record: 232819

Help me, please!

I am converting all my C listings from Laser C to Sozobon C, and I have encountered a major problem - I can't make GEM programs any more!

The problem is this - I have changed the INCLUDE statement to include the GEMFAST.H header file, compiling the source produces errors. The compiler says it does not know about statements such as :

appl_init
v_clswrk...etc...

Everything works fine if I use Laser C, surely it should work with little modification on Sozobon C.

Anybody out there got any suggestions?

Contact: Alex Waddell,
Glasgow University,
Scotland.

(waddella@hawaii.dcs.glasgow.ac.uk)

3310. Virus

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 09:55:24 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.672486924.larserio@kvart.ifi.uio.no>
Source record: 232767

Does anyone know WHERE to get the newest version of AVK (Atari Virus Killer)
Any company that sells it will do (or the adress p} the author if he can sell
me one). We got serious problems with a unknown link-virus over here andthe
old version doesn't find it, and since sagrotan is a bit unsure about many
files I would like a newer version of AVK to be sure. Any help is great !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3311. MIDI software

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 10:47:29 UTC
From: fred@cv.ruu.nl
Message-ID: <1991Apr24.104729.25759@cv.ruu.nl>
Source record: 232766

Hi Net,

I am posting this request for a friend, who does not have
access to the net.

I am looking for software for my roland D50 and U110 (editors,
sounds drumpatterns, patches, etc., etc.)
Can anybody give me directions on where to find this kind of
software, or a good MIDI ftp archive.

Andre Dijkhuizen

--
Fred J.R. Appelman, 3D Computer Vision, Utrecht University
AZU, Heidelberglaan 100, 3584 CX Utrecht, The Netherlands.
Telephone: +31-30-506710 Fax: +31-30-513399
e-mail: fred@cv.ruu.nl or appelman@cs.unc.edu

3312. Re: Other FTL games?

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 11:34:22 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr24.073422.27737@mailer.cc.fsu.edu>
Source record: 232754
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In article <7197@ncrcae.Columbia.NCR.COM>, ricks@ncrcae.Columbia.NCR.COM (Rick Silverstein) writes:
>Does FTL produce any other games similar to the quality of Dungeon Master
>and Chaos Strikes Back?
>
>Rick Silverstein

You might try Oids. A great game for which Asteroids is a distant cousin. The game is quite old, but is still being sold for full price (which should tell you something).
--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |

3313. Re: Spectre GCR / ST Disks

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 11:44:39 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr24.074439.27916@mailer.cc.fsu.edu>
Source record: 232770

In article <5486@wucc.waseda.ac.jp>, ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
>You are right in saying that without additional hardware ATARI ST
>cannot emulate a MAC.

Actually, there are several pirate versions of the Spectre, which load the mac OS from a disk image. Dave Small goes to a lot of trouble to make this difficult, but unfortunetely there are those that spend the time to do it anyway. These pirate versions are totally disk based, requiring no hardware whatsoever. Of course, hardware is needed to emulate the group coded record disk format that the mac's use (hence GCR).
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3314. Re: tos dump

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 11:56:14 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr24.075614.28014@mailer.cc.fsu.edu>
Source record: 232771

In article <8767@crash.cts.com>, chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>how can one get tos on a disk i got 1.2 and i wanna run 1.4 to see if i
>should upgrade my machine.if i can get tos 1.4 on disk then i can see if i
>wanna upgrade.i know it is possible since i read about tos 2.0 pirate file
>being around the east coast(the usuall place for pirate files i guess?)but
>you guys fill me with knowledge.!
>----

Well, if the TOS 2.0 file is a PIRATE file, then any TOS 1.4 file would also
be a PIRATE file, right? That means that the Internet is the WRONG place
to ask for it, right?

Don't be a shithead, Chuck. The benifits of TOS 1.4 have been well discussed
both here and in most ST publications. If you have a hard disk, you probably
want it. If not, spend your $80 on blank disks.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3315. Re: Okami Shell - NOT with VI, NO ARGV/xARG support!

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 12:19:00 UTC
From: wolfram@cip-s08.informatik.rwth-aachen.de
Message-ID: <wolfram.672495540@cip-s08>
Source record: 232762

warwick@cs.uq.oz.au (Warwick Allison) writes:

>It seems the Okami shell, while supporting:
[...]
>Does NOT support ARGV and xARG parameters!

>Please, would the Author of Okami add this,
Ok, will be done in one of the future versions.
If you have sources ready, mail me, this could speed things up.
CU
Okami-san

3316. Re: Atari Portfolio users!

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 12:21:28 UTC
From: wolfram@cip-s08.informatik.rwth-aachen.de
Message-ID: <wolfram.672495688@cip-s08>
Source record: 232763

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Well, anyways, if you are a Portfolio usr, please leave me e-mail

I am.

3317. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 12:31:11 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr24.081643.28248@mailer.cc.fsu.edu>
Source record: 232772
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2910@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>
>The fatal flaw in your reasoning is that you think since both drives are
>SCSI drives, they should have different SCSI unit numbers. What's actually
>happening as far as the TT is concerned is that you have one SCSI drive and
>one ACSI drive. The Supra drive is connected through a controller which
>lets you plug the SCSI drive into the ACSI bus. The controller, in
>essence, creates a tiny SCSI bus between it and the drive you connect to
>it. This controller will only control one unit, and it has to be SCSI unit
>0.

My reasoning is fine, thank you. Yes, what you describe above is intuitively obvious after knowing that both drives needed to be set to 0. What is less obvious is why the Supra HAD to be set to 0. My ICD host adaptor will allow me to set the SCSI device id to whatever I want, and will still find the drive at boot time. I can hook multiple drives up to it, etc. Thus, I make the following assertion: there are two logically seperate busses on the TT (which concern fixed disks): a pure SCSI and an ASCI. Each is independent in the sense of SCSI device id numbers, so each can have a device 0 without conflict. My question (based on this assertion) is this: Why did the Supra drive _require_ SCSI id 0? It was the only device on that "bus"? In other words, do the SCSI id numbers on a bus have to start with 0, then increment by one? Could I have a device 0, then a device 4? If not, why? This has been successfully done by both Supra and ICD (and Atari, I thought). If so, then is the restriction only on the first SCSI device (ie does a device 0 have to exist, but other devices need not be sequentially numbered)?

Another way to look at the question is this: What need be considered when hooking up multiple ASCI devices (consisting of host adaptor and SCSI device) to the TT? How must the SCSI id numbers be picked for all drives to work? It is inexcusable that this information was not included in the TT manual. For example, my hard disk was set to SCSI id 1 when I bought it. Thus, were I to get a TT (and without the benifit of helping my friend) I would not be able to get the damn thing to work without a phone call to Atari. Since this computer is a logical upgrade from the ST architecture, all information needed to "upgrade" should be included in the manual!!!!!!
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

3318. Re: Atari Questions...

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 12:31:13 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr24.082021.28370@mailer.cc.fsu.edu>
Source record: 232773

In article <1991Apr23.191714.9275@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>
> I have three questions regarding Atari's recent machine releases...
>
> 1. Why is the TT being shipped with the old MEGA keybooard?
>
> 2

Hmmm, the TT I saw yesterday had a new keyboard, with rectangular function keys. Are you sure you saw one with the old Mega keyboard? Personally, I think the Mega keyboard is nicer, as the new TT one I played with had a "bubble switch" feel to it, similar to extremely cheap PC keyboards.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3319. Re: ST GEM-based Word Processors

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 12:42:20 UTC
From: rsl@aplpy.jhuapl.edu
Message-ID: <1991Apr24.124220.23028@aplcen.apl.jhu.edu>
Source record: 232757

Tried to email, but it bounced.

I have been using WordWriter ST by Timeworks for about 2 years, and think it is very easy to learn. It has most of the functionality you could want from a basic wp, and it did not cost me much (on sale, $49).

Scott Laderer

3320. KAOS TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 13:20:22 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <NkTw11w164w@ersys.uucp>
Source record: 232774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If anybody in Europe has the KAOS TOS 1.4 fix files, it would be greatly appreciated if they could upload them to atari.archive.umich.edu. Talk has been buzzing across the pond here in North America about KAOS TOS (in the FoReM & ///Turbo x-nets), and many people would like to get these fix files for TOS 1.4.

BTW, what kind of bugs were fixed in KAOS TOS 1.4 that makes it so much better than the regular TOS 1.4?

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

3321. Atari.archive Monthly Posting

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 13:44:49 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991Apr24.134449.6088@terminator.cc.umich.edu>
Source record: 232777

Welcome to atari.archive.umich.edu

This is the monthly posting from the umich atari posse. We hope
it will answer some of those nagging questions that always seem to pop up
from time to time. If you have any additional suggestions, please mail
them to me, at weiner@atari.archive.umich.edu.

1: How do I use BART?
Now that BART is back on-line again, you can get bart help by mailing
atari@atari.archive.umich.edu and include the word 'help' in the body of
the message. This doesn't mean you have to send mail Jon or I.

2: How can I connect via FTP?
If you are interested in ftp, I recently wrote a beginner's guide. Please
mail me and I will send you a copy. I'll post it every once in a while too.

3: What if my machine doesn't support name service?
Two things to do here:1) Demand that your sys-admin install it soon,
and 2) use the internet address 141.211.164.8

4: I can't download because my hard drive doesn't work and my modem goes
out sometimes and .....HELP!!!
Sorry, outside of the archive I really can't help you....Your best bet is
to find someone at your site with a similar set-up, or post to c.s.a.st
for advice.

5: HEY! Your index is much better than it used to be!!!
HEY! I know! We've added text descriptions and a whole lot more! To top
that off, the index will now be updated instantaneously. No more waiting
for me to get off my butt and do it.... If you have noticed any errors,
or have any suggestions or descriptions of files
please mail them to me!!

6: When I try to FTP to the archive's host, I get a message saying that my
machine wasn't recognized and I wasn't allowed to log in. What's up?
We only accept ftp logins from recognized hosts. If you are not allowed
to log in, please try again. It is possible that the DNS took a bit too
long. If you are still denied access, ask your sys-admin to fix your
name servers.

7: Ok, the index is better, but I can't find a thing in ~atari/utilities.
What's up there?
I'm in the process of reorganizing this directory. It just got a
bit too big and out of control to be really useful. I should be done
with it by the end of the century.

8: Here's a question for you Jeff, how come I can't use 'ftp terminator.cc.etc'
any more to connect?
That's because you're not using atari.archive.umich.edu like we told you
to. In the near future, terminator.cc.umich.edu will change it's name.
Don't say we didn't warn you.......

There are a few files you'll really like to have:

archivers/arc602.arc : The latest version of arc
archivers/zoo.arc : The classic archive program
archivers/compress.zoo : Useful for removing .Z from sounds and binaries
archivers/unlzh11.arc : Unpacks .lzh files
archivers/sttar.arc : Removes those nasty .tar extenders
THEY ARE CONTAINED IN THE SELF EXTRACTING ARCHIVE starter.tos!!! PLEASE USE IT!

Thanks to everyone who has uploaded anything lately.....

Two things to note this month:
1) We just got a whole bunch of new gnustuff from Jwahar Bammi.
Speed Reader from the Great Space Coaster says, "Check it out!"

2) Scott Wood, our man with the portfolio, says, "YES! We are accepting
portfolio uploads. YES! I have spent tons of cash trying to get
stuff from GEnie." Please upload some stuff, portfolio users, and
then drop Scoot a line at swood@atari.archive.umich.edu

BART PROBLEMS:
Common Error for the month of April: BE SURE TO CHECK YOUR SPELLING!!!

The Umich Atari Posse says, " See you all in Windsor on May 4-5"

PLEASE NOTE: FTP service is a privelege, not a right! Please make
a supreme effort to keep heavy FTP use in off-time hours (i.e. after
5 pm EST but before 8 am EST).

Any ideas, questions, comments, etc. to me,
weiner@atari.archive.umich.edu

--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

3322. Corona LP300 lasar printer

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 14:51:13 UTC
From: aking@bbn.com
Message-ID: <63863@bbn.BBN.COM>
Source record: 232776

I've inherited a Corona Data Systems LP300 (lbp_cx) lasar printer.
Does anybody know if it will connect to a serial or parallel port of
an ST or TT, and if I will need special drivers for it. I'd like to
get it going in Epson emulation mode for starters. It's got a DB-37
connector on it. Is it perchance RS-422?

Apparently Corona was bought out by CoreData (or KoreData?).
Anybody know of them, perchance an address or phone number?

3323. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 15:32:45 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Apr24.153245.19616@unx2.ucc.okstate.edu>
Source record: 232775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>|>>turned out to be the problem. BOTH drives had to be set to SCSI 0
>>|>>to work. Extremely weird. Anyone have an explination?
>
>>Yes, but why does this explain why it will not work with an id other
>>than 0? I can see that if TT SCSI and ASCI are seperate buses then it is
>>ok to use the same id. Does this meen that the TT ASCI port only

On my Mega ST... I have no SCSI 0 drive. I use scsi 4 and 5 so I can
daisy chain a friends scsi 0 drive and still access my own disks.
But I can still boot... and use my hard disks w/o any SCSI 0 device
attached.

The fellow you've been chatting with says the TT won't recognize SCSI devices
1-7 on the ASCI bus, at least not without an SCSI 0 in place. Device 0 MUST
be used for the first device. Why????

John Cummins
cummins@unx2.ucc.okstate.edu

3324. PC-DITTO II $145 or Trade???

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 15:42:23 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991Apr24.154223.6694@hpmcaa.mcm.hp.com>
Source record: 232760

Working PC-Ditto II $145

or Trade?

Contact: patrick@hpmcaa.mcm.hp.com

Patrick J. Hawke
104 S. Filbert St.
McMinnville, OR 97128
503-434-5122 HOME
503-472-5101 x411 WORK

3325. On Buying A TT

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 18:08:57 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1991Apr24.180857.15385@casbah.acns.nwu.edu>
Source record: 232778

I would like to buy a TT030 but Iam concerned asto how well Atari Computer Systems and the T family is doing in the rest of the world; Germany,France Canada any info on this would be helpful. Ive owned an 4 8bits fo 8 years now and I know I can expect a good product from Atari but I have come into the Atari market at the wrong time before (oh yeah, that 5200 was not a wise move in '84; but them again I could have bought an ADAM}

Post here or send be E-mail
Thanks-O-Plenty
Glover

3326. C Compiler, C++ Compiler

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 19:11:40 UTC
From: davef@newbridge.com
Message-ID: <1991Apr24.191140.26978@newbridge.com>
Source record: 232765

I am looking for recommendations for a C compiler and a C++ compiler
for the 1040 ST. Price is not REALLY important if the software
is good quality. My only limitation is the store here in Ottawa
that sells Atari stuff is kind of small, so I guess well known
software makers would be best. Please e-mail me.

Thanks in advance,

Dave

--
The owls are not what they seem.

Dave Fowler Voice: (613)591-3600 x3538 P.O. Box 13600
Newbridge Networks FAX: (613)591-3680 600 March Road

3327. Word-Up updates

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 19:21:56 UTC
From: mikal.bbs@shark.cs.fau.edu
Message-ID: <0aaX11w163w@shark.cs.fau.edu>
Source record: 232710

Here that Neocept, the company that publishes Word-Up
is no more. Does anyone know if another company is
supporting this product. I got version 3.0 and need
to get it updated.

Thanks

3328. Re: Atari Questions...

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 21:19:59 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Apr24.211959.26768@ugle.unit.no>
Source record: 232783

> 1. Why is the TT being shipped with the old MEGA keybooard?

My TT came with the new style keyboard. Where were you told they are shipped with the old MEGA keyboard ?
The keyboards are compatible, if that's what you asking, and thus it should be able to upgrade
to the new style keyboards.
Anyway, I think the Mega-keyboard is very good, so I don't see the point in exchanging it.
(That said, the new keyboards aren't any worse, theyre just 'different', and anything new takes a little time to getting used to...)
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

3329. New VME Video card from Toronto Canada!

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 22:53:56 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <672632008.0@egsgate.FidoNet.Org>
Source record: 232703

Have you heard of the new CyReL SKYLINE M16-1280? (Where do they
get these names?!?!) This is a RISC based 16 million color high
resolution graphics card for the Atari ST(e), MEGA, and TT030 range
of computers. The card comes with a VME interface for the TT030 and
Mega STE. An ACSI interface is also available as an option. This
is a Canadian product and it sounds amazing. Some of the specs follow:

Maximum display resolution:
1280 x 1024. Resolution is programmable in steps of four(horizontally
and vertically).

60 frames/sec non-interlaced for flicker-free display. PAL or NTSC
support. Refresh rates are programmable.

2 MB standard. Fast video RAM is used to store single or up to 262
screen buffers.

24,8,4r 1 bit/pixel. An 8 bit depth buffer option is available
in 24 it/pixel mode.

mode_........16,777,216 colours
mode_1.....................256 colours
mode_2.....................16 colours
mode_3.....................4 colours
mode_4.....................2 colours

Graphics sor:
32-bit high performance RISC CPU with built-in floating point
co-processor. It delivers a maximum of 20 MIPS and 1.5 MFLOPS.
Using the three 20 Mbit/s high speed LAN ports it is possible to
inter-connect several CyReL M16-1280 GRAPHIC CARDS to form a fast
graphics engine.

1MB(sa or 4MB(option) supported. Work RAM buffer is used to
store program & compressed graphics data, video parameters and
command
queues. Usage of RAM can be configured to support RAM DISK
functions,
hold caracter fonts or be solely/partly used by other CyReL M16-1280
cards n a network.

VDI difware on disk(standard) or in ROM (option) will enable
almost any VDI application to use the new high speed display with its
resolutions, colours and functions.

GENLOCK, TH SCROLLING & PANNING:
External video source can be used to GENLOCK CyReL M16-1280 images &

live video. Smooth hardware scrolling and panning allows virtual screen size management.

CYBERCUBEARCH LTD.
New Computer & Software Designs
126 Grenadier Crescent, Thornhill,
Ontario, L4J 7V7

TEL. (4160294
FAC (416) 886-3261

S.S.

3330. Re: Looking for Disk Catalog PRG

Newsgroup: comp.sys.atari.st
Date: 1991-04-24 23:42:49 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <cc5VTtS00awUIWjFQw@andrew.cmu.edu>
Source record: 232827

"The Director" does all sorts of neat things with floppy catalogues &
more. It was on an old _STart_ disk. It's probably PD too.

____
|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major
quote: "Up against the stick, motherwalkers, this is a fuck-up!"---Unknown
disclaimer: I disclaim.

3331. Repeat Appeal for GDOS info

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 00:02:46 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr25.000246.2180@lonex.radc.af.mil>
Source record: 232634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is my second attempt to see if anyone on the net can recommend a source for a GDOS printer-driver for an HP-DeskJet.

Anyone have a favorite, or know where I can find one at all??

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3332. Great Lakes Atari Conference 91

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 00:35:38 UTC
From: a644690c@edinboro.edu
Message-ID: <3507@edinboro.edu>
Source record: 232571

In case you havn't heard.................

Great Lakes Atari Computer Users Conference 91

VENDORS - USER GROUPS - DEVELOPERS

2 DAYS: Saturday & Sunday, June 29th & 30th

PLACE: Mercyhurst College, 501 E. 38th Street, Erie PA

ADMISSION: $3.00 per day - at the door.

For more information write to:

Great Lakes Atari Computer Users Conference
P.O. BOX 10562 Erie PA 16514-0562
VENDOR CONTACT: Patti Marshal (412) 225-8637
USER GROUP CONTACT: Dennis McGuire (814) 833-4724

Or E-mail: a644690c@edinboro.edu (Internet)
a644690c@edinboro.bitnet (Bitnet)

3333. Re: Gnustuff

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 01:27:32 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Apr25.012732.1@simvax.labmed.umn.edu>
Source record: 232797

In article <1991Apr25.043044.10046@cs.mcgill.ca>, davidd@cs.mcgill.ca (David D'ANDREA) writes:
>
> I was looking for the gcc compiler that some people had mentioned,
> and I noticed that there was piles of stuff in the "gnustuff" directory at
> atari archive. Is there any file giving a summary of all the gnu files
> available, or will I have to guess based on keywords in the Index file?
> Actually, I would be happy if someone just mailed me a list of
> files I need for the compiler to work.

I just spent a bit of time putting the gcc compiler on my hard drive. I tested it using the good old reliable 'hello.c' program. Here are the notes I made with regard to installation:

Files used:
GCC139B.LZH (current file on atari.archive has a corrupt GCC-CC1.TTP)
GCC139UP.LZH (may no longer be present, but it's where I got GCC-CC1.TTP)
MNTOLB8.ZOO (you -might- want to use it with MINT, so why not?)
MNTINC8.ZOO (ditto)

1. Extract all files EXCEPT 'gcc-cc1.ttp' from GCC139B.LZH (the file is corrupted in the current version on atari.archive). Place the files in \EXEC and set the environmental variable GCCEXEC to point to the directory.

2. Extract 'gcc-cc1.ttp' from GCC139UP.LZH and place the file into \EXEC.

3. Extract all files from MNTOLB8.ZOO. Place the files in \LIB and set the environmental variable GNULIB to point to the directory.

4. Extract all files from MNTINC8.ZOO (including subdirectories!). Place the files in \INCLUDE and set the environmental variable GNUINC to point to the directory.

Add the following aliases to your CLI's autoexec file. The following lines come from a slightly modified 'gnu.g' which came with my release of the Gulam shell. Check your CLI docs for differences in how environmental variables, etc. are set!

gnu.g
```
----- cut here ------
unalias cc
unsetenv TEMP
#
# set up commands for gcc and gas
#
alias cpp d:\exec\gcc-cpp
setenv cpp d:\exec\gcc-cpp.ttp
```

```
alias cc1 d:\exec\gcc-cc1
setenv cc1 d:\exec\gcc-cc1.ttp
alias gas d:\exec\gcc-as
setenv gas d:\exec\gcc-as.ttp
alias as d:\exec\gcc-as
setenv as d:\exec\gcc-as.ttp
alias link d:\exec\link
setenv link d:\exec\link.ttp
alias ar d:\exec\gcc-ar
setenv ar d:\exec\gcc-ar.ttp
alias ld d:\exec\gcc-ld
setenv ld d:\exec\gcc-ld.ttp
alias gcc d:\exec\gcc
setenv gcc d:\exec\gcc.ttp
#
alias cc d:\exec\gcc
setenv cc d:\exec\gcc.ttp
alias xcc d:\exec\gcc -Bd:\exec\x
setenv xcc d:\exec\gcc.ttp -Bd:\exec\x
#
alias make d:\util\xmake.ttp
setenv make d:\util\xmake.ttp
#
# bison...
#
alias bison d:\bison\bison.ttp
setenv bison d:\bison\bison.ttp
setenv BISON_SIMPLE d:\bison\bison.sim
setenv BISON_HAIRY d:\bison\bison.hai
#
#
# nm
#
alias nm d:\util\nm.ttp
#
# Flex
#
alias flex d:\flex\flex.ttp
setenv flex d:\flex\flex.ttp
setenv FLEX_DEF d:\flex\flexdef.skl
setenv FLEX_FAST d:\flex\flexfast.skl
#
# General
#
setenv GNULIB d:\lib
setenv GCCEXEC d:\exec\gcc-
setenv GNUINC d:\include
setenv TEMP g:
------ cut here --------
```

OTHER FILES YOU MIGHT WANT/NEED:

FLEX.ZOO - lexical analyzer
BISON.ZOO (where is this on atari.archive?!?)
DOCUMENTATION.ZOO - some nice-to-have documents in TeX format
DIFF115.LZH - can handle binary files as well as ASCII files
RCS5AP1B.LZH and RCS5AP1M.LZH - Revision Control System
GULAM.ARC - one of many CLIs which will work with gcc

Like I said, I successfully compiled a program using the above procedure (and I didn't have bison or flex or the documentation or RCS or diff...) so it is the minimum you need to do to get going.

If anyone has corrections, additions, suggestions about these directions, please send me e-mail so I can incorporate them into the next 'welcome to comp.sys.atari.st' ... I'll be working on minimal TeX / LaTeX instructions next.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3334. Can anyone suggest a 3D CAD package ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 01:54:45 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Apr25.015445.17022@noose.ecn.purdue.edu>
Source record: 232784

Dear Netters,

Does anyone know if any of the CAD packages other than Dynacad allow 3D drawings? How about Drafix? I also want to be able to do 2D detailed mechanical drawings, so something like the Cyber stuff is out, because as I understand it, it is mostly for solid modelling and not drafting. Dynacadd would be nice, but it's a bit pricey.

Thanks for the help,

Jim
(yegerleh@vivaldi.ecn.purdue.edu)
--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3335. Driver needed

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 01:55:09 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <misX13w164w@ersys.uucp>
Source record: 232791
Cross-posted to: rec.music.synth,comp.sys.atari.st,comp.sys.atari.st.tech

I am posting this msg for a friend of mine. He has asked me if anybody has a driver for a Korg M1 to work with Music Studio for the Atari ST (since this is a X-post into r.a.s). Any help would be greatly appreciated, as he is very desperate to find a driver for his M1. I may need it in time, as I know of somebody that has one.

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

3336. Can anyone suggest a 3D CAD package ?

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 02:00:25 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Apr25.020025.17123@noose.ecn.purdue.edu>
Source record: 232785

Dear Netters,

Does anyone know if any of the CAD packages other than Dynacad
allow 3D drawings? How about Drafix? I also want to be able to
do 2D detailed mechanical drawings, so something like the Cyber
stuff is out, because as I understand it, it is mostly for
solid modelling and not drafting. Dynacadd would be nice, but
it's a bit pricey.

Auch ist es mir kein grosses Problem, wenn das Dokumentation
auf Deutsch ist, weil ich Deutsch ziemlich gut lesen kann (translation:
German docs are OK too).

Thanks for the help,

Jim
(yegerleh@vivaldi.ecn.purdue.edu)
--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3337. Disk Questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 02:15:57 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr25.021557.28026@nmt.edu>
Source record: 232793

Is it advisable to use Twister format with a 10 sec/track disk?
Has anyone had any problems?

Also, what is the correct RPM for a SS/DD disk drive? Can you adjust it
easily?

I have been having bad sector problems with my disks (And I use good
quality disks, too.).

Eric A. HOBBS!
eahsnsr@jupiter.nmt.edu

3338. How many books come with DBMan 5.01

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 02:25:27 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <6117@vela.acs.oakland.edu>
Source record: 232795

Just got a used version of DBMan, and I have this feeling that I am missing something. Or are the books actually that vague on the subject of programming?

I got two books. Reference manual, and Supplemental Manual for TOS

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3339. HD identification (Was: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 04:11:10 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Apr25.041110.7463@watmath.waterloo.edu>
Source record: 232794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr22.153323.16506@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>
>If the drive used in your MF60 is a Seagate ST277R, you don't need
>the ship program anymore. The ST238R used in the Megafile 30 doesn't
>autopark. You can find out the exact type of the drive used by
>looking at the back of the Megafile 30 which should bear a label
>with 'SEA6065' or something like that if it is a Seagate drive.

You can also use the program "ratehd.prg". This is supplied by
the folks at ICD, and may be obtained at "atari.archive.umich.edu".

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

3340. Gnustuff

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 04:30:44 UTC
From: davidd@cs.mcgill.ca
Message-ID: <1991Apr25.043044.10046@cs.mcgill.ca>
Source record: 232792

I was looking for the gcc compiler that some people had mentioned,
and I noticed that there was piles of stuff in the "gnustuff" directory at
atari archive. Is there any file giving a summary of all the gnu files
available, or will I have to guess based on keywords in the Index file?
Actually, I would be happy if someone just mailed me a list of
files I need for the compiler to work.
Also, as I was browsing in the gnu directory, I was pleased to find
a copy of Jove. I downloaded it, was somewhat surprised that it had no
documentation with it, and was disappointed when I found out that it seems
to not work with large files (it gave me a "cannot create temporary file"
message, and only part of the file was there in the editor). This happened
with two files I tried, both around 40k; it worked fine with smaller (10k
and less) files.
Does anyone have a working copy of Jove? Perhaps there's something
in my setup that it doesn't like (1 meg 1040 ST, Tos 1.0)? If Jove really
is bugged, could someone suggest another good pd text editor?

David D'Andrea

3341. Computer stuff, golf clubs, fridge for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 04:31:03 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991Apr25.043103.17201@isc.rit.edu>
Source record: 232769
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.8bit

The following items are for sale due to the death of a friend.

If you are interested in any of the following, please call Don Allis at
716-293-3415 after 5pm EDT, or send a message to me at:

BITNET: clf3678@ritvax
USENET: clf3678@isc.rit.edu
BBS: 716-436-3078 (I'm the SysOp)

Arrangements can be made for shipping, except where noted. All offers
will be considered!

o Atari 1040 ST system. Includes CPU, SC1224 color monitor. The drive in the
computer was replaced with an Epson drive after the stock Chinon failed (a
BIG plus in my book). Also included is a PC-DITTO II board that WORKS in
this machine! Problem is, there MAY be a chip problem with it. It's being
included because the 68000 socket is soldered on, and not worth the time
to remove. Also included is an external 5 1/4 drive. $550.

o Panasonic KXP 1090i printer, excellent condition. Rougly 192 CPS draft. Some
extra ribbons and paper. $200.

o Avatex 1200hc Modem. Perfect working condition. $50.

o Computer desk. Commercial grade, very heavy duty and well-built. Also
includes a printer stand. $300. *** WILL NOT SHIP THIS ITEM ***

o Atari 130 XE computer, includes power supply. $75.00.

o Atari 1050 disk drive. Includes power supply and data cable. $75.00.

o Atari 800 with tape drive and all cables. $25.

o IBM Public Domain Software Disks (5 1/4) $1.00 each. approximate 250
disk to choose from. All 250 for $100.

o 5 1/4 disks. Approximately 500 blank disks. Some single sided and
some double sided. 100 disks for $20. 500 disks for $90.

o Right Handed Golf Clubs. Allied Colonials. 3 Woods, 6 Irons, and 2
Putters. Bag, umbrella, balls, tees, everything you need to play. 1
year old. $150.

o Kenmore 18 cu. ft. upright freezer. White in color. About 9 years

_____
_____\ Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS /_____
______\ BITNET: clf3678@ritvax (716)436-3078 /______

_______\ Usenet: clf3678@isc.rit.edu 2400 baud/42 megs /_______
________\ GEnie: C.FREEMESSER STark BBS software /________

3342. Re: Nroff for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 05:04:27 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Apr25.050427.12117@watmath.waterloo.edu>
Source record: 232801

You will find it at Atari.Archive.UMich.edu

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

3343. Re: Disk Questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 05:08:35 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr25.004316.13020@mailer.cc.fsu.edu>
Source record: 232790

In article <1991Apr25.021557.28026@nmt.edu>, eahsnsr@nmt.edu (Eric A. Hobbs) writes:
>
>Is it advisable to use Twister format with a 10 sec/track disk?
>Has anyone had any problems?
>

I use 82 track, 10 sec/track, twisted (as offered by Universal Item Selector
and Neodesk 3.0) for all floppies. Never had a problem. I have a
DC utility (MAXTRAK I think), which tests your particular drive to see
what the maximum format you can use is. I will put it on atari.archive if
it is not there already. Remember, different drives can do different things,
and Atari only guarentees 80/9 formatting. Just because I have no problems
does not mean you will not.

>Also, what is the correct RPM for a SS/DD disk drive? Can you adjust it
>easily?

300rpm, + or - 5.

>
>I have been having bad sector problems with my disks (And I use good
>quality disks, too.).
>

There are two common causes that I am familiar with.

1. You are using too "large" a format, as described above. This DC
utility should tell you if that is it.

2. Do you clean your drive heads? Suprisingly, if the answer is yes
that may be the problem. 3.5" drives are fairly enclosed, as are
the disks, and therefore require cleaning much less regularly that
the old 5.25" drives (I have never cleaned mine, in 2 years). Also,
the drive head is more sensitive (due to it's increased precision).
What happens is that folks that used to clean their 5.25" devices
all the time purchase a "cleaning diskette" for their 3.5" drives
because they feel it necessary. If this cleaning disk is of the
fibrus type, it can slowly abrade and score the drive head cover
(made of clear plastic) until errors start to occur. I was told to
never use such a cleaning device in a modern 3.5" drive. A q-tip
and some alcohol every few thousand hours is all that is needed
(and I don't even do that :-).

>-------------
>Eric A. HOBBS!
>eahsnsr@jupiter.nmt.edu

```
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------
```

3344. Re: Disk Questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 05:40:43 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr25.054043.8996@ecst.csuchico.edu>
Source record: 232798

In article <1991Apr25.021557.28026@nmt.edu> eahsnsr@nmt.edu (Eric A. Hobbs) writes:
>
>Is it advisable to use Twister format with a 10 sec/track disk?
>Has anyone had any problems?
>

I've been using 82 tracks/10 sectors twisted for the three years I've owned an ST. Haven't had any problems.

DCMAXTRK, a PD utility by DoubleClick to determine the maximum number of tracks your drive can read and write to, says that I can go to 84 on my ST. Anyone know if it would be safe to go to 83 tracks/10 sectors twisted with this drive? I am also aware these disks may not work on another drive.

>Also, what is the correct RPM for a SS/DD disk drive? Can you adjust it
>easily?
>

I think SS and DS disks both go at 300rpm. To adjust it, I've heard that there's a small pot you can rotate.

>I have been having bad sector problems with my disks (And I use good
>quality disks, too.).
>

When I first got my ST, I bought Sonys and Maxells. Now, I only buy generic disks from MEI.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3345. For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 05:44:05 UTC
From: fer9483@tesla.njit.edu
Message-ID: <1991Apr25.014405.1@tesla.njit.edu>
Source record: 232800

```
For Sale:
-----------------------------------------------
Atari 520 ST w/DS (external) drive.
Atari Color Monitor
Atari sh204 20 meg hard drive

Price: $550

Leave EMAIL, I don't read this newsgroup. If you like, make an offer.
It's not my system, its a friends so I will relay the offers to him.

ALso 2 books:

Atari St Internals : $5
Atari St:TOS : $5

Thanks,

Frank
```

3346. ST Basic

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 06:10:15 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1991Apr25.061015.7783@uokmax.ecn.uoknor.edu>
Source record: 232802

I need an OLDER version of ST Basic than what came with my Mega 2 about two years ago.

Where can I get it? 'atari.archive'?

Thanks,
Kenneth Love

PS: Please use e-mail for replies.

3347. Re: Pari (68 lines)

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 06:52:39 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9104250652.AA00698@ucbvax.Berkeley.EDU>
Source record: 232799

References: <DENNIS.91Apr23124014@carol.math.binghamton.edu>
<1991Apr24.021129.3728@jato.jpl.nasa.gov>

dennis@carol.math.binghamton.edu (dennis pixton) writes:
> Has the number theory package Pari been ported to the ST?

Here is the (shortened) output from the 'archie' mail server about pari.
(I did this search just before reading your message!) pari-st.zoo leads
to the impression of it been ported, doesn't it? I haven't checked it.

Cornelius cae@sdfvm1.vnet.ibm.com

---------- cut here ---------------
Date: Wed, 24 Apr 91 06:06:39 EDT
From: archie@cs.mcgill.ca

Subject: archie reply: prog pari-

Mail-only users may access anonymous ftp by mail
through an ftp-mail server. Send the word 'help'
in a message to
bitftp@pucc.princeton.edu
or
ftpmail@decwrl.dec.com
for information on how to use it.

Search request for 'pari-'

Host aixpsb.rrz.uni-koeln.de (134.95.128.215)
Last updated 21:28 29 Mar 1991
Location: /programming
FILE rw-r--r-- 620209 Mar 15 21:13 pari-1.35a.tar.Z

Host forwiss.uni-passau.de (132.231.1.10)
Last updated 17:02 2 Apr 1991
Location: /pub/atari/sbsvax/gcc/Libraries
FILE rw-r--r-- 4076 Dec 25 17:38 pari-1.34.tar.lst
FILE rw-r--r-- 1005 Dec 25 17:34 pari-1-34-doc.lst
FILE rw-r--r-- 100514 Dec 25 17:35 pari-1-34-doc.zoo
FILE rw-r--r-- 483257 Dec 25 17:38 pari-1.34.tar.Z
FILE rw-r--r-- 9073 Dec 25 17:38 pari-st.zoo
FILE rw-r--r-- 367 Dec 25 17:38 pari-st.lst

Host math.ucla.edu (128.97.64.16)
Last updated 05:01 6 Apr 1991
Location: /pub/pari
FILE r--r--r-- 620209 Mar 12 08:56 pari-1.35a.tar.Z

```
FILE r--r--r-- 2060 Oct 23 13:45 pari-mac.README
FILE r--r--r-- 19664 Mar 12 08:56 pari-NeXT.tar.Z
FILE r--r--r-- 683969 Oct 23 13:44 pari-1.34.cpt.hqx

Host nuri.inria.fr (128.93.1.26)
Last updated 05:23 9 Apr 1991
Location: /lang
FILE rw-rw-r-- 617099 Mar 26 14:35 pari-1.35b.tar.Z

Host uvax.rrz.uni-koeln.de (134.95.130.211)
Last updated 09:47 30 Mar 1991
Location: /pub/programming
FILE rw-rw-r-- 483257 Nov 6 21:37 pari-1.34.tar.Z

Host vax.ph-cip.uni-koeln.de (134.95.64.1)
Last updated 05:23 21 Apr 1991
Location: /atari/math_stat
FILE rw-rw-r-- 100462 Oct 15 1990 pari-gp-man.zoo
Location: /atari/gnu/cs.uni-sb.de/gcc/Libraries
FILE rw-rw-r-- 9073 Nov 2 19:09 pari-st.zoo
----------- cut again --------------
```

3348. Wanted: Symbolic math program for novice ST user

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 07:38:43 UTC
From: dont@loop.uucp
Message-ID: <1991Apr25.073843.6040@loop.uucp>
Source record: 232808

I have a relative novice using an ST. I would like to obtain a symbolic
math program that will run on the machine. I was told there is a package
called 'Elcal' but have been unable to track down a dealer. If someone
has a copy they wish to part with, a source for the package at a reasonable
price, or knows of other packages that would do algebra-calculus-etc. I
would greatly appreciate any information.

The machine is a 520STFM but could be upgraded to 1meg if really needed.
It would be a definite advantage if the package were interactive and did
not require compilation of the source, etc.

Please reply by mail if possible
I will try to mail a summary if requested

Thanks
Don Taylor
503-644-7631
loop!dont@tessi.UUCP
dont@loop.UUCP
tessi!loop!dont@nosun.west.sun.com

3349. METAFILE (Graphics) editor - Where can I get one?

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 07:40:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <980@uqcspe.cs.uq.oz.au>
Source record: 232804

I am after a Metafile editor, or any info about the file format. Why?
Because Page Stream can import Metafiles, and I'm hoping this will allow
for outline graphics within Page Stream (which supports such graphics,
but not real well).

If someone can tell me more about Metafiles (I have NO IDEA at all!), then
I'd gladly write up a little editor.

Anyone?
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3350. TEAC SCSI floppy summary

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 07:48:20 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12649@uhccux.uhcc.Hawaii.Edu>
Source record: 232805

Thanks very much for all the comments and suggestions. This summary is posted now because there are questions about the ASCI/SCSI protocols and TOS and Amiga OS that would be better handled by this newsgroup.

Some people may be happy with the following price schedule obtained from a TEAC distributor in Anaheim, CA, J.D. Hannam [(714) 632-3458]:

```
-------------------------------------------------
| 2.88MB 3.5" SCSI | 1.44MB 3.5" SCSI
quantity | (FD-235JS-501) | (FD-235HS)
-------------------------------------------------
1 $192 $157
2-10 $185 $151
50 $180 $147
100 $176 $144
-------------------------------------------------
```

The single quantity prices are low enough so that a group purchase is not necessary. The salesperson, Tim, at J.D. Hannam, also said that they have only about 10 drives in stock and another shipment is expected in the third week of May. They also have a pickup window, so you can fetch your drive immediately.

Price quotes from Western Micro [(619) 453-8430] are about $30 higher in all categories. There is an East Coast TEAC distributor, Krystal, with phone number (212) 385-1900.

Most people might want to wait until some interfacing problems are resolved. The following things are required to operate the SCSI floppies:

1) SCSI adaptor (ICD is popular and ~$100)
2) SCSI floppy driver and formatting software (NOT YET AVAILABLE)

A powered case and SCSI cable are also required, although many people want to install the drive internally in a ST or PC tower case and use it as their "A" (but actually "C") drive, if possible.

Hopefully, anyone knowledgeable about the ST TOS and ASCI-SCSI protocols will offer us help. The basic question is whether anyone is willing to write the driver and formatter programs. Another concerns the procedure TOS performs at bootup. Will TOS interrogate the SCSI floppy and obtain its parameters? If so, then will it be able to boot up as a "C" drive with a formatted disk? Is a driver program needed at all, if the previous two questions are af-firmative?

Regarding the practicality of a 2.88MB drive:
It seems that people have widely differing opinions on the SCSI floppies and

the reactions range from "great" to one in the followup post: "crazy." :D Comparisons were often made between other drives with removeable media, such as the Syquest and the expected Insite Floptical, both of which are faster and have higher storage. The Syquest (~$375 bare), was said to have problems with reliability as well as costlier disks (~$70). The Insite Floptical will not be in full production until August (although Arrow Electronics is planning to sell the bare drive in June for $490, as well as an evaluation kit which includes a drive, single disk, utility software, OEM and programmer's manual, and mounting hardware for $685). The floptical disks, which hold about 21MB of data, will supposedly sell in the range of $20-25.

The range of reactions seem to stem from the fact that the 2.88MB floppy is an interim technology, so that people with fast, hard drives will see it one way, while people using 720K or low capacity hard drives will appreciate it more.

For people who prefer other manufacturers (Sony and Toshiba have indicated that they do not make embedded-SCSI floppies):

Chinon (213) 533-0274
Citizen (213) 453-0614
Epson (213) 534-4500
Mitsubishi (213) 515-3993
Panasonic (408) 262-2200
Sony (408) 432-0190
Toshiba (714) 583-3000
YE Data (404) 446-8655

The following is a list of 4MB ED (Extra-high Density) disk distributors:

Azerty 800 888-8080
Digi. Stor. 800 232-DISK
Intec (317) 290-0500
Neamco 800 225-2478

Thanks again to everyone for the information, which is believed to be accurate, but any correction and verification is welcomed.

3351. VKiller381 and DCDesktop Incompatible(?)

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 11:05:23 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991Apr25.110523.24554@rodan.acs.syr.edu>
Source record: 232811

I just downloaded vkiller381 from terminator (thanks for
putting it up there, Ed), but after I tried it and came back
to the desktop, my dcdesktop icons had been replaced by the
usual gem icons and the programs installed on my desktop had
become de-installed. I did not do anything while in vkiller,
other than look around (i.e. I didn't take any action on any
disks/viruses).
Just thought the dc and/or vkiller people might want to know.
...or others, who might run into the same problem.

--Gerry
ggreenbe@rodan.acs.syr.edu

3352. Re: How many books come with DBMan 5.01

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 11:15:59 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Apr25.111559.633@cs.dal.ca>
Source record: 232779

In article <6117@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (EVENSONG) writes:
>Just got a used version of DBMan, and I have this feeling that I am missing
>something. Or are the books actually that vague on the subject of programming?
>
>I got two books. Reference manual, and Supplemental Manual for TOS

That's it. But any book on dBASE will do. Damned hard language to learn.

Bill
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

3353. Re: KAOS TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 12:07:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91115.122751ONM07@DMSWWU1A.BITNET>
Source record: 232809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First of all: who said that KAOS 1.4.2 is so much better than TOS 1.04?

BTW: KAOS 1.4.2 is copyrighted and costs 69.- DM. Besides, it needs the original GERMAN TOS 1.04 ROM set to produce the EPROM files.

3354. Re: Okami Shell - NOT with VI, NO ARGV/xARG support!

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 12:07:19 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91115.123659ONM07@DMSWWU1A.BITNET>
Source record: 232810

```
In article <wolfram.672495540@cip-s08>,
wolfram@cip-s08.informatik.rwth-aachen.de (Wolfram Roesler) says:
>
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>>It seems the Okami shell, while supporting:
>[...]
>>Does NOT support ARGV and xARG parameters!
>
>>Please, would the Author of Okami add this,
>Ok, will be done in one of the future versions.
>If you have sources ready, mail me, this could speed things up.
>CU
>Okami-san

The ARGV-documentation has been posted many times here, and you can find it
in the GEMINI distribution.
```

3355. Compression help requested

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 14:19:18 UTC
From: st113@jetson.uh.edu
Message-ID: <9228.28169f17@jetson.uh.edu>
Source record: 232814

First I must say thanks for all the responce to my last request for info. For those interested Uniterm was the only suggestion, and for good reason.

Now I would like to ask another question before I leave you guys (and girls) alone. Are there programs out there that can "untar" archives from unix on the ST? Also is there a program that can "uncompress" compressions made on unix (i.e. those with .Z extentions and those with .tar extentions for the above)?

Please e-mail replys to me Dennis st113@jetson.uh.edu

Thanks in advance,

-Dennis

3356. floppy compatibility problem

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 14:20:14 UTC
From: PHB100@psuvm.psu.edu
Message-ID: <91115.102014PHB100@psuvm.psu.edu>
Source record: 232813

Greetings and Salutations.

I have a weird problem w/ compatibility between my ST floppies and the PS/2 mod 50 at work (DOS 4.00).

Floppies formatted on my ST show as empty at work ("file not found"). I then formatted some floppies at work, took them home and copied some files onto them from ST floppies. When I brought it back to work I got the "sector not found" error. I took it across the hall to an AT machine and got the same error on the external DS drive. When I tried a directory on the external HD drive, I got a garbage directory. On another Mod 50 I got the "sector not found." On a Mod 80 (running OS/2 1.3) the directory came up perfectly. I had to copy the files individually onto the hard drive of that machine, reformat the disks, and copy them back.

What's going on? I USED to be able to read floppies formatted on my ST at work. And why when I just copy files onto the disks does it mess up the directory?

Is are my floppy drives going bad? (this is the only explanation I can think of...)???

Thanx in advance.

In the dark no one can hear the color of your eyes.
Disclaimer: This is me. Do I sound like anyone else?

Paul Baughman PHB100@psuvm.bitnet

3357. Seeking a used ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 14:27:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <512f70ed.20b6d@apollo.HP.COM>
Source record: 232781

My trusty 520ST, purchased in 1985 (this was in the TOS-on-disk days), finally died (you don't want to know; trust me, it's dead). Though I'd seldom used it in recent years, my wife had become quite dependent on it for her word-processing and label-making chores. I knew I'd someday replace it, but I still haven't made up my mind "with what", and don't wish to spend a lot at this time. In the short-term, I want to spend little and protect my software investment.

So, since someone else always seems to beat me to the 'R' key on "for sale" ads, I thought I'd jump the gun and ask if there's anyone with a 1040ST, or 520ST upgraded to 1meg or more, who's thinking of selling? I don't need monitor or drives or s/w, just the CPU. If so, I'd be interested in talking price with you. I'm hoping to find something under $300, but if someone has a 2/4meg ST or STe they want to dump, by all means consider that a negotiable limit. Please send email to the address in my signature. Thanks (and apologies to everyone else for the bandwidth-wastage).
--
"The goons are riding motorcycles, but WE'VE got a whole big metal car! This will be like stepping on ants..." -- Freelance Police

(Steve) rehrauer@apollo.hp.com
Hewlett-Packard
Massachusetts Languages Lab

3358. STE and Calamus

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 15:24:49 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <23921@know.pws.bull.com>
Source record: 232788

I ran into a very strange problem using Calamus (1.09N). I was in the midst of preparing a newsletter using Calamus on a Mega 2 with an SLM605 attached. Since the SLM605 needs a meg of RAM I had little available RAM for use. So, I simply grabbed a 1040STE wuth 4 megs (I'm a dealer, I can do that sort of thing) and continued on. However, whenever I printed anything, all objects (text, graphics, lines, etc) had what looked to be shadowing. However, the shadowing was ragged and made everything look out of focus. When I switched back to the Mega, the problem went away. I switched back and forth a couple of times to make sure that it was not a problem realted to one document - it happended with every one I had.

Anyone have ANY idea about this one??

3359. STE and Calamus

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 15:24:59 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <23922@know.pws.bull.com>
Source record: 232789

I ran into a very strange problem using Calamus (1.09N). I was in the midst of preparing a newsletter using Calamus on a Mega 2 with an SLM605 attached. Since the SLM605 needs a meg of RAM I had little available RAM for use. So, I simply grabbed a 1040STE wuth 4 megs (I'm a dealer, I can do that sort of thing) and continued on. However, whenever I printed anything, all objects (text, graphics, lines, etc) had what looked to be shadowing. However, the shadowing was ragged and made everything look out of focus. When I switched back to the Mega, the problem went away. I switched back and forth a couple of times to make sure that it was not a problem realted to one document - it happended with every one I had.

Anyone have ANY idea about this one??

3360. Re: KAOS TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 15:34:39 UTC
From: micro@imada.dk
Message-ID: <1991Apr25.153439.1521@imada.dk>
Source record: 232816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ersys!ggranger@nro.cs.athabascau.ca (Greg Granger) writes:

>BTW, what kind of bugs were fixed in KAOS TOS 1.4 that makes it so much
>better than the regular TOS 1.4?

Grow and Shrink boxes have been removed, and the code that forces a redraw
of the window when it have been sized, also have been removed...
(therefor it isn't compatible with programs that uses fixed sized windows,
eg a window that is limited in the lower right-hand corner).

The program is NOT PD or SHAREWARE, you buy it as a upgrade to TOS1.04 on
disc. On the disc is a program that modifyes the TOS in rom and saves the
patched code on disc, ready for the Eprom-programmer...
Price is around 89 DM.

-Klaus.

>Greg Granger

3361. US contact for Hisoft C

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 15:50:19 UTC
From: oconnor@nodename.dec.com
Message-ID: <22319@shlump.nac.dec.com>
Source record: 232806

Hi,

Does anyone out there know of a current US contact for HiSoft C interpeter?
Also does anyone know if it will run on a TOS 1.2 or is it 1.02 machine in
monochrome? Please reply by mail if possible.

Thanks in advance

Joe

No .sig

3362. Re: .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 16:00:32 UTC
From: micro@imada.dk
Message-ID: <1991Apr25.160032.1622@imada.dk>
Source record: 232817
Body handling: Inline uuencoded payload not displayed: reb_load.prg

ersys!arktik@nro.cs.athabascau.ca (Ryan Daum) writes:
>The problem with doing it in ProRebel form is that unkowingly you have
>included the entire ProCopy program! The way ProRebel does it's magic is
>it runs ProCopy and then when it reaches a certain point, it dumps all
>the contents of memorY (including the program) to disk.

It is Acopy (eurosystems). And the memory is not dumped, it is ACOPY
that is FROSEN, when it asks for the destination disk.
PROREBEL is a illigal program, and so are the FILES compressed with it.

****
The .reb files contains a full working ACOPY!!! please remove these
files from atari.archive!!!
****

To prove that point - put the this program in the same folder as tcbdemoa.lzh
from atari.archive and start the is... (this works best on a color monitor
in medium rez.) the program loads the Acopy at the position it was frosen at,
if possible and starts it...

- Klaus.

table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: reb_load.prg]

3363. Re: .reb?

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 16:04:40 UTC
From: micro@imada.dk
Message-ID: <1991Apr25.160440.1709@imada.dk>
Source record: 232818

micro@imada.dk (Klaus Pedersen) writes:
>To prove that point - put the this program in the same folder as tcbdemoa.lzh
^^^^^^^^^^^^
Please read : "tcbdemoa.reb"

-Klaus.

3364. New TOS versions, Small 030 board

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 16:28:57 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Apr25.162857.25523@unx2.ucc.okstate.edu>
Source record: 232803

Anyone know whether the Gadgets 030 board coupled with the IASC board are sufficient to run TOS 2.05? WHich version of TOS is shipped with the 030 board... does it have the "neeto" windows of the newer TOS(s) with the ability to run the new TT resolutions (with a proper vidio card)???

cummins@unx2.ucc.okstate.edu

3365. Atari 400 ????

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 16:37:32 UTC
From: tletski@iccgcc.decnet.ab.com
Message-ID: <4357.2816bf7c@iccgcc.decnet.ab.com>
Source record: 232796

I recently fell into possession of an Atari 400. I have ho knowledge of this machine. Could somebody fill me in with the details (kind of processor, support floppy, cartridges available) etc.

Thanks,

Paul Tletski
Highland Hts., Ohio

3366. Re: Dark Color Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 16:48:43 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9104251648.AA21933@sun.soe.clarkson.edu>
Source record: 232807

Hi me again...

After reading my statement that there are many adjustments inside the SC1224, some of you can't believe that I ACTUALLY made the adjustments when the monitor was ON, and my ST had an image on it.

Method: Turn one adjustment a little one way, and watched the screen, if it did something good, I turned it some more, if it did something bad, I turned it back.

Since I had already been stupid enough to make some adjustments, I fiddled with the rest of them and enlarged the screen, and played with the color.

AAron@sun.soe.clarkson.edu
I might be considered careless, but I felt daring and confident.
If you try this, you can be considered careless too!

3367. Re: Disk Questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 17:04:46 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr25.170446.12243@ecst.csuchico.edu>
Source record: 232812

In article <1991Apr25.004316.13020@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>
>I use 82 track, 10 sec/track, twisted (as offered by Universal Item Selector
>and Neodesk 3.0) for all floppies. Never had a problem. I have a

Another good utility for formatting disks with twister is Mystic. It's a desk accessory that formats in the background. I've seen other background formatters and they're not as good. It will also do 82/10 format if you want. The down-side is that it won't format with a MS-DOS boot sector. If you have two drives, you can load up two copies of Mystic (MYSTICA.ACC and MYSTICB.ACC for example) and format two disks at the same time.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3368. MultiSinc

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 17:14:54 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991Apr25.171454.12369@ecst.csuchico.edu>
Source record: 232782

Looking for a Color Multisinc monitor...

If you are selling something like the NEC 3D, 4D or 5D please
leave me a note , neonman@ects.csuchico.edu, with a price and the Spects.

3369. 314 drive problems

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 18:06:34 UTC
From: klassa@asdsun.larc.nasa.gov
Message-ID: <1991Apr25.180634.18571@news.larc.nasa.gov>
Source record: 232820

Recently, my 314 drive was left on for an extended period of time (exact duration unknown, but it must have been a while)... I was rudely awakened one night by the sound of my drive motor (I think) on its last legs. Since then, when powered up, the drive makes a funny, irregular sort of grinding noise and refuses to function in any way, shape or form. Note that my ST wasn't powered up during the time that the drive was on, nor was there a disk in the drive -- I'd apparently just forgotten to turn it off.

My questions are:

1. What would be the most likely result of leaving such a drive powered up for an extended period of time (i.e. motor failure? some other sort of failure?)?
2. Can I do anything to fix the drive (i.e. replace some part or another), or such I just toss the thing out?

Thanks in advance...
John

P.S. Reply directly to me, if possible, since something like this may not be of general interest to netters.

John Klassa
klassa@asdsun.larc.nasa.gov

3370. MEGA 2 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 19:19:51 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr25.151952.9293@umiami.ir.miami.edu>
Source record: 232850

I have the following system for sale:

MEGA 2 w/detached Keyboard

MEGAFILE 30

SC1224 Color Monitor

Panasonic KX-1224 24pin printer

Tweetyboard(installed in MEGA)

I am asking $1500. Leave me e mail if you are interested.

Mark Santora
dlk0ms9s@umiami.ir.miami.edu

3371. Inexpensive ST/TT computers?

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 19:54:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr25.195429.13611@ecst.csuchico.edu>
Source record: 232786

This was posted on the Fidonet ST echo, and I thought some might be interested. The established policy on the echo has been not to post prices. I don't know who this guy is; he's joined the net within the last month. I've tried calling him a few times and his line has been busy.

ECHO area 9 ... National Atari ST Echo
ECHOMAIL:
From: JEFF LEBLANC
To: ALL Msg #69, 23-Apr-91 12:01pm
Subject: FOR SALE, TT, MEGA STE, 1040ST

If anyone is in the market for a TT, Mega STe, or 1040 Ste, give me a call at 508-883-4749 (9am-2pm Est) or 800-346-0289 or 800-458-1004 Ext 5046 after 6pm EST. We have the LOWEST prices availble. Under $1800 for the TT030/2/50. Give a call for complete info.

--- The Msg Mgr for TDBS
* Origin: Testing the TMM Satellite System (508) 429-1784! (1:322/360)

--
Ed Krimen .....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3372. STE incompatibilities (was Re: STE and Calamus)

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 21:32:05 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <47919@ut-emx.uucp>
Source record: 232821

In article <23921@know.pws.bull.com> CSULLOGG@CRL.AECL.CA writes:
>I ran into a very strange problem using Calamus (1.09N). I was in the midst of
>preparing a newsletter using Calamus on a Mega 2 with an SLM605 attached.
>Since the SLM605 needs a meg of RAM I had little available RAM for use.
>So, I simply grabbed a 1040STE wuth 4 megs (I'm a dealer, I can do that
>sort of thing) and continued on. However, whenever I printed anything, all
>objects (text, graphics, lines, etc) had what looked to be shadowing.
>However, the shadowing was ragged and made everything look out of focus.
>When I switched back to the Mega, the problem went away. I switched back
>and forth a couple of times to make sure that it was not a problem realted
>to one document - it happended with every one I had.
>
>Anyone have ANY idea about this one??

On a related topic, I am considering replacing my 1040STf with a STE soon.
However, I would like to know of any incompatibilities that the programs
I plan on using may have with the STE.

I want to do CAD and DTP, so the 4megs of SIMMs would really be nice. This
is the main reason I'm thinking of getting a STE. The expanded graphics
capabilities and sound may be useful in the future, so I would appreciate
any info about those types of programs too.

I have CAD-3D 2.0 and the Cyber Studio line of programs, which I use now,
but I'm planning on getting DynaCADD and Calamus to do some serious work.
I also use Uniterm extensively for telecomm, and the Timeworks series of
programs for WP and DB.

Any info on bugs, general things to look out for with the STE, etc. would
really help.

Thanks,

Todd

P.S. I remember reading somewhere about a Super (enhanced?) Calamus that
is in the works. Anyone know anything about this? The post that mentioned
it was 2-3 months ago, and I don't remember it that well. I may hold off
on buying the present version if it is to be upgraded soon.

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

3373. Re: floppy compatibility problem

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 21:43:21 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5527@wucc.waseda.ac.jp>
Source record: 232825

If formatted by ST's destop formatting program or by similar ones (difference being user interface and fancy sectors/cylinder or greater than 80 cylinders), the diskettes are unlikely read well by other machines. Apart from the fact that the low level formatting is neither IBM nor ISO compatible, the media descriptor byte in the boot sector may not be correct. And many msdos machines I have used so far don't bother other info on that sector. And of course the first 3 bytes must be 'jump ...' in 8086 machine language and not 'bra ...' in 68000.
The physical drive is very unlikely to be defective these days, but the interface can be very bad (genuine ATARI and IBM things may be OK.)

3374. Re: HD identification (Was: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 21:59:07 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Apr25.215907.20132@ugle.unit.no>
Source record: 232824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr25.041110.7463@watmath.waterloo.edu>, ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
|> In article <1991Apr22.153323.16506@informatik.uni-erlangen.de> csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
|>
|> You can also use the program "ratehd.prg". This is supplied by
|> the folks at ICD, and may be obtained at "atari.archive.umich.edu".
|>

Nope, on the megafile (at least on mine), ratehd only reports what adapter is in it, not what kind of mech it contains.My megafile is reported to include an Adaptec 4070 A.

|> --
|> Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
|> Internet: ljdickey@watmath.waterloo.edu
|> UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
|> X.400: ljdickey@watmath.UWaterloo.ca

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

3375. Re: Dark Color Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 22:00:20 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5528@wucc.waseda.ac.jp>
Source record: 232826

In the above article, AAron@sun.soe.clarkson.edu writes:
> ...After reading my statement that there are many adjustments inside the
> SC1224, some of you can't believe that I ACTUALLY made the adjustments
> when the monitor was ON, and my ST had an image on it....
> I might be considered careless, but I felt daring and confident.
> If you try this, you can be considered careless.
So did I. I was simply very lucky, not having been killed. I used a
well isolated screw driver and knew the most dangerous area of the CRT,
but there was a possibility of suicide. One should take the CRT to the
official service centre and have free fix when bought anew. Many programs
assume one inch length on the screen is correctly shown.

3376. Re: Re: Sozobon C help.

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 22:11:26 UTC
From: steve@thelake.mn.org
Message-ID: <A2305627801@thelake.mn.org>
Source record: 232829

[In article <1991Apr24.094735.19857@dcs.glasgow.ac.uk>,
waddella@dcs.glasgow.ac.uk (Alexander Waddell) writes ...]

> I am converting all my C listings from Laser C to Sozobon C, and I have
> encountered a major problem - I can't make GEM programs any more!
>
> The problem is this - I have changed the INCLUDE statement to include the
> GEMFAST.H header file, compiling the source produces errors. The compiler
> says it does not know about statements such as :
>
> appl_init
> v_clswrk...etc...

The GEMFAST.H file doesn't provide the library functions; it merely
replaces GEMDEFS.H and OBDEFS.H, which define various useful
constants, structures, etc.

You need to explicitly include the aesfast and vdifast libraries as
command-line arguments to CC.TTP. (You can add a -GEM feature to CC
if you want, since you have the sources.)

I use MAKE instead. Here is a generic makefile that can be modified
for any GEM program under Sozobon C and GEMFAST. Note that there is
no rule in this makefile for turning .C files into .O -- MAKE knows
how to do that without any special training.

```
PROGRAM = my.prg
MODULES = my.o
CFLAGS = -O
LIBS = aesfast.a vdifast.a

$(PROGRAM): $(MODULES)
cc -o $(PROGRAM) $(MODULES) $(LIBS)
```

I keep my aesfast.a and vdifast.a files in the same folder as
dlibs.a, dstart.o, libm.a, etc. The LIB environment variable points
there.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3377. HELP!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-04-25 22:13:03 UTC
From: thompson@cis.ohio-state.edu
Message-ID: <112614@tut.cis.ohio-state.edu>
Source record: 232823

I'm not sure how it happened, but all of the files I had on my
Atari Megafile 30 in partition D have become invisible. The problem
started when I was using Cheetah to copy some files from logical drive E
to D. For one copy it either said that it couldn't find the drive path
or that the drive path was to complex. I rebooted the computer and
used Cheetah to find out how much room was left on the drive. No files
or folders appeared but it said I only had 5 megabytes left when that
partition should have 6.5 meg free. So I know the files are still there
but how can I get to them? Thanks in advance for any help.
Jeff

3378. Re: HELP!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 00:55:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr26.005547.15727@ecst.csuchico.edu>
Source record: 232828

In article <112614@tut.cis.ohio-state.edu> thompson@cis.ohio-state.edu (jeffery d thompson) writes:
>
> I'm not sure how it happened, but all of the files I had on my
>Atari Megafile 30 in partition D have become invisible. The problem
>started when I was using Cheetah to copy some files from logical drive E
>to D. For one copy it either said that it couldn't find the drive path
>or that the drive path was to complex. I rebooted the computer and
>used Cheetah to find out how much room was left on the drive. No files
>or folders appeared but it said I only had 5 megabytes left when that
>partition should have 6.5 meg free. So I know the files are still there
>but how can I get to them? Thanks in advance for any help.
> Jeff

Cheetah does non-standard stuff to achieve the speed that it does. It does not verify like conventional writes do (if indeed you do have verify on, which is the default). Therefore, as I'm sure the docs state, you use Cheetah at your own risk. I use Cheetah once in a while, but not for all of my copying.

If you get any kind of error while using Cheetah, I wouldn't use it for that drive. It seems that your drive may have been too heavily fragmented for Cheetah to find the drive paths, but that's just a supposition. If you get an error with Cheetah, I would question the integrity of the data on that partition. You should back it up ASAP and defragment it, or zero the partition and restore the backup.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3379. Re: Wanted: Symbolic math program for novice ST user

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 01:55:56 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr25.214341.4806@mailer.cc.fsu.edu>
Source record: 232822

In article <1991Apr25.073843.6040@loop.uucp>, dont@loop.uucp (Don Taylor;644-7631) writes:
>I have a relative novice using an ST. I would like to obtain a symbolic
>math program that will run on the machine. I was told there is a package
>called 'Elcal' but have been unable to track down a dealer. If someone
>has a copy they wish to part with, a source for the package at a reasonable
>price, or knows of other packages that would do algebra-calculus-etc. I
>would greatly appreciate any information.
>

I have put the PD version of El Cal (called Sub_Cal) on atari.archive. It is
a great program, and received heavy use by me during my undergraduate math
courses. All ordering info is included in the archive. You may find that
Sub_Cal has all the power you need (not much of it is disabled). Feel free
to email questions.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3380. f.t.l

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 02:16:19 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8821@crash.cts.com>
Source record: 232839

are they still making st software after chaos strikes back?seems quiet on
there part !

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3381. sundog

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 02:16:20 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8822@crash.cts.com>
Source record: 232836

what is this game about?is it good?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3382. the lynx

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 02:16:22 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8823@crash.cts.com>
Source record: 232837

any lynx users out there!!!i would like to know how do you enjoy it and the games?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3383. Re: atari user mag

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 02:16:23 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8824@crash.cts.com>
Source record: 232833

In-Reply-To: message from scale@abode.wciu.edu

yeah cause people like me live far away from dealers!and the price 15 bucks
is ok by me.It is short and sweet and i hope other mags(stinformer,current
notes,aim)would get into the same game like atari user magazine
i say bravo to these chaps!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3384. european mags

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 02:16:25 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8825@crash.cts.com>
Source record: 232835

anybody have any u.k mags like st acftyion(i meant action) for sale let me know ,i will buy em from you with or without the disks!(if they are still is,in good condition)]

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3385. Re: Atari advertising

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 02:16:26 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8826@crash.cts.com>
Source record: 232834

In-Reply-To: message from saj@chinet.chi.il.us

did the mets win(my honme team even though i am in cali)

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3386. Re: Spectre GCR / ST Disks

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 02:16:27 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8827@crash.cts.com>
Source record: 232838

In-Reply-To: message from boyd@nu.cs.fsu.edu

maybe they should do it on disk(like pddi...pcditto 1)would be a lot better
and would sell more!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3387. Need Monitor!

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 02:19:32 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991Apr26.021932.16163@ecst.csuchico.edu>
Source record: 232787
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.wanted,misc.forsale

MONITOR WANTED!!!!!!!

I am looking for a Color MultiSync monitor, preforably 16" or larger.
Please leave me a description of its spects, and a price!

A monitor like the NEC 4D 16" or 5D 20"
or like the Samsung 17"

Thanks, Justin DuBois neonman@ecst.csuchico.edu

* * **** ** * * * * ** * * =neonman@cscihp.ecst.csuchico.edu=
** * * * * ** * ** ** * * ** * === Bigger than life! ============
* ** *** * * * ** * * * **** * ** ===== Justin DuBois ==============
* * **** ** * * * * * * * * ======= Chico CA. ================

3388. Cartridge port hardware timing questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 03:57:19 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1991Apr26.035719.17187@megadata.mega.oz.au>
Source record: 232832

Does anyone know what the timing constraints of the cartridge port (ST, MEGA, STE and TT) are? Without a DTACK or DSACK signal being returned from the port, what are the data setup times required to meet the internal logic timing for data transfer.

Bearing this in mind, the TT runs at a much higher clock speed, so does the cartridge port now also have changed timing requirements over the ST's? If so, does this mean that most of the older devices using this port may no longer work?

Any information regarding this would be greatly appreciated.

Thanks in advance,
Geoff Swan.
(swanee@megadata.oz)

3389. Re: Can GCC treat printer like file?

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 04:41:46 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Apr26.044146.19629@watmath.waterloo.edu>
Source record: 232830

In article <032147.3514@timbuk.cray.com> marc@sequoia.cray.com
(Marc Bouron) writes:
>
>In article <1991Apr19.200801.26887@ux1.cso.uiuc.edu>, timothyg@ncsa.uiuc.edu
(Timothy Gallivan) writes:
> ...
> There is a standard filename called `PRN:' or `LST:' that you should be
> able to use just like any other filename. TOS recognises this filename
> and directs the output to the printer. For example, you would write
> fopen("LST:","w"). You'll need to check yourself which one works...
> one is standard TOS - the other was a Lattice special.

Is there a standard filename for the serial port?

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

3390. Re: Where is Auto-boot?

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 04:43:44 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Apr26.044344.19770@watmath.waterloo.edu>
Source record: 232831

In article <1991Apr24.013620.7473@riacs.edu> glennd@athena.arc.nasa.gov (Glenn Deardorff - GDP) writes:
>I've heard mention of the "auto-boot" program (used to autoboot programs
>upon bootup, naturally). I couldn't find it in the Atari archives. Can
>some kind soul tell me where I might find it, or, that it IS, in fact,
>in the Atari archives. Thankyou

It is called STARTGEM.PRG, and it is at atari.archives.umich.edu.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

3391. TeX 3.1 format files uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 08:58:46 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr26105846@orion.laas.fr>
Source record: 232841

I just uploaded format31.lzh file to atari.archive. This contains the FORMAT files for TeX 3.1: plain, lplain, splain. It seems that the ones that I uploaded in Dec. were SPARC specific and in addition for TeX 3.0. They were rebuilt the format files last night on my Mega 4 ST, and all seems well.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3392. Re: Can GCC treat printer like file?

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 09:02:45 UTC
From: marc@sequoia.cray.com
Message-ID: <032649.21988@timbuk.cray.com>
Source record: 232840

In article <1991Apr26.044146.19629@watmath.waterloo.edu>, ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
|> In article <032147.3514@timbuk.cray.com> marc@sequoia.cray.com
|> (Me!! :-)) writes:
|> >
|> >In article <1991Apr19.200801.26887@ux1.cso.uiuc.edu>, timothyg@ncsa.uiuc.edu
|> (Timothy Gallivan) writes:
|> > ...
|> > There is a standard filename called `PRN:' or `LST:' that you should be
|> > able to use just like any other filename. TOS recognises this filename
|> > and directs the output to the printer. For example, you would write
|> > fopen("LST:","w"). You'll need to check yourself which one works...
|> > one is standard TOS - the other was a Lattice special.
|>
|>
|> Is there a standard filename for the serial port?

Try "AUX:". Also, "CON:" for the console.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

3393. DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 11:20:23 UTC
From: csuac@warwick.ac.uk
Message-ID: <D'B_66~@warwick.ac.uk>
Source record: 232844

After posting to this net to find out about the deskjet series of printers I finally parted with my cash and bought a Deskjet 500. I am very pleased with it but I do have a problem with drivers. At the moment I am using tempus to write reports and letters since I have the flexibility of adding control codes into my text. However this is slow and looks pretty sad on the screen. I have first word + but no driver for it. Ideally I am interested in purchasing a decent word processor that will make use of the features of the deskjet. For example, I will be probably be buying additional font cartridges at a later date. At the moment 'Thats Write' looks quite interesting. Does anyone out there use a deskjet and a respectable word processor that they can recommend.

Thanks in advance,

Paul

3394. C++ compiler

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 11:50:47 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Apr26.115047.19778@newcastle.ac.uk>
Source record: 232706
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi,
Simple question - Is there a C++ compiler for the ST?

Cheers

Dave Johnson
```

3395. Saving my sanity in Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 12:07:04 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <7206@ncrcae.Columbia.NCR.COM>
Source record: 232709
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

Ok, I have gone through 9 of the 10 levels (0-8). However, there are alot of areas in these levels that I just cannot get to. I'm being blocked by a pit, door, or imaginary wall (according to the map). Has anyone else had this problem? What did you do? I keep going up and down the levels getting nowhere. Also, there are alot of pressure plates that click but I don't see anything happening when they do.

One more thing. Is the DDD just a room full of demons or am I missing an important point here? Any help is appreciated!

Rick Silverstein

3396. Re: UIS III, Uniterm, DCDesktop

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 12:09:24 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Apr26.120924.1@simvax.labmed.umn.edu>
Source record: 232848

In article <28938.27d5032a@kuhub.cc.ukans.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> When running DCDesktop and using Uniterm to connect to a mainframe, I tried
> to exit Uniterm and do something at the desktop. When I got to the desktop
> I tried to access UISIII via the UIS da...when I did this the machine
> froze and I had to reboot, losing my communications connection. Is
> this something that should happen, i.e. is it impossible to retain my
> communication connection while doing something at the desktop?, or
> is there some way to accomplish this kind of activity?

The only reasons one would want to exit from Uniterm to the desktop would be to perform some task (e.g., run a program or transfer files from disk to disk).

The proper way to run a program would be to use the "RUN PROGRAM" selection from the Uniterm 'files' menu. I have run text editors and CLI shells using this method. It -does- require that you devote a certain amount of memory to the 'system' buffer. (Look up the "BUFFER" selection under the next-to-last menu ... I cannot remember the name, and Uniterm is at home...)

You can access UIS via the 'desk' menu in Uniterm as well. I've formatted disks and moved lots of files from disk to disk this way.

I also use DC Desktop, and have had no problems with this configuration (DC Desktop, run Uniterm, run program from within Uniterm) except when the program I wanted to run consumed too much memory.

I have also had a chance to exit from Uniterm back to DC Desktop (or any other desktop...) and then run Aladdin while still connected to my VAX at work (Aladdin allows me to run ZMODEM automagically on the ST ... I can set up a command file on the VAX and walk away for a few hours.)

The machine I was using for all this was a stock 1040 ST with TOS 1.0, plus a 20-megabyte hard drive and color monitor.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3397. soundtrackers and alike...

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 14:00:45 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Apr26.140045.10913@doc.ic.ac.uk>
Source record: 232845

Hi ST fans,

Does anyone know if there are any Sound/Noisetrackers out there for
the ST.I have the Carebears Soundtracker Demo,but would like to know it there
are anymore out there,which are preferably Full versions??

Also does anyone know if any ST sound/noisetracker can load Amiga
created sound/noisetracker files??

And finally are there any other soundtracker related program and
information out there,like for example about the format of such files?

Has any one got any good tunes in any form??

Thanks in advance,

Alan Messer.

3398. Blank windows on the desktop?

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 15:16:43 UTC
From: ldl2142@galileo.rtn.ca.boeing.com
Message-ID: <370@galileo.rtn.ca.boeing.com>
Source record: 232705

Just before christmas, I added a syquest 44M drive with an ICD+ host adaptor to my 520 ST system. At the same time, I also updated my TOS to version 1.4.

At some point since the, I've been having a problem with my desktop. Sometimes when I boot my machine, the default window to the root directory of my hard disk is empty and the info line reads "0 bytes in 0 files".o

After deleting my desktop.inf file, and creating a new one, the window now shows the correct contents of the C:\ drive at startup, but whenever I run an application, the desktop returns with a blank window titled "C:\" even if it used to be open to a subdirectory. If I click the close button the appropriate number of times to return to the root dir, the normal "C:\" window returns. However, if I repeat the process 3 or 4 times, I sometimes get a dialog box saying someting like "Can't access the ':' file or folder".

I've got a ton of programs in my auto folder, but disabling them doesn't seem to help. I've also got the TOS14FIX program (or whatever its called) and POOLFIX3. I'm also using version 5.10 (or 5.11) of the ICD driver.

I've tried reformatting my Syquest drive, but that didn't seem to help any.

If anyone has a clue regarding what's causing this problem, email or post a reply.

Thanks,

3399. Floppy Menu Program WANTED

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 15:23:32 UTC
From: dalessio@motcid.UUCP
Message-ID: <6304@feldspar23.UUCP>
Source record: 232708

Does a menu program exist that can be put in the AUTO
folder on a floppy and show a list of all programs on
the floppy? I want to be able to boot from a floppy,
be shown a menu of all programs on the floppy (and
preferably not list all the data files) and be able
to select and run the program. It should also be
able to handle GEM and non-GEM applications.

Does such a program exist, and where can I get it?
Thanks in advance!

****
* ** *
* * * *
* * Mario D'Alessio Motorola, Inc. * *
* * motcid!marble!dalessio Cellular Infrastructure Group * *
* * * *
* ** *
****

3400. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 15:34:29 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr26.153429.24493@lonex.radc.af.mil>
Source record: 232633

I am trying a final time to see if anyone out there knows where I can find
a GDOS printer driver for a standard HP DeskJet printer. This is the first
time in years that I have posted a question twice and gotten no replies,
so perhaps my mailer isn't working correctly. I have been using postnews,
so this time I am submitting a follow-up article to see if it gets out.

I once hard of a product called "Turbo-Jet" (??) my NeoCept (??)
Anone else heard of this.

As a final straw (yes, I am this deparate), does anyone know of any good
cheap, word processors that use GDOS that come with a good DeskJet driver?
How about DTP programs? I have the original version of Fleet Street, but
it doesn't use GDOS.

Also, I recall seeing a review of some printing utility that came with
a GDOS driver for the deskjet. I printed in columns or something, I can't
remember the name.

HELP!!!HELP!!!HELP!!!HELP!!!HELP!!!HELP!!!HELP!!!HELP!!!HELP!!!HELP!!!HELP!!!

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3401. Re: Atari Questions...

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 16:30:47 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr26.123047.9313@umiami.ir.miami.edu>
Source record: 232701

In article <1991Apr24.211959.26768@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:
>> 1. Why is the TT being shipped with the old MEGA keybooard?
>
> My TT came with the new style keyboard. Where were you told they are shipped with the old
> MEGA keyboard ?
> The keyboards are compatible, if that's what you asking, and thus it should be able to upgrade
> to the new style keyboards.
> Anyway, I think the Mega-keyboard is very good, so I don't see the point in exchanging it.
> (That said, the new keyboards aren't any worse, theyre just 'different', and anything new
> takes a little time to getting used to...)
> --
> _______ _____ o ____ Erling Henanger
> /___ /____/ / / /| / / Norwegian Institute
> / /\ / / / | / | ___ of Technology. (NTH)
> ------ / \ /____ / / |/ ____| o Atari Lives !

I was at the store when they opened the TT! We were all rather disapointed.
Actually, when I was back at the store yesterday, I was told that Atari has run
out of the new keyboard and so they will be shipped with the MEGA keyboard
until they can make more of the TT board. Anyone with the old board will be
shipped a TT keyboard for no charge.

Mark Santora

3402. SCSI floppy drivers

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 18:00:20 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12670@uhccux.uhcc.Hawaii.Edu>
Source record: 232704

Many people have informed me that the ICD drivers have a good chance of working with the SCSI floppies, so ICD was contacted.

Howard Peters, systems programmer of ICD [(815) 968-2228, FAX: (815) 968-6888] stated that while he was unsure whether current ICD drivers and utilities are compatible with the TEAC SCSI floppy, it would be very easy to configure them for that drive. He also said that he would make any necessary adjustments to the present software, when he receives the TEAC SCSI manual [FC1-01 Software]. If anyone has access to GEnie or CompuServe, please confirm this with their online personnel and note the TEAC FAX number (213) 727-7621 so that Mr. Peters may obtain the manual.

This is very nice of Mr. Peters and ICD, Inc., so I hope everyone finds some way to thank him and his company!

If anyone has ordered the TEAC SCSI floppy drive, please inform the net and also let us know about compatibility with current software drivers and utilities. Also, if anyone has contacted other disk drive manufacturers, please post your findings regarding 3.5" SCSI floppies [manufacturer, model #, manual, distributors], in order to eliminate redundancy.

Thanks,
Jack

3403. Re: ST book

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 18:01:40 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr26.133402.17972@mailer.cc.fsu.edu>
Source record: 232707

In article <17260001@hpfcdj.HP.COM>, dom@hpfcdj.HP.COM (Dave Merrill) writes:
>I have just acquired an ST. Is there any good books that cover
>the basics of system operation. The documentation from Atari is lacking.
>
>Like what are .acc and .??? files?
>How do I customize the desktop?
>How do I add a printer when the option box on the dektop is not displayed?
>
>Dave Merrill

I know of one such book (the author's first name is Ralph, cannot remember
the title) that is a good beginners guide to the ST. One place that sells it
is Computer Garden (1-800-456-5689), for $15.99. I would also recommend that
you get a subscription to Current Notes magazine (about $20). It is the
best (IMHO), with many _honest_ reviews and a great PD library. I liked it
so much that I bought all the back issues.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3404. Re: New VME Video card from Toronto Canada!

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 18:21:07 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr26.182107.25307@ecst.csuchico.edu>
Source record: 232711

Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744) writes about a new graphics card.

How much is it? And where did you snag this nifty piece of info?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3405. Re: Sozobon C help.

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 19:03:26 UTC
From: harryk@bucsf.bu.edu
Message-ID: <80318@bu.edu.bu.edu>
Source record: 232846

In article <1991Apr24.094735.19857@dcs.glasgow.ac.uk> waddella@dcs.glasgow.ac.uk (Alexander Waddell) writes:
>Help me, please!
>
>I am converting all my C listings from Laser C to Sozobon C, and I have
>encountered a major problem - I can't make GEM programs any more!
>
>The problem is this - I have changed the INCLUDE statement to include the
>GEMFAST.H header file, compiling the source produces errors. The compiler
>says it does not know about statements such as :
>
> appl_init
> v_clswrk...etc...
>
>Everything works fine if I use Laser C, surely it should work with little
>modification on Sozobon C.
>
>Anybody out there got any suggestions?
>
>Contact: Alex Waddell,
> Glasgow University,
> Scotland.
>

I think the problem is you don't link the libraries aesfast.a and vdifast.a
with the object code of your program.

So if your libraries are located in e:\sozobon\lib and your program is called
gemprg.c, your command line should look like the following:

% cc -o gemprg.prg gemprg.c e:\sozobon\lib\aesfast.a e:\sozobon\lib\vdifast.a

The files aesfast.a & vdifast.a come with the gemfast package

==
Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| _________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
===|_________________________

3406. Re: Wanted: Symbolic math program for novice ST user

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 19:49:27 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Apr26.194927.14861@noose.ecn.purdue.edu>
Source record: 232847

In article <1991Apr25.214341.4806@mailer.cc.fsu.edu>, boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
> In article <1991Apr25.073843.6040@loop.uucp>, dont@loop.uucp (Don Taylor;644-7631) writes:
> >I have a relative novice using an ST. I would like to obtain a symbolic
> >math program that will run on the machine. I was told there is a package
> >called 'Elcal' but have been unable to track down a dealer. If someone
[stuff deleted]

> >
>
> I have put the PD version of El Cal (called Sub_Cal) on atari.archive. It is
> a great program, and received heavy use by me during my undergraduate math
> courses. All ordering info is included in the archive. You may find that
> Sub_Cal has all the power you need (not much of it is disabled). Feel free
> to email questions.
> --
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@fsucs.cs.fsu.edu |
> ---------------------------------+-------------------------------------

Wait a minute: I thought that El Cal (and therefore Sub Cal) is
purely a numerical tool. The original poster asked for a symbolic
math package. The only ones I know of are form, available for free on
atari.archive, and Maple. Form is very general, but ha a steep learning
curve, and requires that you program (recursively) in its own language.
I saw a post a while ago that mentioned that Maple has been ported to
the ST (~$400?), but I don't know anything beyond that.

Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3407. Re: Blank windows on the desktop?

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 20:04:12 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr26.200412.25817@ecst.csuchico.edu>
Source record: 232849

In article <370@galileo.rtn.ca.boeing.com> ldl2142@galileo.rtn.ca.boeing.com (8472 BE32R) writes:
>
>I've got a ton of programs in my auto folder, but disabling them doesn't
>seem to help. I've also got the TOS14FIX program (or whatever its called)
>and POOLFIX3. I'm also using version 5.10 (or 5.11) of the ICD driver.
>

Unfortunately, my advice won't help you with your major problem, but I think you need the POOLFIX version which has been adapted by Claus Brod and implements the XBRA routines. Atari's version(s) of POOLFIX don't get installed if they are run after hard drive booters, such as ICD's. They must be run BEFORE any hard drive booters, and this is impossible with ICD's, if you have it configured to autoboot from the hard drive.

Claus Brod's implementation used to be called POOLFIX4, but has been changed to something like PLFIX_CB.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3408. Atari ST peripherals forsale

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 21:48:58 UTC
From: robertl@locus.com
Message-ID: <1991Apr26.214858.621783@locus.com>
Source record: 232842
Cross-posted to: misc.computers.forsale,comp.sys.atari.st

A few leftovers from my old Atari ST system:

Atari Megafile 30 hard disk system,
Indus Gts 100 DS/DD disk drive.

All in excellent condition with original boxes, documentation
and software.

Best offer takes them.

Robert Lee
robertl@locus.com

3409. Poker games

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 22:04:20 UTC
From: bittrolff@evans.enet.dec.com
Message-ID: <3033@shodha.enet.dec.com>
Source record: 232712

Does anyone know where I might find a generic poker (preferably PD)
playing game for the ST? I am particularly interested in 7 card stud.

Failing that, does anyone know where I might find templates to display
playing cards, and I'll write my own program! :^)

~^~^~^

3410. Re: Disk Questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 22:49:27 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Apr26154927@pogo.gnu.ai.mit.edu>
Source record: 232702

In article <1991Apr25.170446.12243@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Another good utility for formatting disks with twister is Mystic. It's a
>desk accessory that formats in the background. I've seen other background

Be careful, Mystic has very bad error checking. I've had Mystec
format a disk with no complaints that I knew was bad (i.e. every other
formatter rejected the disk).

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

3411. Re: floppy compatibility problem

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 23:46:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41722@cup.portal.com>
Source record: 232715

Paul Baughman asked about a sudden disk incompatibility between his ST and IBM PC systems.

I'd recommend checking the disks with a Virus Killer, such as VKILLER immediately... a virus on the ST will overwrite the boot sector of a disk, wiping out the media descriptors that MS-DOS looks for. The disk will still show a directory on the ST, but will either display an empty directory on the IBM, or not be readable at all.

It's possible that OS/2 (on the one IBM system that could read the ST disk) may not look for the same information in the boot sectors as MS-DOS does.

There shouldn't be any worry of the virus spreading to the IBM system, but every ST disk in your library may have to be checked and disinfected.

(I went through a baffling afternoon tracking down just this same situation not long ago..!)

BobR

3412. New TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 23:47:54 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <672747111.0@egsgate.FidoNet.Org>
Source record: 232735

You don't need Pinhead if you have TOS 1.4 and above. I have a Mega STE and have experienced the problem as well but Pinhead is nothing compared to the TOS's built in fast load. Why bother when TOS has it already? I know pinhead may be compatible with a few more packages but there is nothing to it.
S.S.

3413. Atari Questions...

Newsgroup: comp.sys.atari.st
Date: 1991-04-26 23:51:06 UTC
From: Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <672747111.1@egsgate.FidoNet.Org>
Source record: 232736

Neither the TT nor the Mega STE are shipping with the old Mega keyboards. I have a Mega STE and I have the new amazing keyboard. Every dealer that I have seen here in Toronto that carries TT's and Mega STE
's had the new keyboard with them. I don't know where you got that false information.

S.S.

3414. Re: ST book

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 00:04:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41724@cup.portal.com>
Source record: 232716

David Merrill asked:

>I have just acquired an ST. Is there any good books that cover
>the basics of system operation. The documentation from Atari is lacking.

Most of the companies that produced books on the Atari ST have either gone out of business or have dropped their Atari line. One significant exception is the book Mickey Boyd mentioned. It's title is:
"The Atari ST Book" by Ralph Turner, and it covers everything you wish Atari had told you about the ST.

It's available from the publisher, Index Legalis at (515) 472-2293 and costs $16.95 plus shipping.

Also available is an intermediate and advanced book, "Atari ST Subjects" at the same price.

BobR

3415. Re: Disk Questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 00:22:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr27.002226.27464@ecst.csuchico.edu>
Source record: 232713

In article <ENTROPY.91Apr26154927@pogo.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (entropy) writes:
>In article <1991Apr25.170446.12243@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>Another good utility for formatting disks with twister is Mystic. It's a
>>desk accessory that formats in the background. I've seen other background
>
>Be careful, Mystic has very bad error checking. I've had Mystec
>format a disk with no complaints that I knew was bad (i.e. every other
>formatter rejected the disk).
>

Yeah, Mystic has very bad, if any, error checking. It would be nice if
it had a verify button, like DC Format does, as well as some of DC Format's
other features.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3416. Re: Looking for Disk Catalog PRG

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 00:34:42 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr27.003442.2200@nmt.edu>
Source record: 232717

Try STDCAT43.LZH from atari.archive.

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

3417. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 01:00:51 UTC
From: kawakami@locusts.Berkeley.EDU
Message-ID: <41919@ucbvax.BERKELEY.EDU>
Source record: 232714

Last I heard, there are not any Atari programs which would benefit from font cartridges for the DJ. Though I'm no atari guru, I cannot recall of any atari word processor which deals with printer based fonts with any grace. Right now, I am using WordPerfect to try and exploit the DJ's features, but WP is just not cut out for the task. The Atari WP is meant for older dot matrix printers. I can say one thing for sure: WP will not switch fonts well.

One way to get around this problem is to use GDOS (or any other system that bypasses the fonts in the DJ) to dump the text to the printer in graphical form. A word processor like Wordflair or WordUp will do this. TeX will also do this (and there is a DJ driver for TeX too.)

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

3418. Re: Can GCC treat printer like file?

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 02:30:35 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Apr26203035@wookumz.gnu.ai.mit.edu>
Source record: 232718

In article <1991Apr26.044146.19629@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

>Is there a standard filename for the serial port?

AUX:

For a full list, check the guide to Atari BASIC that should have come
with your ST, I think it's in there somewhere.

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

3419. Re: the lynx

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 06:14:05 UTC
From: psurge@cs.utexas.edu
Message-ID: <1379@earth.cs.utexas.edu>
Source record: 232719

In article <8823@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>any lynx users out there!!!i would like to know how do you enjoy it and the
>games?
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil

I have a Lynx and play it regularly. I only have California Games, Blue Lightning, and Roadblasters. I am looking to get Shanghi real soon, but only after my WEDDING on MAY 4th....

There are others here that have much more than I do. I really enjoy my Lynx, but all I have are fast action games, and kinda want Shanghi to slow things down and exercise my brain a bit.

If you want more info, read rec.games.video and you will find a GREAT discussion (snicker) about the various portable game machines...

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3420. Whom do I complain to?

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 06:40:21 UTC
From: psurge@cs.utexas.edu
Message-ID: <1381@earth.cs.utexas.edu>
Source record: 232720

Ok, I know this is not the place, but a few days ago a new newsgroup was created and on the first day it got 76 messages posted there. On the second day, trn reported it as a bogus newsgroup, i.e. it was already removed.

My questions: 1) why would a group that gets over 70 messages its first time out get canceled, and 2) whom do I complain to to bring it back.

I know we here in c.s.a.st would never worry about this happening to us, but it did happen to another one I read and would very much like to see that newsgroup come back.

Thanks for any responses I get...

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3421. Re: KAOS TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 10:40:48 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.91Apr27124048@fb14vax.sbsvax.uucp>
Source record: 232721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <91115.122751ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:

>First of all: who said that KAOS 1.4.2 is so much better than TOS 1.04?

I guess, at least two, namely the developers :-)
But seriously, aren't there still some deficiencies which could be cured in TOS 1.4 (B.t.w. why 1.04?)? And why is KAOS praised to be the ultimate TOS 1.4 patch, which is my impression while looking at some reviews in german magazines? Two arguments I would accept are:
- improvements are mainly marginal
- degree of incompatibility is to high.
Any advice is appreciated.
Latest news (I know of): there's no EPROM service at the time, due to licence problems.

Wolfgang
--

+---+
| Wolfgang Huwig | intelligent | FB 14 Informatik IV |
+ CS Dept./AI Lab | remark | Universitaet des Saarlandes |
| wolf@cs.uni-sb.de | goes here | D-6600 Saarbruecken 11 |
+----------------------------+------------------------------------+

3422. Re: Wanted: Symbolic math program for novice ST user

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 13:53:16 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991Apr27.135316.7514@bigsur.uucp>
Source record: 232722

In article <1991Apr26.194927.14861@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>
>Wait a minute: I thought that El Cal (and therefore Sub Cal) is
>purely a numerical tool. The original poster asked for a symbolic
>math package. The only ones I know of are form, available for free on
>atari.archive, and Maple. Form is very general, but ha a steep learning
>curve, and requires that you program (recursively) in its own language.
>I saw a post a while ago that mentioned that Maple has been ported to
>the ST (~$400?), but I don't know anything beyond that.
>
>Jim

The version I was offered, which was a disk set without manuals (I was told that the Mac version of the manuals was sufficiently close as to be useable) was $80. Now, that was through the University of Waterloo's computer store, and I am a FT student there, so there must be some discounting.

But $400? That does seem a little steep (not for Maple, which is an excellent program, but in comparison to the price I was quoted).

brad@bnr

3423. Re: Can GCC treat printer like file?

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 17:10:53 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Apr27.171053.29034@zip.eecs.umich.edu>
Source record: 232723

In article <ENTROPY.91Apr26203035@wookumz.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (entropy) writes:
>In article <1991Apr26.044146.19629@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>
>>Is there a standard filename for the serial port?
>
>AUX:
>
>For a full list, check the guide to Atari BASIC that should have come
>with your ST, I think it's in there somewhere.
>
>entropy

I have tried this in GCC, but I get a NULL FILE pointer
when I do an fopen() on it...I am not too sure it works
unless I did something wrong...

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

3424. Re: UUCP-for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 17:58:59 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <1gq312w164w@ersys.uucp>
Source record: 232724
Cross-posted to: comp.sys.atari.st,comp.os.minix

woife@ganymed.Germany.Sun.COM (Just Now) writes:

>
> Hi everybody out there in Netland,
>
> I'm searching for a UUCP packet that runs on an Atari ST
> either under TOS 1.0/1.4/KAOS or Minix for the ST.
> Does anybody knows a place where to ftp from from, or
> any other way of obtaining it, i would be happy about
> an answer.
>
> ADV-thanx-ANCE
>
> Woife
>
> ---------------------+---------------------------+-------------------------
> Wolfgang Bachhuber | woife@Germany.Sun.COM | "The shortest distance
> Internal Resources | ...!unido!sunde!woife | between two points is
> System Security | Phone: (49)-89-46008-0 | under construction."
> Sun Microsystems GmbH | FAX : (49)-89-46008-222 |

You would be looking for Mercury UUCP then. You can request it via the
Bart server (atari@atari.archive.umich.edu) in the States, or the
Panarthea server (address unknown) in the UK.

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

3425. DCopy with 8-bit conversion

Newsgroup: comp.sys.atari.st
Date: 1991-04-27 21:33:05 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr27.213305.3350@ecst.csuchico.edu>
Source record: 232725

Anybody have an old version of Dcopy that has the 8-bit text conversion function still in it? I have Dcopy 3.6, but it doesn't have the 8-bit stuff. If you do have it, please upload it to atari.archive or send it to me. Thanks.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3426. Re: floppy compatibility problem

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 06:03:48 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <281a65c4.130d@petunia.CalPoly.EDU>
Source record: 232726

I've got tons of disks formatted at 80 tracks, 10 sectors/track
(double-sided) for 800K in twisted format. I now want some of these
disks to be MSDOS compatible. I used the program Diamond Format
which is capable of writing a MSDOS boot sector without reformatting
my disks, however MSDOS only recognizes the first 360K on the disk.
I presume it writes some type of info on the boot sector to indicate
the number of tracks and sectors it was formatted in. Could someone
tell me where it is so I could use a disk editor to manuall change it?

Steven Lee

3427. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 09:55:19 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991Apr28.095519.10688@cs.cmu.edu>
Source record: 232727

In article <41919@ucbvax.BERKELEY.EDU> kawakami@locusts.Berkeley.EDU (John Kawakami) writes:
>Last I heard, there are not any Atari programs which would benefit from
>font cartridges for the DJ. Though I'm no atari guru, I cannot recall of
>any atari word processor which deals with printer based fonts with any
>grace. Right now, I am using WordPerfect to try and exploit the DJ's features,
>but WP is just not cut out for the task. The Atari WP is meant for older
>dot matrix printers. I can say one thing for sure: WP will not switch
>fonts well.

I use the word process ProText v5 by Arnor. It is not GEM based
(which I like), and handles multiple proportional fonts flawlessly,
microspacing et al. The printer driver is fully configureable, so any
new fonts can be easily added (although the width table can be a pain).

I highly recommend ProText.

Red/.

3428. Patch for GEM-Output

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 14:14:44 UTC
From: jan@janhh.hanse.de
Message-ID: <7616318@janhh.hanse.de>
Source record: 232234

Hi folks,

while looking for a prgram that could print out my metafiles,
I found out that my version of GEM-Output couldn't save it's list of
output files. It always created .LIS files of 0 bytes.
(I have version 1.2 of August 7th, 1985; it's 60550 bytes long, but the
length may vary due to he present/not present symboltable)

So here is the patch. Use a filemonitor to put the following
bytes at the given addresses (relativ to the beginning of the file).
Be sure to try this on a copy first!

adr.: new code:
$45ba: $4e71,$4e71,$4e71,$4e71,$4e71,$4a39,$0001,$b664
$461a: $0000
$4622: $0000,$b664

The problem was that "Save as" created a new file via Freate without
closing it and then branched to "Save" which opened the same file with
Fopen (write mode). I guess that worked with older versions of TOS, but
doesn't work on present ones. Now it always uses Freate.

I've been told there are versions of GEM-Output that don't have the
this problem. See for yourself.

Standard disclaimer: Everything you do is on your own risk! I keep the
copyright to the patch just in case some magazine
might want to publish it. :-)

Happy trails,
Jan

PS: I keep hearing of an OUTPRINT.PRG. Is that equivalent to GEM-Output ?
What's the legal status ?

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3429. Hard disk alternatives

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 16:27:23 UTC
From: gjocc@csv.viccol.edu.au
Message-ID: <1991Apr28.112723.6633@csv.viccol.edu.au>
Source record: 232744

I am planning to buy a Mega STE or TT (I currently have a 1040STFM).

Discussion of the TEAC 2.88MB floppy drive reminds me of one of my
pet plans.
I am looking for alternatives to fixed hard disks for mass storage
because of

1. High cost for fixed storage capacity.
2. Backup problems.

I am thinking about floptical drives (high denstity floppy disks using
laser head guidance about 20MB capacity) and magneto optical drives
such as the type used in the NeXT cube (about 256MB).
I am not interested in the Megafile 44 type drive as I consider the
media (Disk carts) are too expensive.

Speed is not an important consideration, these devices are faster than a
ordinary floppy anyway. (It is the storage capacity I want)

These type of drive mechs are available with SCSI interfaces.

I would like to put the following questions to the Net:

1. Does anyone have any information on pricing, specifications
and availability (in one off quantities) of these types of
drive mechanisims.

2. How hard will it be to get one of these drives working with a
Mega STE or TT? Will the Atari supplied hard disk software be
sufficient?

3. Does the version of the Mega STE that comes without a hard disk
have the ASCI to SCSI converter or does that only come with a
hard disk model?

I will summarize to the Net if there is any interest.

Greg O'Sullivan
(gjocc@viccol.edu.au)

3430. Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 18:17:08 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9104281817.AA05923@cwns10.INS.CWRU.Edu>
Source record: 232728

I downloaded the sozobon c compiler from the atari archive, and put all of the un-compressed files into three folders. All files in sozobon1.zoo were put into sozobon1, etc... The strange thing is that there were several makefile files that just overwrote one another. There were also several other files that overwrote one another. Should these files have uncompressed into folders?

Anyway, I am having a lot of trouble getting used to C, and the sozobon compiler. If anyone could help me with getting started using C and the sozobon compiler, I would really appriciate it.

Thanks in advance.

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

3431. Re: Virus

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 18:17:39 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.672862659.larserio@kvart.ifi.uio.no>
Source record: 232729

Someone asked what a link virus is so i might as well tell you all :-(
It's a small programs that "pastes" on to a program file in such a way that
each time you start that program the virus is run too... An example
of a link virus is the "crash virus". The first x times a
contaminated program is run it infects another file, but the x'th time
you try to start the program it's just "chrashes" with 3 bombs and you
will never be able to run it again. This virus spreads FAST !!! And
if you get it on your HD you are in GREAT trouble. By the time my
friend got the first "crash" all the PRG files on his 20 MB was
infected and there is no way to restore them :-(So watch out !!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3432. .SEQ files

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 18:26:16 UTC
From: garrick@greyrock.mso.colostate.edu
Message-ID: <GARRICK.91Apr28122616@greyrock.greyrock.mso.colostate.edu>
Source record: 232603

Hi!
Can somebody tell me what I need to do in order to use files with
the .SEQ extension?
Thanks,
Kevin
--

+=+=+=

3433. Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 18:36:11 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9104281836.AA06500@cwns10.INS.CWRU.Edu>
Source record: 232730

I donwloaded the following files from atari.archive... SOZOBON1.ZOO, SOZOBON2.ZOO, and DLIB.ARC. I wanted to get started using C, but I am greatly confused when using sozobon. First off, when I de-compressed the sozobon2.zoo file, many of the files had duplicate filenames (makfile, for example). They just overwrote one another. Should these files have un-compressed into folders or something? (I am using BOOZ.TTP to decompress the ZOO files..)

Anyway, if there is a C guru out there that has used sozobon c before, and would be willing to help me out getting started with C, please mail me. Also, if you are a machine language guru, please mail me to help with get started in assembly. I have Devpac 2, but I don't know where to start.

Thanks in advance.

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

3434. Details of the "Great Lakes Atari Computer Users Conference 91"

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 19:40:47 UTC
From: a644690c@edinboro.edu
Message-ID: <3511@edinboro.edu>
Source record: 232574

```
*********************************************
* GREAT LAKES ATARI COMPUTER USERS CONFERENCE *
* June 29th and 30th, 1991 *
* Mercyhurst College Campus Center *
* Erie, PA *
*********************************************
```

The Great Lakes Atari Computer Users Conference will be held Saturday, June 29th, and Sunday, June 30th at the Mercyhurst College Campus Center in Erie, Pennsylvania. Erie is located on the southern shore of Lake Erie midway between Cleveland, Ohio and Buffalo, NY. It is within an easy drive of many other major cities including Detroit, Chicago, Columbus, Cincinnati, Pittsburgh, Rochester, Toronto, London, Syracuse, and Albany. Many of these cities have strong user groups supporting the Atari computers who will be participating in this event.

With fourteen flights daily, USAir provides the primary air service into Erie International Airport and is the host airline for the conference. For conference attendees traveling by air, USAir is offering 35% off regular round trip coach airfares and an additional 5% savings on published discount fares. Call 1-800-334-8644 (800-334-8644 Ext. 7702 from Canada) for reservations or additional information. Refer to Gold File Number 13190000 and the Great Lakes Atari Computer Users Conference.

Most national motel chains are represented at the seven exits off Interstate 90 which provide access to Erie. Rates are reasonable and well below national averages.

Mercyhurst College is located at 501 East 38th St. and is easily accessible from Exit 8 (PA Route 8 - Pine Ave./Parade St.) or Exit 7 (PA Route 97 - Glenwood Park Ave.) off I-90. Signs on the campus will direct you to the ample parking areas near the Campus Center.

Show times are 10 AM to 6 PM on Saturday and 10 AM to 5 PM on Sunday. Tickets are only $3 at the door. Advance tickets are available through participating user groups and by mail at the discount price of $2. Door prizes drawings will be held throughout the day. Seminars on technical topics and commercial products for the Atari computers will also be offered on a continuing basis.

To order tickets by mail, register as a seminar speaker or reserve exhibit space write to GLACUC, P. O. Box 10562, Erie, PA

16514 or call Patty Marshall (Vendor Contact) at 412-225-8637 or
Dennis McGuire (User Group/Seminar Contact) at 814-833-4724.

3435. Going from X11 to GEM

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 19:42:06 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Apr28.194206.1750@oz.plymouth.edu>
Source record: 232734
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

(for those who care --> follow-ups directed towards
comp.sys.atari.st.tech where they belong)

This is really a hypothetical question......
There is a program called "viola" that is sort of an X11 (x
windows) version of hypercard.

Does anybody have any experience porting programs built on the X11
model of client-server programs to GEM (or anything else) on the ST ?
(I know..... I COULD wait until I could afford a TT and *nix..)

I'm pretty sure it's been done already --> for example... the program
contained in texdraw.lzh in /atari/tex on atari.archive.umich.edu ...

Anyone got any ideas ??? Comments ???

-Andy-

--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

3436. Re: Sozobon C starter question

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 20:48:40 UTC
From: jclark@sdcc6.ucsd.edu
Message-ID: <18773@sdcc6.ucsd.edu>
Source record: 232731

```
In article <1991Apr17.143748.13488@hellgate.utah.edu>
jbleaza%peruvian.utah.edu@cs.utah.edu (Jason Bleazard) writes:
+
+Sozobon expects this really arcane method of passing parameters.
+In the above example, try:
+
+ main(argc, argy)
+ int argc;
+ char **argy;

Arcane???!!! Try as documented in the K&R white book. The ANSI
standard method what is listed below. Some notable and wide spread C
compilers, such as Sun OS4.1, still use the 'arcane' method.

The ANSI method also allows the 'function prototype' to be used and
the syntax is the same for either the prototype or the function
definition, where as the K&R method would have been a botch.

E.g. in ANSI
int funct( int p1, struct str *p2); /* function prototype. */
...
int funct( int p1, struct str *p2) /* function definition. */
{
......
}

This concept is a 'logical' extention of the C idea that one can
'add' to the definition of a variable as one proceeds, such as

extern int array[]; /* first mention of 'array' and typing it. */
....
int array[100]; /* Further definition. */

This allows the 'include' files to declare 'array' external for all
modules using 'array' and also allows array to be defined explicitly
as required in the definition module.

--

John Clark
jclark@ucsd.edu
```

3437. Re: TEAC SCSI floppy summary

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 21:11:33 UTC
From: jclark@sdcc6.ucsd.edu
Message-ID: <18774@sdcc6.ucsd.edu>
Source record: 232732

In article <12649@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
+driver and formatter programs. Another concerns the procedure TOS performs
+at bootup. Will TOS interrogate the SCSI floppy and obtain its parameters?

The TEAC SCSI Floppies I've worked on do not 'sense' the format of the disk in the drive. They require a 'MODE SELECT' SCSI command to configure them to the 'desired' density. If you wish to support multiple densities or a density which is not the 'default'(I think it's IBM 720K) then the TOS startup will have send the different configuration to the drive. I don't think TOS naturally does this.

Also on the drive, at least of Rev G or lower, is a 300 ms powerup wait time where the drive does not respond to "UNIT READY" commands and so if your init routines buzzes the device before the 300 ms is up you get the impression that the drive is not there. Many 'Hard' disks at least repond to 'REQUEST SENSE' and 'UNIT READY' with a 'I'm busy' response. The TEAC appears dead.
--

John Clark
jclark@ucsd.edu

3438. Sozobon C and malloc

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 21:51:12 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <11497@mentor.cc.purdue.edu>
Source record: 232733

I am having trouble with the new version of Sozobon C compiler ...
I have a compact disc database that worked fine with the old version,
but with the new version, when I malloc space for a new cd record,
it doesn't work. THe statement I use is:

```
tmp = (struct cd_rec *) malloc (sizeof(struct cd_rec));
```

Whenever I try to copy a string into the structure (tmp), I get 2
bombs. This porgram worked fine with the old version and I changed
nothing when I tried to recompile with the new version. Any one
have any ideas?

--
&y Burnett | burnett@mentor.cc.purdue.edu

3439. Re: ICD AdSpeed

Newsgroup: comp.sys.atari.st
Date: 1991-04-28 23:47:27 UTC
From: blv@hpctdlk.HP.COM
Message-ID: <38760001@hpctdlk.HP.COM>
Source record: 232738

I added one to a 520 with 4Mb. No problems.

Bob Vixie
blv@hpctdlb.hp.com

3440. mac emulators

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 00:36:17 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8896@crash.cts.com>
Source record: 232739

recently i read on this net area that there does exsist mac emulators witht
ht the rom's copied on disks.and all disk based.i know that the roms were
illegaly copied.but if all you need is software and a small cartdrige for
mac roms instead then this emulator whould sell more.i wish dave small
would wake yp excuse me up and sell us technology that is truely cheap
instead of sticking to use when he does not have to.if all we need is mac
roms and software or something like pc ditto 1 then it would sell to all st
users.piracy excuse is not that validf to make it all hardware based.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3441. Freenet via usenet?

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 01:11:35 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9104290111.AA18986@cwns10.INS.CWRU.Edu>
Source record: 232737

I just wanted to know if all of you USEnet readers can access the
Cleveland freenet's atari sig area via usenet. There are several
newsgroups in the atari sig on freenet, and if you can access them
using usenet, try posting there. The SIG is huge, and there
are several categories for atari posting. But, there are several
advantages to logging on to the freenet. Try using the following,
if you can...

freenet.sci.comp.atari.general ST and 8-bit discussion
freenet.sci.comp.atari.news Atari News!
freenet.sci.comp.atari.forsale Our wanted/forsale area
freenet.sci.comp.atari.prog Our HUGE programmers SIG. There
are several sub-sections to this one..

Please reply via mail to whether you can read freenet newsgroups or
not. If you can't, you can always get registered with the Freenet.
Everthing is completely FREE!

telnet freenet-in-c.cwru.edu

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

3442. Getting UseNet on a private BBS

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 02:36:58 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991Apr29.023658.21010@isc.rit.edu>
Source record: 232658

Does anybody know of a private BBS that has a working UseNet feed?
I've been toying with the idea of giving it a try, and now that
I know a UUCP program is available for the ST, it seems more likely
than ever.

Any info would be greatly appreciated!

```
_____\ Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS /_____
______\ BITNET: clf3678@ritvax (716)436-3078 /______
_______\ Usenet: clf3678@isc.rit.edu 2400 baud/42 megs /_______
________\ GEnie: C.FREEMESSER STark BBS software /________
```

3443. Re: Virus

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 03:07:40 UTC
From: carlos@odie.cs.mun.ca
Message-ID: <9104290307.AA00767@odie.cs.mun.ca>
Source record: 232740

In article <CMM.0.90.2.672862659.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>Someone asked what a link virus is so i might as well tell you all :-(
>It's a small programs that "pastes" on to a program file in such a way that
>each time you start that program the virus is run too...
> [...] :-(So watch out !!!

Is there any "cure" for a link virus? Does any virus-killer detect/destroy
these types of virii? I've had programs bomb on me that had previously
worked fine... Might be the virus you're talking about.
--
C. Miguel Borges "The philosophers have only interpretted
St. John's, Newfoundland, Canada the world in various ways; the point
carlos@garfield.cs.mun.ca is to change it."
an630@cleveland.Freenet.edu - Karl Marx

3444. Re: mac emulators

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 04:07:46 UTC
From: psteffn@pogo.gnu.ai.mit.edu
Message-ID: <15386@life.ai.mit.edu>
Source record: 232741

I'm sure Dave Small's original intention

was to release the emulator completely on a disk. Remember, however, that
Apple is a company that sues anyone, no matter how big or small, that
steps in it's path. They sued Microsoft, a company that if it weren't
for their early support of the Mac, Apple might not even
been successful with the Mac and and be quite different
from the giant it is now [not to mention Steve Jobs ego. d:^].
They sued Hewlett-Packard, another company that Apple
I doubt very much that it would have been a wise move on Dave's part
to do it. [after all, the reason why the Mac operating system is so
easily emulated is because Apple's hard work at developing an operating
system elaborate enough to keep programmers away from doing any low
level hardware stuff]. The Macintosh hardware is nothing. It's that
128k that makes up the ROM that is the Macintosh.
The reason that PC Ditto resides on a floppy is because someone took the
copyrighted bios and wrote a compatible one without somehow
infringing on IBM's. Perhaps [although, this is only a guess] IBM
might have tried to stop it purely because their BIOS and the cloned
BIOS are identical in the order of the system calls but since
the same goes for CPM which was developed many years before
IBM ever thought of doing a personal computer.
I read somewhere that a company successfully wrote a legal
clone of the Mac roms so you may see a disk version emulator that is
legal.

3445. Re: Virus

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 04:14:14 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr29.041414.11716@ecst.csuchico.edu>
Source record: 232746

In article <9104290307.AA00767@odie.cs.mun.ca> carlos@odie.cs.mun.ca (Carlos Borges) writes:
>In article <CMM.0.90.2.672862659.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>>Someone asked what a link virus is so i might as well tell you all :-(
>>It's a small programs that "pastes" on to a program file in such a way that
>>each time you start that program the virus is run too...
>> [...] :-(So watch out !!!
>
>Is there any "cure" for a link virus? Does any virus-killer detect/destroy
>these types of virii? I've had programs bomb on me that had previously
>worked fine... Might be the virus you're talking about.

Atari Virus Killer, which is a commercial product, can handle link viruses. I think it's up to version 4.0.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3446. Re: mac emulators

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 04:32:23 UTC
From: rwa@cs.athabascau.ca
Message-ID: <rwa.672899543@aupair.cs.athabascau.ca>
Source record: 232618

chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>recently i read on this net area that there does exsist mac emulators witht
>ht the rom's copied on disks.and all disk based.i know that the roms were
>illegaly copied.but if all you need is software and a small cartdrige for
>mac roms instead then this emulator whould sell more.i wish dave small
>would wake yp excuse me up and sell us technology that is truely cheap
>instead of sticking to use when he does not have to.if all we need is mac
>roms and software or something like pc ditto 1 then it would sell to all st
>users.piracy excuse is not that validf to make it all hardware based.

Um, excuse me? I have an original Magic Sac; it's a cart with two
gen-you-wine Mac ROMs in it, and a couple of flops with the software.
That sounds like the legal minimum of hardware to me. This product
has been around for just ages; at least three years.

Don't confuse this with some of Dave's other stuff, like the GCR
product, that needs extra hardware to handle Apple disk-format
idiosyncracies. Or the '030 based boards, which must have an '030
plus glue in them (at a minimum) to deliver the big performance boost
that makes them worth owning. As a matter of strongly held personal
opinion, Dave's work has been a pretty darned good deal all round.
What research have you done before jumping in with all these
accusations and factoids?

Oh, and while I'm flaming (1/2 :-), why don't you learn to use a shift
key, a spelling checker and a text editor? Beyond that, a few spaces
after the `.' ending a sentence do wonders for legibility. Your
grammar is also pretty weak, but I'll pass on that for now.

--
Ross Alexander rwa@cs.athabascau.ca (403) 675 6311 ve6pdq
`You were s'posed to laugh!' -- Zippy

3447. Re: Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 04:38:05 UTC
From: bcc@Eyring.COM
Message-ID: <1991Apr29.043805.2401@Eyring.COM>
Source record: 232749

In article <9104281836.AA06500@cwns10.INS.CWRU.Edu> aa400@cleveland.Freenet.Edu writes:
>
>I donwloaded the following files from atari.archive... SOZOBON1.ZOO,
>SOZOBON2.ZOO, and DLIB.ARC. I wanted to get started using C, but I am
>greatly confused when using sozobon. First off, when I de-compressed
>the sozobon2.zoo file, many of the files had duplicate filenames
>(makfile, for example). They just overwrote one another. Should these
>files have un-compressed into folders or something? (I am using BOOZ.TTP to
>decompress the ZOO files..)
>
Ha! finally one that I know the answer to, and that no one else has already
answered! The sozobon*.zoo files have subdirectories, and must be unpacked
with the 'x//' command to work properly -- otherwise, they will overwrite
each other (as you saw) and the files don't end up where they are supposed
to! If you are using a shell, like gulam (I think that the sozobon developers
mostly use gulam) then unpack as follows:
zoo x// sozobon1.zoo *
If you are doing it from gem, zoo must be a .TTP file, and you give the
'x// sozobon1.zoo *' as the command line. Note: I think someone said that
this doesn't work before TOS 1.4 because earlier TOS's converted TTP arguments
to upper case -- I don't know. The best way is probably to use one of the
shells that lets you select the sub-directory extraction as an option.

Did I get it all? Flame me if I messed up on this one, but I think that's
how it goes.
Brian Cooper
bcc@eyring.com
uunet!lanai!bcc

3448. Re: mac emulators

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 05:28:07 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14573@ccncsu.ColoState.EDU>
Source record: 232747

In article <8896@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
> ...
>illegaly copied.but if all you need is software and a small cartdrige for
>mac roms instead then this emulator whould sell more.i wish dave small
>would wake yp excuse me up and sell us technology that is truely cheap
>instead of sticking to use when he does not have to.if all we need is mac
> ...
>----
>ProLine: chuckie@pro-odyssey
>Internet: chuckie@pro-odyssey.cts.com
>UUCP: crash!pro-odyssey!chuckie
>ARPA: crash!pro-odyssey!chuckie@nosc.mil

The Spectre and Spectre GCR is a cartidge to hold the Mac ROM and a software driver to interface the ROM to ST. So it already is doing the legal way. The only other legal way to emulate Mac without the ROM at this time is a company in CA. just annouced not too long ago that they have a clean room clone MAC OS which have not legally tested. (i.e. Apple have not file any law suit nor the court has say it's not infringe Apple's right. They are waiting to see who is going to take the first shot from Apple). There is no cheaper solution until that clone ROM pass its legal challnge, and Mr. Small is not big enough to take that chance. (Beside it's better for him to spend time in making better products for ST rather than spend time in court, Don't you think so?)
Well, just my 2 cents.
Tang
sytang@lamar.colostate.edu

3449. TT030 vs. mac IIsi

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 05:56:11 UTC
From: sander@engin.umich.edu
Message-ID: <1991Apr29.055611.29736@engin.umich.edu>
Source record: 232748

can anyone give me a comparison? and not the type: ATARI rules dude! or other like wise stuff. i need a serious compare between the two.

the use would be music appplications, but enough other stuff to make the macs large software base very attractive.

wrong group, but does anyone know how much a mac midi board runs?

please email replies, and thanks in advance...

the etch.

3450. Re: DCopy with 8-bit conversion

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 07:13:13 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr29.071313.553@abode.wciu.edu>
Source record: 232557

In article <1991Apr27.213305.3350@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Anybody have an old version of Dcopy that has the 8-bit text conversion
>function still in it? I have Dcopy 3.6, but it doesn't have the 8-bit
>stuff. If you do have it, please upload it to atari.archive or send it
>to me. Thanks.
>
>--
> ||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
> ||| Video Production Major, California State University, Chico
> / | \ SysOp, Fuji BBS: 916-894-1261

Hi Ed,
I am not sure that I still have it, but I will look around for
it anyway. "It" is Dcopy 3.14, I used it quite a bit in the past for 8-16 bit
text conversion. Hopefully I can find it; if not, maybe someone else has it.
Bye.............

Luis

--
"""
Luis Mark Outumuro III | "Well... you're damned if you do,
Computer Office Products 818/813-1051 | and you're damned if you don't!"
Infoline 818/813-1053 | - Bart Simpson, 1990...

3451. pcditto 1

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 10:36:57 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8923@crash.cts.com>
Source record: 232580

looking for pcditto 1 and docs for sale.or any mail order place who has it
thanks

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3452. neo geo

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 10:36:59 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <8924@crash.cts.com>
Source record: 232579

has anyone seen the neo geo vidoe game system!!wow....
when is panther from atari coming ouit!!!!

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

3453. Sozobon c - extracting zoo's

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 13:12:09 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991Apr29.131209.2653@cs.nott.ac.uk>
Source record: 232577

Personally, I've given up on Sozobon and have moved on to GNU C. however, I'm 99% sure that you have been extracting the zoo's with

zoo x <archive>.zoo

instead of

zoo x// ...

The // means 'extract into subdirectories, creating them if necessary'.
--
/===\
| 'Grave' Dave Gymer dpg@Cs.Nott.AC.UK |
| The rest of this signature has been deleted for reasons |
\=============== of national insecurity. ================/

3454. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 13:14:30 UTC
From: wilsona@dcs.glasgow.ac.uk
Message-ID: <1991Apr29.131430.11198@dcs.glasgow.ac.uk>
Source record: 232672

I also have had problems printing with a deskjet 500. It concerns mostly the actual page area available for printing. It seems to me that it is physically impossible with this printer to use the top and bottom inches of each page. Does anyone have any hard information on this? I am using timeworks DTP. (The only thing I can find in the printer manual is a statement the the printer cannot use the bottom half-inch of the page, no mention of the top of the page.) It is a real hassle when headers appear hallfway down the page (O.K. I'm exaggerating....)

Alan Wilson

--

##
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

3455. Re: Blank windows on the desktop?

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 13:17:20 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Apr29.131720.7309@digi.lonestar.org>
Source record: 232553

In article <1991Apr26.200412.25817@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
> Atari's version(s) of POOLFIX don't get
>installed if they are run after hard drive booters, such as ICD's. They
>must be run BEFORE any hard drive booters, and this is impossible with
>ICD's, if you have it configured to autoboot from the hard drive.

Why do you say that? I autoboot my hard drive with ICD's booter all the time, then run POOLFIX3, the TOS14FIX. POOLFIX3 says it is installed and I never have any problems. Is there some reason that POOLFIX3 would *not* install and still say it was? Please explain.

Thanks,
Roy C. Gosewehr

(Sig not available :-)

3456. Re: Spectre GCR / ST Disks

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 13:17:33 UTC
From: wilsona@dcs.glasgow.ac.uk
Message-ID: <1991Apr29.131733.11448@dcs.glasgow.ac.uk>
Source record: 232674

They cannot! Apple would descend upon them from a great height, since
the ROMS are copyrighted, and would require to be on each disc.

Alan Wilson

--

##
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

3457. Re: Saving my sanity in Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 13:21:31 UTC
From: wilsona@dcs.glasgow.ac.uk
Message-ID: <1991Apr29.132131.11583@dcs.glasgow.ac.uk>
Source record: 232655
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

DDD is the crucial part of the dungeon - it controls the ways to each of the vital things you nedd to finish the game. get in there and mix it!

--

##
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

3458. Atari Questions...

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 13:46:00 UTC
From: Robert_Osten@hb2.maus.de
Message-ID: <3982@hb2.maus.de>
Source record: 232620

dlk0ms9s @ umiami.ir.miami.edu at Di, 23.04.91 23:17 in ATARI.SUB:

> 1. Why is the TT being shipped with the old MEGA keybooard?
>
> 2. Why is the MEGA/STE being shiped with the old MEGA Keyboard?
>
> 3. Becasue the old keyboards are being shipped in these machines, does it
> mean that I can upgrade my keyboard to the newer version???

Actually the TT is not being shipped with the old keyboard ! I think it's a
new desgined one. So where's your problem ?

Robert

3459. KAOS TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 13:52:00 UTC
From: Robert_Osten@hb2.maus.de
Message-ID: <3983@hb2.maus.de>
Source record: 232616

Greg Granger ersys!ggranger%nro.cs.athabascau.ca at Mi, 24.04.91 13:20 in ATARI.SUB:

>If anybody in Europe has the KAOS TOS 1.4 fix files, it would be greatly
>appreciated if they could upload them to atari.archive.umich.edu. Talk
>has been buzzing across the pond here in North America about KAOS TOS (in
>the FoReM & ///Turbo x-nets), and many people would like to get these fix
>files for TOS 1.4.

First I have to point out that the 'KAOS 1.4.2'-Fixes are copyrighted. So an upload to atari.archive is illegal !

>BTW, what kind of bugs were fixed in KAOS TOS 1.4 that makes it so much
>better than the regular TOS 1.4?

I don't really not what bugs were fixed but I know that KAOS sometimes sends different result codes - compaired to TOS 1.04. So if you'd have any problems with other programs you can't claim any support services, especially from ATARI !

Robert

3460. Re: Freenet via usenet?

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 13:58:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1197086365@thelake.mn.org>
Source record: 232596

[In article <9104290111.AA18986@cwns10.INS.CWRU.Edu>,
aa400@cleveland.Freenet.Edu (Marc A. Lombardo) writes ...]

> I just wanted to know if all of you USEnet readers can access the
> Cleveland freenet's atari sig area via usenet. There are several

Nope. Freenet discussion groups are not part of Usenet. Usenet is netnews in the seven major hierarchies, and that's all.

Freenet is accessible to Internet sites*, but they are only a fraction of the Usenet.

Freenet could set up a digest-by-mail service if it chose to do so. Many of the Usenet newsgroups are delivered as digests to sites that, for whatever reason, cannot receive conventional Usenet service.

(*Internet sites are systems running Internet TCP/IP network communications protocols AND connected to a regional network that is a component of the Internet. Such connections can be extremely expensive, so most smaller businesses and private sites get email and Usenet through other methods, such as UUCP. Domain addresses do not indicate that a site is on the Internet.)

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3461. ST Basic

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 14:00:00 UTC
From: Robert_Osten@hb2.maus.de
Message-ID: <3984@hb2.maus.de>
Source record: 232615

Kenneth L Love kllove @ uokmax.ecn.uoknor.edu at Do, 25.04.91 06:10 in ATARI.SUB:

>I need an OLDER version of ST Basic than what came with my Mega 2 about two
>years ago.
>
>Where can I get it? 'atari.archive'?

You're still all right, aren't you ? ;-)

Robert

3462. Where are .ACCs loaded from?

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 14:08:18 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Apr29.140818.6726@chinet.chi.il.us>
Source record: 232563

What's the true recipe for determining where desk accessories are loaded from? Is it TOS version dependent? I'm trying to set up multiple environments with boot floppies, and somehow, even when the AUTO folder on drive a: is used, even when I tell SUPERBOOT to use accessories from a:\ (and it offers a menu of them), SOMEHOW the desk accessories always seem to get loaded from c:\ (and none of the hard disk partitions is marked bootable). Am I going to have to take desperate measures like running the hard disk driver from the desktop? What's a tinkerer to do?

For clarity: Mega 4 ST with TOS 1.2, 1 floppy (internal); ST296N connected to a BMS-200, divided into partitions of 15, 15, 22 and 22 megs (none bootable). AHDI, FATSPEED, FOLDR150, SUPERBOOT, QuickST.
Steve saj@chinet.chi.il.us

3463. Re: Wanted: Symbolic math program for novice ST user

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 14:30:43 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991Apr29.143043.6505@tertius.in-berlin.de>
Source record: 232597

In article <1991Apr25.073843.6040@loop.uucp>, dont@loop.uucp (Don Taylor;644-7631) writes:
> I have a relative novice using an ST. I would like to obtain a symbolic
> math program that will run on the machine. I was told there is a package
> called 'Elcal' but have been unable to track down a dealer. If someone
> has a copy they wish to part with, a source for the package at a reasonable
> price, or knows of other packages that would do algebra-calculus-etc. I
> would greatly appreciate any information.
>
> The machine is a 520STFM but could be upgraded to 1meg if really needed.
> It would be a definite advantage if the package were interactive and did
> not require compilation of the source, etc.
>

Hear in germany was a package called RIEMANN. I recently saw an announcement,
that a new version, RIEMAN II, will be available soon. I must to take a look
into a magazine and will contact the authors for more informations (release
date, language dependencies etc.).

Ralf

Ralf Gaertner gaertner@venus.rz-berlin.mpd.de
FHI Berlin

3464. Re: Floppy Menu Program WANTED

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 15:10:22 UTC
From: silvert@cs.dal.ca
Message-ID: <1991Apr29.151022.5748@cs.dal.ca>
Source record: 232598

In article <1991Apr29.115301.28038@qut.edu.au> lunnon@qut.edu.au writes:
>In article <6304@feldspar23.UUCP>, dalessio@motcid.UUCP (Mario D'Alessio) writes:
>> Does a menu program exist that can be put in the AUTO
>> folder on a floppy and show a list of all programs on
>> the floppy? I want to be able to boot from a floppy,
>> be shown a menu of all programs on the floppy (and
>> preferably not list all the data files) and be able
>> to select and run the program. It should also be
>> able to handle GEM and non-GEM applications.
>
>Yes, its called DESKTOP and it comes in rom;
>Just save the screen with windows positioned over the applications (having
>sorted by type) and save the desktop, now whenever you boot up the computer
>will show you a menu of the programs and whats more they can be selected with
>a mere double mouse click.

You can do better than that. DESKTOP windows use a mask to display
files, so you can edit DESKTOP.INF to display only files fitting that
mask. It's not perfect, but open two windows and use one with mask
*.PRG and the other with mask *.T?? to get applications. However, each
directory needs its own windows.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

3465. Re: Looking for Disk Catalog PRG

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 15:22:40 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr29172240@orion.laas.fr>
Source record: 232679

In article <1991Apr27.003442.2200@nmt.edu> eahsnsr@nmt.edu (Eric A. Hobbs) writes:
| Try STDCAT43.LZH from atari.archive.

It is really great! When is version 5.0 coming out?
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3466. Re: Seeking a used ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 15:23:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <5143c0f3.20b6d@apollo.HP.COM>
Source record: 232745

In article <512f70ed.20b6d@apollo.HP.COM> I wrote:
[Does anyone have a used ST they'd like to sell?]

Aiiyee, enough! Close, Sesame! :-)

It seems that quite a few of you have used ST's that you'd like to sell. Since posting my request, I've discovered that I've been out of touch with the Atari market; for example, I hadn't realized that one can buy a new 1040STe for as little $399 (from Toad Computers -- this is obviously w/o a monitor, which is no problem for me. However, Toad currently have none to sell, claims that no one else does either, and were unable to tell me for certain when they'd be restocked). I've since found a deal (possibly two) on a used machine(s) that makes me happy. Thanks to all who responded.
--
"The goons are riding motorcycles, but WE'VE | (Steve) rehrauer@apollo.hp.com
got a whole big metal car! This will be like | Hewlett-Packard
stepping on ants..." -- Freelance Police | Massachusetts Languages Lab

3467. Re: Modem Capable Games for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 15:50:57 UTC
From: mathew@mantis.co.uk
Message-ID: <mV06116w164w@mantis.co.uk>
Source record: 232689

swoodcoc@isis.cs.du.edu (Steven Markus Woodcock) writes:
> Please allow me to take the opportunity to announce that I am also looking
> for modem capable games for the ST. ST owners, I sincerely apologize...
> please e-mail me with names of such games!

You got that, guys?

mathew

--
If you're a John Foxx fan, please mail me!

3468. Re: Floppy Menu Program WANTED

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 16:53:01 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Apr29.115301.28038@qut.edu.au>
Source record: 232743

In article <6304@feldspar23.UUCP>, dalessio@motcid.UUCP (Mario D'Alessio) writes:
> Does a menu program exist that can be put in the AUTO
> folder on a floppy and show a list of all programs on
> the floppy? I want to be able to boot from a floppy,
> be shown a menu of all programs on the floppy (and
> preferably not list all the data files) and be able
> to select and run the program. It should also be
> able to handle GEM and non-GEM applications.

Yes, its called DESKTOP and it comes in rom;
Just save the screen with windows positioned over the applications (having
sorted by type) and save the desktop, now whenever you boot up the computer
will show you a menu of the programs and whats more they can be selected with
a mere double mouse click.

Desktop even knows about non gem applications (and you can install gem ones
as non-gem ones etc)

sarcasm off

Really, I don't know why you need it!
except for auto programs, for those I use a batch file processor like
the mint init program to run these, this lets me put the actual programs in
sensible directories. To change the boot sequence I edit the startup script
like any good unixoid.

BOB

>
> Does such a program exist, and where can I get it?
> Thanks in advance!
>
>
> **
> * ** *
> * * * * *
> * * Mario D'Alessio Motorola, Inc. * *
> * * motcid!marble!dalessio Cellular Infrastructure Group * *
> * * * * *
> * ** *
> **

3469. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 17:15:23 UTC
From: apratt@atari.UUCP
Message-ID: <2917@atari.UUCP>
Source record: 232591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cummins@unx2.ucc.okstate.edu (John Cummins) writes:
>On my Mega ST... I have no SCSI 0 drive. I use scsi 4 and 5 so I can
>daisy chain a friends scsi 0 drive and still access my own disks.
>But I can still boot... and use my hard disks w/o any SCSI 0 device
>attached.

>The fellow you've been chatting with says the TT won't recognize SCSI devices
>1-7 on the ASCI bus, at least not without an SCSI 0 in place. Device 0 MUST
>be used for the first device. Why????

[Am I "the fellow [he's] been chatting with"?]

I can't speak for what SCSI unit numbers ICD or Supra adaptors will or
won't recognize. From the data presented here, it sounds like ICD will
handle any SCSI unit number on the drive, and Supra will only talk to SCSI
unit zero. The latter is not unreasonable -- if you've got only one drive
on a SCSI-to-ACSI converter, why include the logic to talk to an arbitrary
SCSI device number? It would mean logic in the adaptor to see what SCSI
drives are out there.

I have even heard of some adaptors which look at the SCSI unit number of
the drive that's connected, and configure themselves as that ACSI unit
number, further confusing the issue.

As for the ST/TT side of the bus, you have to start with zero on each bus
and increment by one for each drive you connect to that bus. (Remember,
that's unit numbers as the computer sees them, not as the adaptor sees the
disk it's actually talking to.) The reasons for this are kind of involved,
and I don't want to go into them; just take my word for it and carry on.

I hope this clears up the questions about busses and unit numbers, and we
can get on with our lives.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3470. Re: floppy compatibility problem

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 17:31:54 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Apr29.123154.28039@qut.edu.au>
Source record: 232742

In article <281a65c4.130d@petunia.CalPoly.EDU>, sslee@polyslo.CalPoly.EDU (Steven Lee) writes:
>
>
> I've got tons of disks formatted at 80 tracks, 10 sectors/track
> (double-sided) for 800K in twisted format. I now want some of these
> disks to be MSDOS compatible. I used the program Diamond Format
> which is capable of writing a MSDOS boot sector without reformatting
> my disks, however MSDOS only recognizes the first 360K on the disk.
> I presume it writes some type of info on the boot sector to indicate
> the number of tracks and sectors it was formatted in. Could someone
> tell me where it is so I could use a disk editor to manuall change it?

Maybe this should be in c.s.a.s.t but ::

MSDOS less than version 4.X is very stupid about disk formats, they use
the media descriptor byte in the boot sector and not much else to tell
them about the disk format. (HO- Hum) The ST is much cleverer than that
and uses the MSDOS header in the boot record to identify the type of disk
by interpreting the number of tracks/sides/sectors/track properly.

in summary:

MSDOS
Is it a 360K 9 sector disk .... no ?
well is is a 1.2 MB ? no
.. ad nauseum

TOS.
Oh the header on the disk says its 82 track .... hmm ok then
it says it has two sides ... Ok
Oh it says there are 20 sectors per track >> hmm outlandish but if you say so !

therefore disk capacity is 82*2*20*0.5 K

Sane eh ??

MSDOS 4.X and above do it the ST way (took em till V 4.0 to get it right)

(Maybe Atari should sue for look and feel of the floppy driver)
(Then again IBM would probably counter sue against the data-structure
of the boot record)

Therefore the moral of the story. Use DOS 4.x even though its a dog.

BOB
R.Lunnon@qut.edu.au

PS: Note that some PC controllers particularly those with the older
UPD765 Floppy contoller (as opposed to the A model) cannot read disks
with short gaps that the ST formatters often write ('spec 11 sector formats)
This really only applies to 360K floppies if you have a 5 1/4 " drive.

PPS Dos 4 seems to be able to read TOS1.0/1.2 Disks as well ('bout time)

>
> Steven Lee

3471. Re: tos dump

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 18:04:25 UTC
From: apratt@atari.UUCP
Message-ID: <2916@atari.UUCP>
Source record: 232592

chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>i got 1.2 and i wanna run 1.4 to see if i should upgrade my machine.

Ignoring the suggestions and implications (and atrocious grammar and punctuation) of the rest of your message for the moment, the answer to this part is "Yes, you want to upgrade your machine."

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3472. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 18:04:27 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Apr29.180427.25671@cs.ucla.edu>
Source record: 232657

In article <41919@ucbvax.BERKELEY.EDU> kawakami@locusts.Berkeley.EDU (John Kawakami) writes:
`Last I heard, there are not any Atari programs which would benefit from
`font cartridges for the DJ. Though I'm no atari guru, I cannot recall of
`any atari word processor which deals with printer based fonts with any
`grace. Right now, I am using WordPerfect to try and exploit the DJ's features,
`but WP is just not cut out for the task. The Atari WP is meant for older
`dot matrix printers. I can say one thing for sure: WP will not switch
`fonts well.
`
`One way to get around this problem is to use GDOS (or any other system that
`bypasses the fonts in the DJ) to dump the text to the printer in graphical
`form. A word processor like Wordflair or WordUp will do this. TeX will
`also do this (and there is a DJ driver for TeX too.)

My G-Print application will also do this. The current version cannot read Word Perfect files, but the next one will. Right now, it supports 1st Word, Word Writer ST, 1st Word Plus, and ST Writer (as well as ASCII). Please contact me if you have any questions.

--Steve

--
Steve Whitney - UCLA CS Grad Student ())_-_())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3473. Re: soundtrackers and alike...

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 18:19:05 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <iqg713w164w@ersys.uucp>
Source record: 232653

adm2@doc.ic.ac.uk (Alan David Messer) writes:
>
> Does anyone know if there are any Sound/Noisetrackers out there for
> the ST.I have the Carebears Soundtracker Demo,but would like to know it there
> are anymore out there,which are preferably Full versions??
>
> Also does anyone know if any ST sound/noisetracker can load Amiga
> created sound/noisetracker files??

Yes, there is one good SoundTracker program that I know of. It is called
DigiSound and can be found at atari.archive for downloading. It is great
for playing Amiga .MOD files, but I do not now how well it stacks up to
other composition programs for writing files, since I have absolutely no
musical talent..:) It LOOKS complete, but that isn't a very good guide
to go by. It plays the .MOD files excellently, and it is PD/Shareware.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3474. TT ROM

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 19:27:17 UTC
From: kimmo@field.fi
Message-ID: <kimmo.672953237@field>
Source record: 232554

Here in Finland we are getting TT's with Swedish ROM,
and there seems to be some problems in them. Also
my friend does not like so much for Swedish as language
for a computer. So I would like to know if it would
be possible to have an English TOS for TT.

If someone could sell us one on disk or ROM.

Our situation here is very difficoult as the
distributor is closing its' bussiness, so they can not
help.
--
Kimmo Lahtinen E-Mail : kimmo@field.fi or
Finnish Meteorological Institute lahtinen@pouta.fmi.fi
Phone : +358 0 758 1322
Possesed by a Spirit G3 Fax : +358 0 758 1396

3475. C

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 19:41:48 UTC
From: darling@cellar.UUCP
Message-ID: <Dkk712w164w@cellar.UUCP>
Source record: 232688

Allright, I'm finally going to take the plunge and start programming in C on my Atari ST (the ol' IBM has outlived its usefulness). Out of the three compilers readily available to me where I work...

Sozobon
Gnu
Mark Williams

...does anyone want to recommend the best choice to start with? I'm already quick with the language; I'm looking for ease of use, speed, and reliability.

!! \ __ __ __ ____ __ _ ___ !! Production, Pre-Production,
!! \ //! ! \\ !! !! !\\ ! // \\ !! and dance remixing @ FACT HQ:
!! / //_! !_// !! !! ! \\! ! __ !! darling@cellar.uucp
!!_/ // ! ! \\ !!__ _!!_ ! \! _!! !!_____

3476. GFA Raytrace

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 19:42:47 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <91119.144247MV010320@NDSUVM1.BITNET>
Source record: 232622

Being a starting GFA Basic programmer I'd like to know just what the
GFA Raytrace package is and what it has to offer as a programming tool.
I have GFA Basic 3.5 with compiler and am so far satisfied with that but
would like to know what else is out there.

Thanks,

Thomas

3477. Glendale Conference Impressions

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 20:06:12 UTC
From: plinio@curtiss.seas.ucla.edu
Message-ID: <2610@lee.SEAS.UCLA.EDU>
Source record: 232681

As many of you may have heard, last Saturday (Apr. 27) was the date of a conference for which Bob Brodie flew down from Sunnyvale to chat with and and answer the questions of Southern California Area user group representatives (people from as far as San Diego drove up; to everyones' astonishment, one developer made the drive down from Seattle in one day).

The format of the conference was: John Tarpinian with the introductions and background, Bob Brodie with a 'state of things' talk, a break, and then a question and answer session. After the conference, one of the dealers, TCN of Glendale, set up developer displays inside the (small and crowded) store and people were able to talk to the company reps and try out (and buy) the software.

Most of Brodie's talk concentrated on the dealer network and what Atari is trying to do to strengthen it. He also mentioned management changes and how they are trying to stabilize that by trying to hire only people that already know how to use (and like) Atari computers. He noted his desire to improve the availability of software in the U.S. by sending scouts out at Dusseldorf and Hannover during the big computer trade shows to try to get people to link up with U.S. distributors. Atari is buying the rights to a defunct word processor (wordup? I forget), which they may release under their own label, include bundled on hard disks purchased, etc. Much talk about "retouche", apparently from France. I don't recall exactly what it was for, except that it was graphically oriented and loaded with features that can't be found even on the Mac (sorry about the thinness there). Brodie showed a good sense of humor throughout, and was even willing to make a crack about Leonard. On the whole, it was a pleasant talk, so don't let my criticisms below change that impression.

The question and answer question harvested a few interesting tidbits.

- Inmos H1 processor will be used in the ATW. I thought I heard something about a change in the operating system, but I didn't catch the name. Mach, I hope.
- Factory in Israel is being built because Western Digital would not supply Atari with the controllers it needed, and Atari decided to build its own. Israeli techs reverse engineered the WD1772(?) and the resulting chip can be revved up to higher clock rates to support the higher density floppies.
- Tax problems the reason Atari claims as why it has not finalized plans for a facility in Houston, Texas.
- Atari looking into a 1 GByte 3.5" disk for the TT (next year). No

word on Unix pricing yet (an audience member dogged him until he had to repeat "has not been finalized" a few times). No way to switch between TOS and Unix on the same TT. The techie said that to do so would slow the machine down too much, since they'd have to build an emulator "similar to PC Ditto". This is kind of an unfair comparison, since the processor wouldn't have to be emulated -- all you should need is a toggle for two different ROMS, and a 2-type hard disk partitioning scheme. But they said that the hard disk purchased will determine the (one) operating system.

- Long discussion about the memory system in the TT (I left to move my car -- when I was back, they were still talking about it). You can upgrade the ST memory in the TT to up to 10Meg (total of 23 Meg possible, I think). They were treating it as if no-one would ever need that much memory. Ha! I've already used machines with 32 that didn't have enough (a Unix server).

There were other things mentioned which I forgot, because I didn't bring a notepad or a tape recorder (some people did), but I think these were the main points of interest for the Conference.

Later in the day, at the TCN open house, I was able to ask a GBS representative a couple of questions. He said that the only thing keeping an SST board from being used in a non-Mega ST is the space inside the case. It mounts in a socketed slot where the 68000 usually goes. Those people that already have tower or other large cases should be able to use it. Furthermore, he said there was no word yet on availability. My intuition tells me it should be at least a month before they start shipping -- the rep didn't bring a prototype, so they probably haven't gone to fabrication and are still busy with the (expensive) prototypes.

I also had a chance to ask J. Tarpinian (local user group VIP) about ST sales. He said that they were actually picking up in the U.S. due to their popularity with music dealers and customers. In the LA area, these dealers mention Atari in their radio commercials right next to fast-paced talk about Fender Guitars. Music dealers are also advertising in the print media here, with big, full-page ads.

Well, if anyone else attended, maybe you can fill in some more details.

plin
--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
I speak for myself, not for my employer. I am a bad ventriloquist, anyway.

3478. What happened to comp.binaries.atari.st and .sources?

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 20:51:27 UTC
From: pegram@griffin.uvm.edu
Message-ID: <PEGRAM.91Apr29165127@griffin.uvm.edu>
Source record: 232568

The last thing I have from comp.binaries.atari.st (or
.sources) is over a month old. It's David Megginson's port of "wc" -
unfortunate acronym for "word count" wouldn't you Europeans say? 8-)
8-). I've seen nothing since - is Steve Grimm on extended vacation,
or did the two interruptions to our news feed last month do this to
us? (Un)Luckily, I'm still waiting for my new STE (backordered) and
don't need anything yet. I can also get anything I missed off of
atari.archive (tm 8-), but I'm lazy and annoyed. Advice (even on
where to ask about this) or news from news gurus gratefully accepted
8-) Thanks,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

3479. Re: Floppy Menu Program WANTED

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 21:16:59 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59772@aurs01.UUCP>
Source record: 232562

In article <6304@feldspar23.UUCP> dalessio@motcid.UUCP (Mario D'Alessio) writes:
-Does a menu program exist that can be put in the AUTO
-folder on a floppy and show a list of all programs on
-the floppy? I want to be able to boot from a floppy,
-be shown a menu of all programs on the floppy (and
-preferably not list all the data files) and be able
-to select and run the program. It should also be
-able to handle GEM and non-GEM applications.

-Does such a program exist, and where can I get it?

Codehead's HotWire will do most of what you ask. The program
displays a menu of programs that may be executed with a mouse
click or keyboard equivalent. You have to install each
program in the menu individually. The program can be loaded
into the AUTO folder and execute itself (or any other program)
upon bootup.

You can do lots more too. You can call the same program from
several different menu entries and have each entry send a
different command line. You can use the "install application"
option and call any program by clicking on it's associated
document. For instance, you can automatically load a document
into your word processor by clicking on the .TXT file, or
call a picture viewer by clicking on a .NEO file (or whatever)...
and it doesn't have to be in the same folder as the application
(as it does in the TOS install application).

I won't go on to list all the features, but I suggest you check
into it. You should have no trouble finding the program.

-Thanks in advance!

I hope this was helpful.

```
-*****************************************************************
-* ************************************************************* *
-* * * *
-* * Mario D'Alessio Motorola, Inc. * *
-* * motcid!marble!dalessio Cellular Infrastructure Group * *
-* * * *
-* ************************************************************* *
-*****************************************************************
-
```

```
*********************************************************************
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
```

Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

3480. Windsor/Detroit AtariFest - updates?

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 22:18:42 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Apr29.221842.16277@watmath.waterloo.edu>
Source record: 232750

Does anyone have a very recent update of the exhibitors and
seminars for this show?

The last one I saw was before Apr 10 and stated Soft-Logik,
Gadgets by Small, and ReadySoft had only indicated interest.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3481. Freenet ID

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 23:06:54 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9104292306.AA21214@cwns10.INS.CWRU.Edu>
Source record: 232610

Many of you USENET readers have been asking for the Freenet's number ID. Here it is...

telnet 129.22.8.76

Remember, the freenet's SIG is huge, and has several groups for all Atari computers. Registering for access is easy. Just go to the Administration building (option 1 on the main menu online) and capture the registration form online. Simple!

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

3482. Re: C

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 23:43:19 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5553@wucc.waseda.ac.jp>
Source record: 232555

```
name memory required source code price source level debug.
GNU C 2 MB minimum yes nil poor for ST
Sozobon C little yes nil I dunnah
MW C little no ?? yes
Prospero C little for libc.a? ?? yes
Turbo C ?? ?? ?? ??
```

Turbo C is reputed to be the best for Atari ST. Prospero is cheaper than MW C combined with the source level debugger. GNU C is the only option if you have a SUN or VAX at hand.

3483. Re: SCSI floppy drivers

Newsgroup: comp.sys.atari.st
Date: 1991-04-29 23:55:15 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr29.235515.17554@jato.jpl.nasa.gov>
Source record: 232611

>... Also, if anyone has contacted other disk drive manufacturers, please
>post your findings regarding 3.5" SCSI floppies [manufacturer, model #, manual,
>distributors], in order to eliminate redundancy.

Brier Technology, 2363 Bering Drive, San Jose, CA 95131, 408/435-8463 has an entirely magnetic (not optical) drive that puts 20 Mb formatted on a special 3.5" floppy. It can read "IBM formatted floppy disks," whatever that means: 720, 1.44, 2.88? They will soon have one also able to write "IBM formatted floppy disks."

Brier, Sony, Insite and maybe a few others are trying to get a high density floppy standard promulgated.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3484. For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 00:31:30 UTC
From: lornek@dvlmarv.UUCP
Message-ID: <338@dvlmarv.UUCP>
Source record: 232551
Cross-posted to: comp.sys.atari.st,tor.general

I have the following equipment for sale. I would like to sell it
all as a package, but will sell in pieces for the prices listed below.
Please Email me, or phone me at (416) 498-4613 after 6 pm.

Atari 520 ST upgraded to 1 Mb w/DS (external) drive
Atari Color Monitor

Price: $650

Atari St Internals $5
Atari St GEM Programmers Reference $5
Atari St Machine Language $5
Atari St Tricks and Tips $5
SAMS COMPUTERFACTS for the 520 ST $30

26 issues of START mag. 16 with disk $100
19 issues of Antic Jan. 86 to Sept. 87 make an offer.

Swift Calc ST $20
Falcon $20
Leisure Suit Larry II $20
Battle Zone $5
Silent Service $15
High Roller $5
PC Ditto I $30

Lorne Kerney Develcon Electronics Ltd.
EMAIL: lornek@dvlmarv.uucp Suite 500, 515 Consumers Rd.
Willowdale, Ont.
CANADA M2J 4Z2 (416) 495-8666

3485. Re: VKILL381.LZH

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 00:31:59 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <1ZX711w164w@ersys.uucp>
Source record: 232652

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

> I had mentioned earlier that Virus Killer 3.81 was at atari.archive. Well,
> someone pointed out that it actually wasn't. I thought I had obtained my
> copy from there, but I guess not. Anyway, it's there now; I just sent it.
>
> --
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

It was on the index about a week and a half ago under the virus
subdirectory. If anybody wants it, just "sendb virus/vkill381.lzh
aa,ab,ac" (if there is 3 parts, but I think that there are only 2 parts).

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

3486. TIME setting

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 01:50:29 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr30.015029.27270@oz.plymouth.edu>
Source record: 232584

Hello,

I posted a message about time mechanisms a while ago and got many responses. One or two dealing with Dallas Semiconductors chip which plugs into an Empty ROM slot. Well I have some on their way and need to get the program for setting the little buggers, which I was told was on atari.archive, but I don't know the name or where exactly to look for it. Anyone who knows, could you please mail me the location of this file, or better yet, the file itself. Thanks.

Stephan

--
\/\/\/

3487. Re: C

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 01:56:25 UTC
From: andy@jarthur.Claremont.EDU
Message-ID: <11949@jarthur.Claremont.EDU>
Source record: 232569

In article <5553@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
>name memory required source code price source level debug.
>GNU C 2 MB minimum yes nil poor for ST
>Sozobon C little yes nil I dunnah
>MW C little no ?? yes
>Prospero C little for libc.a? ?? yes
>Turbo C ?? ?? ?? ??
>
>Turbo C is reputed to be the best for Atari ST. Prospero is cheaper than
>MW C combined with the source level debugger. GNU C is the only option if
>you have a SUN or VAX at hand.

Don't forget about Laser C. To add to your chart:

Laser C 512K okay; no ~$120US yes
more better

Laser C is a very quick compiler, and generates pretty good code, although I
don't think it's quite as compact as MWC. A pretty good integrated
environment (graphical shell) is included, as are RCS, make, and other
Unix-style utilities. Documentation is generally good.

-- Andy

Andy Gray andy@jarthur.claremont.edu
Platt Campus Center andy@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!andy
Claremont, CA 91711 agray@HMCVAX.BITNET

3488. 1040ST and 20-meg HD for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 02:02:05 UTC
From: dave@CC.GATECH.EDU
Message-ID: <9104300202.AA04681@cloudgen1.cc.gatech.edu>
Source record: 232621

I am upgrading to a MEGA STE and am selling my 1040ST. It has
TOS 1.0 and I'll throw in NEODESK 3 and lots of PD stuff. I am also
selling my SH205 20 meg hard drive.
Best offer for either or both takes them. I'll probably wait
until the middle of May to sell depending on what the offers are.

If interested send mail to dave@cc.gatech.edu.

AYLESWORTH,DAVID VINCENT
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{allegra,amd,hplabs,ut-ngp}!gatech!cc!dave
Internet: dave@cc.gatech.edu

3489. Re: Glendale Conference Impressions

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 02:11:49 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12733@uhccux.uhcc.Hawaii.Edu>
Source record: 232556

First of all, thanks for the interesting report!

>plinio@curtiss.seas.ucla.edu (Plinio Barbeito/) writes:

>- Inmos H1 processor will be used in the ATW. I thought I heard
>something about a change in the operating system, but I didn't catch
>the name. Mach, I hope.

This is surprising because I thought that someone posted an article stating that the ATW was no longer in production. If the ATW is still alive and will be H1-based, won't the principle market be research-oriented institutions? A detailed description of the H1 was recently posted by an Inmos engineer to comp.sys.transputers, btw.

Some specs of the H1 (T9000) are: two million transistors on a 180 sq.-mm die, 50Mhz, 200 native Mips peak, 50-80 native Mips sustained, operates on up to 40 instructions simultaneously. Expected volume production in mid '92.

>- Factory in Israel is being built because Western Digital would not
>supply Atari with the controllers it needed, and Atari decided to
>build its own. Israeli techs reverse engineered the WD1772(?) and the
>resulting chip can be revved up to higher clock rates to support the
>higher density floppies.

This is really puzzling news! If Atari built a factory in Israel, it can't possibly be dedicated to only floppy controller chip production. I may be mistaken, but aren't all those chips becoming extinct because of the proliferation of the SCSI bus in systems and peripherals?

Atari might be better off ordering 10,000 or so SCSI floppies and offering them to Mega STe and TT owners for $100 and their 720K drives. They could also offer older ST systems owners an upgrade which includes a 2.88MB SCSI floppy and a SCSI host adaptor for $200-250. This would standardize all ST owners around the SCSI bus and a relatively-fast, high-capacity floppy drive. I'm not sure, but I think that a SCSI floppy is also able to remap bad sectors of a disk to good sectors so that you probably won't have to throw any disks away.

It seems like a short-term and expensive decision, because many people believe the benefits of the SCSI intelligence would cause manufacturers to leave out the floppy controller chip in future systems.

>- Atari looking into a 1 GByte 3.5" disk for the TT (next year). No
>word on Unix pricing yet...

The TT-Unix combo will probably be too expensive for most people and I wish Atari would license OS/68K from Microware and package it with TT and ST lines.

If Atari can put together a software/hardware bundle with Microware that includ-
CD-I support, this might give TT developers advance info about CD-I, which is
supposed to debut this fall. Then they could program for a couple of dozen
million CD-I users!

>- Long discussion about the memory system in the TT (I left to move
>my car -- when I was back, they were still talking about it). You
>can upgrade the ST memory in the TT to up to 10Meg (total of 23 Meg
>possible, I think). They were treating it as if no-one would
>ever need that much memory. Ha! I've already used machines with 32
>that didn't have enough (a Unix server).

I don't know about the upgrade options on the TT, but does anyone know
if the Mega STe is capable of addressing 16 megabytes? If it supports
the VME A24/D16, then that would be true(?) Could someone check in their
machines and count the number of pins on the Mega STe MMU and compare it
with a ST MMU?

The new Atari User magazines listed the specs the the ST(e) Notebooks and
it stated that there were two 4MB ramcard slots. Along with the max. 4MB
drams and 512KB rom, that adds up to 12.5MB. This means new MMUs (at least
for the Notebook) probably support 24-bit addressing. Does the Mega STe
have this MMU (and the regular STe) too? Could someone please check?

>I also had a chance to ask J. Tarpinian (local user group VIP) about
>ST sales. He said that they were actually picking up in the U.S.
>due to their popularity with music dealers and customers. In the
>LA area, these dealers mention Atari in their radio commercials
>right next to fast-paced talk about Fender Guitars. Music dealers are
>also advertising in the print media here, with big, full-page ads.

I noticed the Atari logo on some ads from dealers that previously sold
Amiga and IBM compatibles. It seems that Atari is laying the foundations
for a strong and lasting resurgence. Thanks for the good news!

Jack

3490. Re: Getting UseNet on a private BBS

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 02:27:34 UTC
From: steve@thelake.mn.org
Message-ID: <A2876315293@thelake.mn.org>
Source record: 232677

[In article <1991Apr29.023658.21010@isc.rit.edu>,
clf3678@isc.rit.edu (C.L. Freemesser) writes ...]

> Does anybody know of a private BBS that has a working UseNet feed?
> I've been toying with the idea of giving it a try, and now that
> I know a UUCP program is available for the ST, it seems more likely
> than ever.

Sure. The Minnesota Atari ST user group (MAST) BBS carries
comp.sys.atari.st and several other Usenet newsgroups. It runs
STadel software, a version of Citadel, which has supported UUCP
for several years.

The sysop is Tom Cook <tacook@mast.moundst.mn.org>; the BBS phone
number is (612) 472-6582 (300/1200/2400/9600+ Telebit PEP, V.32).

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3491. Re: Glendale Conference Impressions

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 03:18:32 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.672981512@mrcnext.cso.uiuc.edu>
Source record: 232561

.....plinio.....- Atari looking into a 1 GByte 3.5" disk for the TT (next year). No
word on Unix pricing yet (an audience member dogged him until he had to
repeat "has not been finalized" a few times). No way to switch
between TOS and Unix on the same TT. The techie said that to do so
would slow the machine down too much, since they'd have to build an
emulator "similar to PC Ditto". This is kind of an unfair comparison,
since the processor wouldn't have to be emulated -- all you should need
is a toggle for two different ROMS, and a 2-type hard disk partitioning
scheme. But they said that the hard disk purchased will determine the
(one) operating system.
.....

bob brodie came to our last months users group meeting. I asked him
about unix and he started talking about "at&t version 4" (??). he also
said there was both some kind of hardware problem and a small problem in
the source from at&t.

unix XOR tos? big :-(

--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

3492. Re: neo geo

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 04:54:18 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr30.045418.8397@nmt.edu>
Source record: 232560

In article <8924@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>has anyone seen the neo geo vidoe game system!!wow....

Has anyone seen the price of this beast? Double WOW!
The prices that I saw a few months ago were
about 500 - 600 dollars for the machine and around
$150 _per_ game. Supposedly it has the innards of a full
size game machine in a home video game box.

>when is panther from atari coming ouit!!!!
>----

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

3493. Re: Blank windows on the desktop?

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 05:21:14 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr30.052114.19164@ecst.csuchico.edu>
Source record: 232558

In article <1991Apr29.131720.7309@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>In article <1991Apr26.200412.25817@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>
>> Atari's version(s) of POOLFIX don't get
>>installed if they are run after hard drive booters, such as ICD's. They
>>must be run BEFORE any hard drive booters, and this is impossible with
>>ICD's, if you have it configured to autoboot from the hard drive.
>
>Why do you say that? I autoboot my hard drive with ICD's booter all the
>time, then run POOLFIX3, the TOS14FIX. POOLFIX3 says it is installed
>and I never have any problems. Is there some reason that POOLFIX3 would
>*not* install and still say it was? Please explain.
>

Why did I say that? Because I was under the impression, after reading the docs in Claus Brod's POOLFIX, that hard drive booters which load before the AUTO folder programs, such as ICDBOOT, would not let POOLFIX3 install itself.

Actually, I was not understanding the entire situation. It's those hard disk drivers which occupy the TRAP #1 vector, since POOLFIX3 takes that vector. Claus rewrote and optimized POOLFIX because his driver takes the TRAP #1 vector as well. (If I'm still not understanding the complete situation, then please let me know. If I should keep my damned mouth shut, then please let me know that too. :^)

Claus Brod's POOLFIX also adds the XBRA algorithm, as well as some other things. The docs that come with his version of POOLFIX explain the improvements much better than I can.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3494. Re: .SEQ files

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 05:24:43 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr30.052443.19246@ecst.csuchico.edu>
Source record: 232559

In article <GARRICK.91Apr28122616@greyrock.greyrock.mso.colostate.edu>
garrick@greyrock.mso.colostate.edu (Kevin O. Garrick) writes:
>Hi!
> Can somebody tell me what I need to do in order to use files with
> the .SEQ extension?

You need any one of Tom Hudson's ANIMATE programs. His last, ANIMATE4, is
at atari.archive.umich.edu in atari/graphics under the filename ANIMATE.LZH.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3495. Atari 16-bit hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 06:51:20 UTC
From: cwc@cs.odu.edu
Message-ID: <1991Apr30.065120.19359@cs.odu.edu>
Source record: 232552
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

```
Atari Mega 2 ST with TOS v1.4 and Tweety Board installed -- $700.
Atari SM124 monochrome monitor -- $85.
ICD FaST Case w/ power supply and ICD Host Adapter -- $200.
US Robotics 2400 modem - $140.
Kalok (model KL330) 32 meg, RLL 3.5" hh hard drive -- $140.

All equipment is in excellent working order. All prices include shipping via
UPS or USPS (your choice, UPS is _much_ faster).

==============================================================================
Chris Carpinello (cwc@xanth.cs.odu.edu) /// Peace, Love, and NO CENSORSHIP
"Of all possible worlds, we only got one, we got to ride on it"__Grateful Dead
```

3496. Brier/Insite SCSI floppy technology

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 08:40:08 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12736@uhccux.uhcc.Hawaii.Edu>
Source record: 232565

In article <1991Apr29.235515.17554@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>
>Brier Technology, 2363 Bering Drive, San Jose, CA 95131, 408/435-8463 has an
>entirely magnetic (not optical) drive that puts 20 Mb formatted on a special
>3.5" floppy. It can read "IBM formatted floppy disks," whatever that means:
>720, 1.44, 2.88? They will soon have one also able to write "IBM formatted
>floppy disks."

This SCSI floppy stuff is getting more complicated! Does the magnetic or optical methods have any intrinsic advantage over the other? When will the drives be available and at what price? If anyone can make a local call to Brier and find out, I'm sure a lot of people would be interested, since about 15 people answered my inquiry for SCSI floppy information.

>Brier, Sony, Insite and maybe a few others are trying to get a high density
>floppy standard promulgated.

Since there will be two VHD drive technologies, won't this turn out to be something like the Beta-VHS dual standards? Usenet might be a good place to take a vote about this, so that we don't end up with a split market.

Jack

3497. Re: Blank windows on the desktop?

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 11:53:23 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr30.115323.25357@informatik.uni-erlangen.de>
Source record: 232564

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Actually, I was not understanding the entire situation. It's those
>hard disk drivers which occupy the TRAP #1 vector, since POOLFIX3 takes
>that vector. Claus rewrote and optimized POOLFIX because his driver
>takes the TRAP #1 vector as well. (If I'm still not understanding the
>complete situation, then please let me know. If I should keep my
>damned mouth shut, then please let me know that too. :^)

Keep talking 8-) It's not only my hard disk driver that intercepts
Trap #1 before POOLFIX shows up. There are other hard disk drivers,
and there are also some ROM port or ACSI based network drivers that
have similar problems. Future versions of my hard disk driver will
have a switch telling it to leave Trap #1 alone to avoid such problems.
A network driver, however, must occupy Trap #1 to implement network
services - there's no choice. So that's why I tried to improve
POOLFIX.

When talking about my version of POOLFIX, please refer to it as
PFIX_CB, _not_ POOLFIX4. And please don't bother Atari if there's
trouble with my POOLFIX version - it's all my own silly fault.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3498. Re: What happened to comp.binaries.atari.st and .sources?

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 12:53:51 UTC
From: rost@aqua.enet.dec.com
Message-ID: <4619@ryn.mro4.dec.com>
Source record: 232572

In article <PEGRAM.91Apr29165127@griffin.uvm.edu>, pegram@griffin.uvm.edu (Robert B. Pegram) writes...
>
> The last thing I have from comp.binaries.atari.st (or
>..sources) is over a month old.

My news server here at DEC also hasn't seen anything new in a few weeks.

Brian Rost @aqua.dec.com

508-467-6289

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3499. Symb. Math/UNITERM on the TT

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 12:58:57 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <24134@know.pws.bull.com>
Source record: 232578

Re: the posting on symbolic math, several users on our site have a cartridge based version os Schoonship. Maple is also available (maybe someone at Univ of Waterloo in Ontario, Canada can post a note about Maple). Note "os Schoonship" should read "of Schoonship".

Simon Poole, ar you out in netland?. Is there going to be a version of UNITERM that will run on 1280x960 monitors like the TTM195?

Sorry for the typos!, Greg

3500. Re: Atari Questions...

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 13:53:37 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Apr30.095337.9499@umiami.ir.miami.edu>
Source record: 232582

In article <672747111.1@egsgate.FidoNet.Org>,
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
> Neither the TT nor the Mega STE are shipping with the old Mega keyboards. I
> have a Mega STE and I have the new amazing keyboard. Every dealer that I
> have seen here in Toronto that carries TT's and Mega STE
> 's had the new keyboard with them. I don't know where you got that false
> information.
>
> S.S.

When the local(an hour and a half away) Atari store received their 1st
shipments of TT's they had the new keyboard, however, the 2nd shipment had the
old style. All 6 of them were shipped with it. A quick call to Atari told us
that they had run out of TT style keyboards and were shipping the old MEGA
keyboard until they could get more. Anyone who got the old keyboard could
upgrade to Atari FREE OF CHARGE! This is not FALSE information, as you say, I
was there when they opened the boxes, I was there when they called Atari.

Mark Santora
dlk0ms9s@umiami.ir.miami.edu

3501. Re: uudecoding multi-part files?

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 15:17:03 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <5y3812w164w@ersys.uucp>
Source record: 232525

alten@hpcvia.CV.HP.COM (John_Altendorf) writes:

> Can anyone please explain the requirements for file names in order to
> uudecode a multi-part file? I seem to recall something like the file
> names must be sequentially named file.uaa, file.uab file.uac etc. Also
> it seemed that the ----end---- line of the file had to have some notation
> in it. Please clarify my misunderstandings.
>
>
> John Altendorf alten@hpcvia.cv.hp.com
> Hewlett-Packard
> Corvallis, Oregon

I believe to uudecode one file into multi-parts, you have to use the -x
(where x is the no. of lines that you want in the uue file). To UUE, say
for instance, a 100K file called DUMMY.LZH, on the command line, type:
-700 DUMMY.LZH. This will create a series of uuencoded files that are 700
lines long (except for the last file, which will be the remainder, but not
necessarily 700 lines long).

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

3502. Looking for ...

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 16:07:44 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr30.160744.17141@milton.u.washington.edu>
Source record: 232619

Please, someone..

Where can i find "screen24.prg".. the screen dump program
that replaces the buit-in code... i need this one specifically..
i tried "bob's" ... but it didn't do the trick.
Apparently "Band in a Box" .. needs screen24 specifically.

Thanks

alexd@milton.u.washington.edu
gunnar

3503. Re: Looking for Screen Dumper for Star B-10

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 16:35:04 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr30.163504.27082@jato.jpl.nasa.gov>
Source record: 232566

My brother has a Star B-10 printer (24 pin), and would like a screen dumper for it. Does screen24 work? Where is it?

Thanks in advance.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3504. Michtron Hyperfont

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 16:40:56 UTC
From: jon@cc.mcgill.ca
Message-ID: <1991Apr30.164056.4052@cs.mcgill.ca>
Source record: 232606

I'm not sure it's even legal to ask for this so maybe someone can (and I'm sure they will) tell me if I'm allowed...

I bought Hyperfont directly from Michtron some years back. I never had much use for it (but the show price was so good...) but I do now and guess what? There's a bad sector right smack in the middle of the PRG file. So what I'd like is for someone to owns the program to post the sector I need....

Is this allowed or no? Send a nice comment and save the flames for a rainy day hm?

Jon

3505. Re: C

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 17:11:26 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991Apr30.171126.6506@tertius.in-berlin.de>
Source record: 232573

In article <5553@wucc.waseda.ac.jp>, ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
> name memory required source code price source level debug.
> GNU C 2 MB minimum yes nil poor for ST
> Sozobon C little yes nil I dunnah
> MW C little no ?? yes
> Prospero C little for libc.a? ?? yes
> Turbo C ?? ?? ?? ??
>
> Turbo C is reputed to be the best for Atari ST. Prospero is cheaper than
> MW C combined with the source level debugger. GNU C is the only option if
> you have a SUN or VAX at hand.

Prospero C also implements ANSI C, which like all Prospero languages work
on other systems (tested with C, Pascal, Fortran on a VAX) when you're re-
stricting yourself to the standards.
Additional features: GEM integrated, library manager, mixed language support
(important for numerical algorithms using Fortran libs),
good documentation
optional features: cheap coprocessor libraries available (so you can build
3 versions of a program), developers toolkit available
(with some minor goodies like a command shell and a
Make-utility)

Ralf

Ralf Gaertner gaertner@venus.rz-berlin.mpg.de
FHI Berlin

3506. static globals?

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 18:30:34 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Apr30.183034.15773@lsuc.on.ca>
Source record: 232567

I've been working at a port of Rodney Volz' Mercury and there's a fair bit of strangeness in some of the sources. In the 'elm.c' module I have had some strange problems with the Sozobon C TOP optimizer. I think that this is not critical, but I decided to look for problems in the source code. One thing I've found is that he declared a bunch of variables globally and made them "static". This didn't seem to be a problem for the compiler, but I #ifdef'd them out and replaced them with non-"static" declarations.

I've never seen this type of declaration before. Why would you bother to declare a "global" as a "static"? Is there any point to it? It doesn't seem to be a problem for the compilers to handle.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3507. Re: C

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 19:17:40 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <5838@eastapps.East.Sun.COM>
Source record: 232576

gaertner@tertius.in-berlin.de writes:
=In article, ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
=> name memory required source code price source level debug.
=> GNU C 2 MB minimum yes nil poor for ST
=> Sozobon C little yes nil I dunnah
=> MW C little no ?? yes
=> Prospero C little for libc.a? ?? yes
=> Turbo C ?? ?? ?? ??
=>
=> Turbo C is reputed to be the best for Atari ST. Prospero is cheaper than
=> MW C combined with the source level debugger. GNU C is the only option if
=> you have a SUN or VAX at hand.
=
= Prospero C also implements ANSI C, which like all Prospero languages work
= on other systems (tested with C, Pascal, Fortran on a VAX) when you're re-
= stricting yourself to the standards.
= Additional features: GEM integrated, library manager, mixed language support
= (important for numerical algorithms using Fortran libs),
= good documentation
= optional features: cheap coprocessor libraries available (so you can build
= 3 versions of a program), developers toolkit available
= (with some minor goodies like a command shell and a
= Make-utility)

Turbo-C should work with 512k but works quite well with 4meg :-) I use
it with a Mega4/Ste (as does Gregory). The "Pro" package sells for
around US $275, details:
o Memory: .5 or more meg RAM.
o Latest version is 2.0[1] (I think).
o Source level debugger.
o CPP type preprocessor.
o Assembler.
o Full GEM/AES/VDI libs, floating copro libs, Borland graphics libs,
BCD libs?.
o Integrated development environment just like PC's (ie editor, one
button compile, link, [run]). Really fast.
o Docs in German of course - I "hear" this is changing but we'll see.

I use it from the command line, with a shell (currently Gulam, Master real
soon now), Emacs, and Gnu Make. Very versatile environment.

Look for Borland C++ sooner or later - The rumor line says this is hot!

Joe
-=-

--
/Joe-Gaudreau {ps-hacker c[++]^2 juggler add add nice-guy mul} bind def
Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
The opinions I juggle may not be mine, but they aren't my employer's either.
"If you're funky and you know it, shake your butt."

3508. Re: Michtron Hyperfont

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 19:29:59 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1991Apr30.192959.7014@cs.mcgill.ca>
Source record: 232581

In article <1991Apr30.164056.4052@cs.mcgill.ca> jon@cc.mcgill.ca (Jonathon Carroll) writes:
>
> I'm not sure it's even legal to ask for this so maybe someone can (and I'm
>sure
> they will) tell me if I'm allowed...
>
> I bought Hyperfont directly from Michtron some years back. I never had much
> use for it (but the show price was so good...) but I do now and guess what?
> There's a bad sector right smack in the middle of the PRG file. So what I'd
> like is for someone to owns the program to post the sector I need....
>
> Is this allowed or no? Send a nice comment and save the flames for a rainy
>day
> hm?
>
> Jon

Sorry... Replies to my earlier message would have bounced. The mailer left out part of my address...

jon@nabob.cc.mcgill.ca

Thanks,
Jon

3509. C compilers (was Re: C)

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 19:30:21 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr30.193021.10443@newcastle.ac.uk>
Source record: 232587

There is also the question of ANSI compatibility. So Here is my revamped table.

```
name memory src price ANSI Debuger Notes
-------------------------------------------------------------------------
GNU C 2Meg+ yes nil Y poor for ST UNIX origins
Sozobon C 520K yes nil N none?? PD
MW C 520K no #110 N Src Level No longer updated
Prospero C 520K no #100 Y Src Level Links to other Prospro langs
Turbo C ?? no ?? Y Src Level Only in german
Lattice V5 R 1Meg+ no #110 Y Low Level Optomiser
Laser C R 1Meg+ no #100 N Src Level Very fast compile times
-------------------------------------------------------------------------
```

Notes: Prospro C links with other Prospro product because it uses the GST format and not a propriety format. Some other compiler may offer GST link format also (I know Lattice C offers both GST and Lattice libraries.)

The R in the memory section indicates that 1meg of memory is recomended but the compiler can be run in 520K.

Prices are in pounds sterling and are very approximate mail order prices.

I think that covers all the C compilers I know of with the exception of Alcoyn C which is very dated and Hisoft C interpreter (not a compiler and only offers a subset of K&R C).

Corrections to the above always welcome.

As a recomendation I would say the following if you have lots of memory, hard disk and no need for commercial support or documentation go for GNU C. If on a budget and have a less powerfull setup Sozobon should serve you well. If good profesional support is your prime thought I would recomend Prospro C. Turbo C is good if you read german. If executable efficiency is your prime criteria then Lattice C can't be beeten (though Turbo C is close). Finally if compile speed is required then Laser C is the best bet (I'ts one pass compiler compiles at an order of magnatude faster than many of the other compilers.)

So each compiler has its strengths.

For those wondering what my bias is I own GNU C and Lattice C Vsn5.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

3510. TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 19:41:10 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr30.194110.10662@newcastle.ac.uk>
Source record: 232586

Is it realy true that the TT can only run Unix OR TOS but not both. I do not meen that they should run Unix and TOS at the same time but be bootable between the two different OS's.

Here at this University we have a set of Acorn R260 Achemedies that useually run the acorn OS but have been configured to boot X and Unix whilst still allowing a boot back to Achemedies mode. This seems much more sensible.

3511. ATW on educational discount.

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 19:45:30 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr30.194530.10744@newcastle.ac.uk>
Source record: 232585

An interesting fact is that the ATW is discounted by 50% to education here in the UK. That places the ATW at 2500pounds rather than 5000pounds and thus only just above the price of the TT. The thing is that there is still only a few software packages for it.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

3512. Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 19:53:38 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr30.195338.10946@newcastle.ac.uk>
Source record: 232589

I am interested in adding a tape streamer to my system. I would require a SCSI steamer and software. My questions are can anybody give me some model numbers of SCSI tape streamers and a pointer to some software. A while back I remember that someone had written a UNIX tar compatible program for the ST that could tar the files to and from UNIX compatible tapes this would be just great.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

3513. Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-04-30 20:20:27 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr30.202027.11364@newcastle.ac.uk>
Source record: 232590

Does anybody out there know if the Mega STe 1 (the one without the HD) has the ASCI-SCSI adapter installed. Can the atari SCSI adapter handle more than one device (I am used to ICD's). Also is there a mounting bracket installed ready for a HD. Finally what is the driver software like?

Another Mega STe question is, does it have a TV output or only monitor output?

Dave H.
(D.C.Halliday@newcastle.ac.uk)

3514. uudecoding multi-part files?

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 00:00:03 UTC
From: alten@hpcvia.CV.HP.COM
Message-ID: <56360001@hpcvia.CV.HP.COM>
Source record: 232654

Can anyone please explain the requirements for file names in order to uudecode a multi-part file? I seem to recall something like the file names must be sequentially named file.uaa, file.uab file.uac etc. Also it seemed that the ----end---- line of the file had to have some notation in it. Please clarify my misunderstandings.

John Altendorf alten@hpcvia.cv.hp.com
Hewlett-Packard
Corvallis, Oregon

3515. Atari Mega-2 ST Developers System

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 00:20:22 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <1991May1.002022.3503@gmuvax2.gmu.edu>
Source record: 232696
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

For Sale: Full Atari Mega-2 ST Developers System

Hardware:
Mega-2 CPU
SupraDrive 30 Meg Drive (30 Meg in 20mg case)
SC1224 Colour Monitor
SM124 Monochrome Monitor
Monitor Master
Star NX-10 Printer
Golden Image Hi-Res Mouse
Navarrone ST Sound Digitizer
IMG Scan Print-Head Optical Scanner

Software:
Prospero Developers Toolkit
Prospero C
Prospero Fortran
Prospero Pascal
Mark Williams C
Neural Network Construction Set
GFA Basic 3.0
TimeWorks DTP
TimeWorks SwiftCalc
1ST Word Plus
CAD 3D 2.0 w/ CyberMate and Architect Design Disk
Flash
Shadow
Circuit Maker I
Circuit Maker II
Captain Fizz
Chrono Quest
The King of Chicago
TV Sports Football
Star Trek (The Rebel Universe)
Red Storm Rising
Large PD Library

Books:
STart Collection 1986-1991 w/ disks
Introducing the Atari ST (Abacus, #1)
Atari ST Internals (Abacus, #2)
Atari ST Gem Programmers Reference (Abacus, #3)
Atari ST Machine Language (Abacus, #4)
Atari ST Tricks and Tips (Abacus, #5 (2 copies!))

Atari ST Graphics and Sound (Abacus, #6)
Atari ST Peeks and Pokes (Abacus, #8)
Atari ST Basic to C (Abacus, #11)
Atari ST 3D Graphics (Abacus, #12)
ST Disk Drives: Inside and Out (Abacus, #13)
Compute! ST series V1-3 (AES,VDI,TOS)
Atari ST Applications Programming (Bantam)
Programmers Guide to GEM (Sybex)
C-Manship Complete (Clayton Walnum, ST Specific)
Atari ST Developers Guides:
GEM Programmers Guide V1. VDI
GEM Programmers Guide V2. AES
A Hitchhikers guide to the BIOS
Engineering Hardware Specifications
Rainbow TOS Release Notes
MIDI Specifications 1.0

I Would like to see $2500 for the entire system, primarily for the $$$K I have spent in software. I am sure it is unlikely that I will sell the system to one person, so I will collect offers and repost a parting-out sale once I have sold most of the components. Please email me at "crouland@gmuvax2.gmu.edu"

3516. StTeX

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 00:47:20 UTC
From: marshall@cs.uq.oz.au
Message-ID: <1083@uqcspe.cs.uq.oz.au>
Source record: 232594

I am very confused! Looking at atari.archive I found lots of stuff relating
to TeX.
As a TeX ignoramus, I don't know what the latest stuff is.
I would like to run Latex on my 1040ST (TOS1.0), 1MB,mono , and also preview the
files. I don't necessarily need to print locally.
I remember someone saying there was something for the St similar to fig. Is
that at atari.archive?
Also, someone said stuff can be downloaded from forwiss.uni.-passau.de
What is the numeric address, please?

****
|| Marshall Harris
Internet/CSnet: marshall@cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@cs.uq.oz.au ||
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

3517. Re: static globals?

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 02:00:25 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May1.020025.15963@wam.umd.edu>
Source record: 232599

In article <1991Apr30.183034.15773@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
> I've never seen this type of declaration before. Why would you
>bother to declare a "global" as a "static"? Is there any point to
>it? It doesn't seem to be a problem for the compilers to handle.

Technically, only static variables are guaranteed to be automatically
initialized to zeros. Also, I think that only _static_ globals can be
given initializers, although most compilers seem to accept initialized
auto globals as well. That may be an extension, however.

Dave Baggett
dmb%wam.umd.edu@uunet.uunet.net

3518. Re: static globals? [addendum to previous message]

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 02:07:31 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May1.020731.16272@wam.umd.edu>
Source record: 232651

In article <1991Apr30.183034.15773@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
> I've never seen this type of declaration before. Why would you
>bother to declare a "global" as a "static"? Is there any point to
>it? It doesn't seem to be a problem for the compilers to handle.

Oops, I forgot one crucial point in my previous message. If you
declare a global variable as "static" then it will not be exported out
of the .o file it appears in. So static vs. auto makes a difference
with respect to separate compilation. The static storage class is
very useful for avoiding name clashes between modules.

If you're not using separate compilation; i.e., if you have one
giant .c file or #include everything all at once, then static
vs. auto makes little difference for globals.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3519. Virus Protector

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 02:08:56 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.673063736.larserio@kvart.ifi.uio.no>
Source record: 232600

As I do not have access to that many atari-archives I will post
this short (?) review of my newest program here and hope that some
og you will contact me and get the file and spread it for me....

Protect6 - Your way of protecting your system against viruses
"""

Protect6 is a small but powerful program that is resident in RAM
looking for bootsector and link-viruses. It's easy to install
(just put it in the AUTO-folder on your boot disk) and easy to use.
Before you install it you should read this documentation and learn
to know the different messages, warning and questions you might get.
The program is tested, but you are using it at your own risk anyway.

Bootsector-viruses
""""""""""""""""""

Each time the system detect a new disk in drive A: Protect6 will
check this disk to see if it contains a bootsector-virus.

If the disk is allready immunized or if it is a MS-DOS disk you
won't notice anything, BUT if the disk IS auto-booting you will
get this message in the upper left corner of the screen:

Disk is Auto-Booting, Should I kill it ?
<here is the contents of the bootsector>
Call ABK-BBS +47 2 132659, 1200-9600 BPS

In the middle line the contents of the bootsector will scroll
by giving you a chance to decide if it's a virus or another
type of auto-boot (it could be an auto-starting game etc...)

If you decide to KILL and IMMUNIZE the disk press Y for YES,
if you DON'T want to CHANGE the bootsector press N for NO.

If you decided to kill the disk or if Protect6 find a disk that
is not auto-booting, but isn't immunized either, it will try to
immunize the disk and you will see this message on the screen:

Killing and Protecting disk in drive A:

If everything went well the message will dissappear and the screen
will be redrawn and control returned to the active program/desktop.

If the disk in A: is write-protected you will get this message:

Disk is Write-Protected, Try once more ?

If you still want to KILL and IMMUNIZE the disk you should REMOVE
the WRITE-PROTECT tab and press Y for YES, if you have changed your

mind and want to KEEP the DISK as it is just press N for NO.

All disks immunized by Protect6 are auto-booting and readable on
MS-DOS and PC-DOS systemes (IBM's) and contain an info-text.

Link-viruses
"""""""""""""
This is a very nasty kind of virus that contaminates program files
and spreads like fire on harddisks. Protect6 hooks on to the OS-
routines and gives an alert if a program tries to modify another
program (this is the way all known link-viruses spread):

Program is trying to modify FILENAME.PRG
Any key to modify file, Reset to Abort !
Call ABK-BBS +47 2 132659, 1200-9600 BPS

FILENAME.PRG is replaced by the name of the program that will be
modified. If this is OK just press ANY KEY (some programs store
their configuration data this way), BUT if the program currently
running is NOT supposed to MODIFY the indicated file you should
write down the name of the program running and press RESET.

When the system has rebooted you should examine and if possible
remove the program that tried to modify another program. If you
have an older (hopefully non-contaminated) backup you should copy
this on to the disk and see if the problem dissappear.

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3520. Re: Glendale Conference Impressions

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 04:39:54 UTC
From: plinio@babbage.seas.ucla.edu
Message-ID: <2623@lee.SEAS.UCLA.EDU>
Source record: 232665

In article <12733@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>First of all, thanks for the interesting report!
No prob.

>>plinio@curtiss.seas.ucla.edu (Plinio Barbeito/) writes:
>
>This is surprising because I thought that someone posted an article stating
>that the ATW was no longer in production. If the ATW is still alive and will
>be H1-based, won't the principle market be research-oriented institutions?

As a matter of fact, that's exactly what Brodie mentioned -- that it was intended mainly for people that were going to write their own software anyway. Institutional or Corporate Research. This was the case with Eastman-Kodak. They bought the ATW hardware for a specific purpose and then said "get out of our way!" (software wise). I don't know whether the ATW is in production or not. Probably doesn't matter, because the demand seems to be for only a very few units.

>This is really puzzling news! If Atari built a factory in Israel, it can't
>possibly be dedicated to only floppy controller chip production. I may be

Sorry to have implied that. I don't know if it will be dedicated to that sole purpose. That's all that Bob mentioned about it, though.

>Atari might be better off ordering 10,000 or so SCSI floppies and offering them

I agree, WD and plants in Israel may go away (Scud? :-)), but SCSI is here to stay (well, at least SCSI-2 is).

However, I think that if the 20.8M 3.5" drives read 720K and 1.44 Meg floppies, Atari should skip the whole lot and offer that instead. If, as you mention, everyone had this standardized quasi-harddisk capability, new software writers wouldn't be pressed to fit everything into a few disks, lowering development time and keeping the cost of good software low. It would raise the cost of small software, until the 21M floppies come down in price, but it would simplify backups without requiring the purchase of a tape drive. Would I go so far as to say, skip the 20.8's and go on to Syquest? I can't stick those things in a shirt pocket, or in a folder, for that matter. IMHO, 5.25" is a step backwards.

Also, I haven't seen a Syquest mechanism for less than $585; to add $500 to entry-level machines is really pushing the startup cost. To add $300 and kill two birds with one stone (720K compatibility + real storage) seems the better solution.

>It seems like a short-term and expensive decision, because many people believe
>the benefits of the SCSI intelligence would cause manufacturers to leave out the
>floppy controller chip in future systems.

I think Atari has an (unfounded?) fear of disk incompatibility with
the current base of software. True, the last thing they need is for
the software base to be shrinking. If they maintain the same controller
for 720K-2.8M, they probably think it will be easier to solve
any compatibility problems. Yes, it seems like building a new plant is
more of a risk than using a (possibly?) incompatible 20.8M drive.
However, if EC turns into "Fortress Europe", and Atari is caught
without a more local plant by 1992, they could see their primary
market disappear... Also, does selling duty-free to Europe mean they
can get around the 15% Value Added Tax (ouch)?

>I noticed the Atari logo on some ads from dealers that previously sold
>Amiga and IBM compatibles. It seems that Atari is laying the foundations
>for a strong and lasting resurgence. Thanks for the good news!

For the most part, it looks like they are making more of the "right"
decisions.

--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
I speak for myself, not for my employer. I am a bad ventriloquist, anyway.

3521. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 04:56:38 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May01.045638.26547@ecst.csuchico.edu>
Source record: 232668

In article <1991Apr30.202027.11364@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>Does anybody out there know if the Mega STe 1 (the one without the HD)
>has the ASCI-SCSI adapter installed. Can the atari SCSI adapter handle
>more than one device (I am used to ICD's). Also is there a mounting
>bracket installed ready for a HD. Finally what is the driver software
>like?
>
>Another Mega STe question is, does it have a TV output or only monitor
>output?
>

I've heard that the MegaSTe1s released in Canada don't have the host adapter installed. Moreover, the mounting holes and brackets have been removed. Finally, (more bad news) from what I understand, there are posts installed, seemingly to PREVENT a hard drive being installed. The top of the hard drive case isn't the same either; it's not as easy to get into it as the other MegaSTes and TTs. I think I read this on Fidonet.

The MegaSTes have only monitor output.

If someone knows more about the MegaSTe1 situation, please share it with us.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3522. Abacus Atari ST Graphics and Sound Book Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 05:03:06 UTC
From: jbernat@bgsuvax.UUCP
Message-ID: <7396@bgsuvax.UUCP>
Source record: 232570
Cross-posted to: misc.wanted,comp.sys.atari.st,comp.sys.atari.st.tech

Hello. I would like to buy the Abacus Graphics and Sound Book.
If you are willing to part with yours for $8.00 plus UPS shipping,
send me E-mail. (Please only respond if you wish to sell at $8.00;
$8 plus shipping costs is all this book is worth to me. Thanks.)

.----------------------------.----------------------------------.
Jim Bernatowicz	Philosophy 101
jbernat@andy.bgsu.edu	
...!osu-cis!bgsuvax!jbernat	I think, therefore I am Single.

3523. Re: soundtrackers and alike...

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 06:07:08 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May01.060708.26826@ecst.csuchico.edu>
Source record: 232667

In article <iqg713w164w@ersys.uucp> ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes:
>adm2@doc.ic.ac.uk (Alan David Messer) writes:
>>
>> Does anyone know if there are any Sound/Noisetrackers out there for
>> the ST.I have the Carebears Soundtracker Demo,but would like to know it there
>> are anymore out there,which are preferably Full versions??
>>
>> Also does anyone know if any ST sound/noisetracker can load Amiga
>> created sound/noisetracker files??
>
>Yes, there is one good SoundTracker program that I know of. It is called
>DigiSound and can be found at atari.archive for downloading. It is great
>for playing Amiga .MOD files, but I do not now how well it stacks up to
>other composition programs for writing files, since I have absolutely no
>musical talent..:) It LOOKS complete, but that isn't a very good guide
>to go by. It plays the .MOD files excellently, and it is PD/Shareware.
>

I think you mean DigiComposer. DigiSound is a commercial sound sampler.

IMHO, DigiComposer must have the worst sound of any of the Noisetracker
module players. I think the recently posted TRACKSTE.LZH has much
preferable output, and it can load mods from a hard drive. Unfortunately,
it doesn't have the nifty, multicolored spectrum analyser like others do,
but it still has some nice features.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3524. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 06:18:00 UTC
From: erc@radon.berkeley.edu
Message-ID: <41987@ucbvax.BERKELEY.EDU>
Source record: 232663
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see the end of this posting and the article entitled "ABOUT THE VIDEO GAMES RATINGS REPORT" in the newsgroup rec.games.video.

If you "reply" to this article, your message will most likely go directly to the video games ratings server, which silently ignores everything which is not a vote.

MAKE SURE YOUR COMMENTS GO TO THE E-MAIL ADDRESSES GIVEN AT THE END.
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ATARI GAME RATINGS REPORT

ATARI LYNX

New	Distribution	Votes	Rank	Title
..	00111220	55	7.3	Blue Lightning
0.	01113100	69	6.4	California Games
..	00001322	57	8.1	Chip's Challenge
.	00211120.	50	6.0	Electrocop
0.	0002121.	48	6.4	Gates Of Zendocon
0.	0113200.	47	5.7	Gauntlet III
..	1133	40	9.0	Klax
..	0..3.5..	11	6.8	Ms. Pac-Man
..	013.22..	14	5.8	Paperboy
..	..2311	9	7.2	Rampage
..	..000411	22	8.0	Roadblasters
..	0.122100	14	6.7	Robosquash
.	1...143..	9	6.7	Rygar
.	1.....52	7	8.3	Shanghai
..	.0013210	41	7.5	Slime World
..	..003121	25	7.8	Xenophobe
..	1152	14	8.8	Zarlor Mercenary

ATARI ST

New	Distribution	Votes	Rank	Title
	.....*	1	10.0	A Day At The Races
*	.....*.	1	9.0	A Mind Forever Voyaging
.	2.2.2.2.2	5	6.0	Airball
1.	11.5....	6	4.3	Arctic Fox
..	.114111.	9	6.3	Arkanoid
..	..*.....	1	5.0	Artura
*	....5.5...	2	6.0	Autoduel

```
..22..2.2. 4 5.8 Baal
.1..2121.. 7 5.7 Barbarian
.......72. 4 8.2 Bard's Tale I
.2...7.... 4 5.0 Batman
....5.5... 2 6.0 Battlehawks 1942
......*... 1 7.0 Battlemaster
* .....*.... 1 6.0 Battletech
* ......*... 1 7.0 Blasteroids
......55.. 2 7.5 Block-Out
........*. 1 9.0 Blockbuster
.....2.5.2 4 8.0 Blood Money
....3..6.. 3 7.0 Bloodwych
.....*.... 1 6.0 Blue Angels
*......... 1 1.0 Breakers
..5...5... 2 5.0 Bubble Bobble
........*. 1 9.0 Cadaver
.5.......5 2 6.0 Captain Blood
.........* 2 10.0 Captive
.......*.. 1 8.0 Chambers Of Shaolin
.......233 11 9.1 Chaos Strikes Back
.....55... 2 6.5 Chrono Quest 2
5.5....... 2 2.0 Cyberball
..2..2.5.. 4 6.2 Demon's Winter
....5.5... 2 6.0 Dogs Of War
.......035 21 9.4 Dungeon Master
.*........ 1 2.0 E-Swat
....152... 7 6.1 Empire Strikes Back, The
* .......*.. 1 8.0 F-15 Strike Eagle
.....2.6.2 5 8.0 F-19 Stealth Fighter
.....01230 11 8.2 Falcon
* .........* 1 10.0 Falcon Mission Disk 1
.....*.... 1 6.0 Fiendish Freddy's Big Top O' Fun
......*... 2 7.0 Fighter Bomber
.....*.... 1 6.0 Fire Brigade
.....1413. 9 7.7 Flight Simulator
......55.. 2 7.5 Full Metal Planet
....5..5.. 2 6.5 Future Wars
* .......*.. 1 8.0 Gauntlet
....*..... 1 5.0 Geisha
* ......*... 1 7.0 Go Player
.........* 1 10.0 Gold Of The Aztecs
.....3.33. 3 7.7 Golden Axe
..1..521.. 8 6.1 Goldrunner
....2.2.42 5 8.0 Gunship
....2.2.5. 4 7.5 Heroes Of The Lance
* ........*. 1 9.0 Hex
* ..*....... 1 3.0 Hippo Backgammon
* ........*. 1 9.0 Hitchiker's Guide To The Galaxy, The
* .......*.. 1 8.0 Hoyle's Book Of Games II
* *......... 1 1.0 Jet
```

.....52.2. 4 7.0 Jinxter
...01.203. 11 7.2 Joust
...*..... 1 4.0 Jungle Book, The
* ....*.. 1 8.0 Klax
.*........ 1 2.0 Knight Orc
....2222.2 5 7.2 Leisure Suit Larry I
.....5.5.. 4 7.0 Leisure Suit Larry II
* ....* 1 10.0 Lemmings
.....3.6.. 3 7.3 Lombard Rally
.3......33 3 7.0 Lotus Esprit Challenge
* ....*. 1 9.0 Major Motion
.....522.. 4 6.8 Mean 18
......*... 1 7.0 Mean Streets
........*. 1 9.0 Microleague Baseball
..1...1.33 6 8.0 Midimaze
* ....*. 1 9.0 Missile Command
.....63... 3 6.3 Mission Impossible II
..*....... 1 3.0 Moebius
.*........ 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
.......55. 2 8.5 Oids
5......5.. 2 4.5 Oil Imperium
...*..... 1 4.0 Oliver And Compagnie
..11.2111. 7 6.1 Pawn, The
......5..5 2 8.5 Phantasie I
....5....5 2 7.5 Phantasie II
.....3..33 3 8.3 Phantasie III
......*... 1 7.0 Pipemania
.......413 11 8.9 Populous
.......522 4 8.8 Powermonger
......25.2 4 8.2 Prince Of Persia
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
....1133.. 6 6.8 R-Type
...1222... 7 5.7 Return Of The Jedi, The
.......55. 2 8.5 Rick Dangerous 2
.....*.... 1 6.0 Rings Of Zilfin
.11..1211. 7 6.0 Roadwar 2000
......*... 1 7.0 Rocket Ranger
* ....*.. 1 8.0 Rockford
...1123111 10 6.9 Rogue
...5..5... 2 5.5 Rolling Thunder
* ....*..... 1 5.0 Sentry
..3.33.... 3 4.7 Shadow Of The Beast
.....2242. 5 7.6 Shanghai
.....1222. 7 7.7 Silent Service
.....12.33 9 8.6 Simcity
..*....... 1 3.0 Sorcerer Lord
.....72... 4 6.2 Space Harrier II
* ......*... 1 7.0 Space Quest II

```
......27.. 7 7.7 Space Quest III
.......522 4 8.8 Speedball II
* ........*. 1 9.0 Star Trek: The Rebel Universe
.....3311. 6 7.2 Star Wars
...2.3210. 14 6.3 Starglider
.....252.. 4 7.0 Starglider II
....*..... 1 5.0 Strider II
...1.112.2 7 7.6 Sundog
....*..... 1 5.0 Super Cars, The
.......*.. 1 8.0 Supremacy
.......*.. 1 8.0 T.V. Sports Football
.........* 1 10.0 Team Yankee
* ........*. 1 9.0 Tennis Cup
22.2...2.. 4 3.8 Terrorpods
...33....3 3 6.3 Tetris
.........* 1 10.0 Their Finest Hour: Battle Of Britain
......*... 1 7.0 Third Courier, The
.....413.0 12 7.2 Time Bandit
........*. 1 9.0 Tower Toppler
.......*.. 1 8.0 Toyota Celica G.T.
....5....5 2 7.5 Ultima III
......3..6 3 9.0 Ultima IV
.......5.5 2 9.0 Ultima V
.....*.... 1 6.0 Ultimate Ride, The
* ......*... 1 7.0 Universe II
.....55... 2 6.5 Wargame Construction Set
.......522 4 8.8 Wayne Gretzky Hockey
........*. 1 9.0 Wrath Of The Daemon
...1..15.1 7 7.6 Xenon
.......46. 5 8.6 Xenon 2
.3..22.1.. 8 4.5 Xevious
```

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can

appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT"
in the newsgroup rec.games.video for more details, including information
on how to vote.

Questions, comments, problems, and errors should be directed to the list
maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc

3525. VIDEO GAME RATINGS BALLOT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 06:20:23 UTC
From: erc@radon.berkeley.edu
Message-ID: <41995@ucbvax.BERKELEY.EDU>
Source record: 232662
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

To use this ballot, just hit "R". Once in your editor, insert your game rating between the word "vote" and the system code and game title. Your rating must be an integer between 1 and 10. There must be at least one blank on either side of your rating. Make sure the word vote appears at the start of each rating.

If you do not want to rate a particular game, just DELETE THAT LINE FROM THE BALLOT. When you are finished, SAVE THE FILE, and exit the editor. The votes will be sent to the game rating tabulator.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

If you want to vote for additional games, just add them at the end, in a format similar to the existing entries. Be sure to include the system code right before the title. This code is one of the below:

AL = Atari Lynx AM = Commodore Amiga
GB = Nintendo Game Boy GG = Sega Game Gear
GS = Apple II GS MA = Apple Macintosh
NE = Nintendo NES and Famicom NG = SNK NeoGeo
PC = IBM PC, PS/2, and compatibles SG = Sega Genesis and MegaDrive
SF = Nintendo Super Famicom ST = Atari ST
TG = NEC TurboGrafx-16, TurboExpress,
and PC Engine

Thanks for participating in the rec.games.video ratings poll. (This text was adapted from Chuck Musciano's rec.arts.movies ballots and John Leo's rec.games.video ballots.)

PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.
PLEASE DELETE TITLES WHICH YOU WILL NOT BE VOTING FOR.

v--- place your rating right here!
vote Al Blue Lightning
vote Al California Games
vote Al Chip's Challenge

```
vote Al Electrocop
vote Al Gates Of Zendocon
vote Al Gauntlet III
vote Al Klax
vote Al Ms. Pac-Man
vote Al Paperboy
vote Al Rampage
vote Al Roadblasters
vote Al Robosquash
vote Al Rygar
vote Al Shanghai
vote Al Slime World
vote Al Xenophobe
vote Al Zarlor Mercenary
vote St A Day At The Races
vote St A Mind Forever Voyaging
vote St Airball
vote St Arctic Fox
vote St Arkanoid
vote St Artura
vote St Autoduel
vote St Baal
vote St Barbarian
vote St Bard's Tale I
vote St Batman
vote St Battlehawks 1942
vote St Battlemaster
vote St Battletech
vote St Blasteroids
vote St Block-Out
vote St Blockbuster
vote St Blood Money
vote St Bloodwych
vote St Blue Angels
vote St Breakers
vote St Bubble Bobble
vote St Cadaver
vote St Captain Blood
vote St Captive
vote St Chambers Of Shaolin
vote St Chaos Strikes Back
vote St Chrono Quest 2
vote St Cyberball
vote St Demon's Winter
vote St Dogs Of War
vote St Dungeon Master
vote St E-Swat
vote St Empire Strikes Back, The
vote St F-15 Strike Eagle
vote St F-19 Stealth Fighter
```

vote St Falcon
vote St Falcon Mission Disk 1
vote St Fiendish Freddy's Big Top O' Fun
vote St Fighter Bomber
vote St Fire Brigade
vote St Flight Simulator
vote St Full Metal Planet
vote St Future Wars
vote St Gauntlet
vote St Geisha
vote St Go Player
vote St Gold Of The Aztecs
vote St Golden Axe
vote St Goldrunner
vote St Gunship
vote St Heroes Of The Lance
vote St Hex
vote St Hippo Backgammon
vote St Hitchiker's Guide To The Galaxy, The
vote St Hoyle's Book Of Games II
vote St Jet
vote St Jinxter
vote St Joust
vote St Jungle Book, The
vote St Klax
vote St Knight Orc
vote St Leisure Suit Larry I
vote St Leisure Suit Larry II
vote St Lemmings
vote St Lombard Rally
vote St Lotus Esprit Challenge
vote St Major Motion
vote St Mean 18
vote St Mean Streets
vote St Microleague Baseball
vote St Midimaze
vote St Missile Command
vote St Mission Impossible II
vote St Moebius
vote St Nine Princes In Amber
vote St Obliterator
vote St Oids
vote St Oil Imperium
vote St Oliver And Compagnie
vote St Pawn, The
vote St Phantasie I
vote St Phantasie II
vote St Phantasie III
vote St Pipemania
vote St Populous

vote St Powermonger
vote St Prince Of Persia
vote St Pro Tennis Tour
vote St Questron II
vote St R-Type
vote St Return Of The Jedi, The
vote St Rick Dangerous 2
vote St Rings Of Zilfin
vote St Roadwar 2000
vote St Rocket Ranger
vote St Rockford
vote St Rogue
vote St Rolling Thunder
vote St Sentry
vote St Shadow Of The Beast
vote St Shanghai
vote St Silent Service
vote St Simcity
vote St Sorcerer Lord
vote St Space Harrier II
vote St Space Quest II
vote St Space Quest III
vote St Speedball II
vote St Star Trek: The Rebel Universe
vote St Star Wars
vote St Starglider
vote St Starglider II
vote St Strider II
vote St Sundog
vote St Super Cars, The
vote St Supremacy
vote St T.V. Sports Football
vote St Team Yankee
vote St Tennis Cup
vote St Terrorpods
vote St Tetris
vote St Their Finest Hour: Battle Of Britain
vote St Third Courier, The
vote St Time Bandit
vote St Tower Toppler
vote St Toyota Celica G.T.
vote St Ultima III
vote St Ultima IV
vote St Ultima V
vote St Ultimate Ride, The
vote St Universe II
vote St Wargame Construction Set
vote St Wayne Gretzky Hockey
vote St Wrath Of The Daemon
vote St Xenon

vote St Xenon 2
vote St Xevious
--
eric ng
erc@radon.berkeley.edu
..!ucbvax!radon!erc

3526. Atari buys Word Up??

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 06:47:14 UTC
From: terry@vax1.mankato.msus.edu
Message-ID: <1991May1.004715.518@vax1.mankato.msus.edu>
Source record: 232673

I've read something about Atari thinking about buying WordUp form distributions and updates in STart magazine. Is there any new news on this?

3527. Comparisons with Mac's Stepping Out II

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 06:54:12 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May01.065412.27026@ecst.csuchico.edu>
Source record: 232670

Has anyone seen Stepping Out II for the Mac? It's a program like
BigScreen and MonSTEr on the ST, which creates a virtual screen
larger than your actual screen, and then you can scroll around it
using the mouse. Anyone know if there's a program like it on the ST,
where you can shrink the virtual screen and see it all at once?
(Anyone even know how that's done, and if it can be done on the ST?)

I think Stepping Out II goes to 2048x2048. Does anyone or would
anyone ever use this size resolution? Hey, how about 4096x4096?
--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3528. Mega STE problem (?)

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 06:54:23 UTC
From: hohr@cernvax.cern.ch
Message-ID: <5114@cernvax.cern.ch>
Source record: 232669

Hi netters,

A few time ago (January '91), I wrote a .PRG that allows screen dumps on 24 pin printers, thus using the usual Alt-Help keys. This was is the good ol' days... on my Mega ST1 (running TOS 1.2).

But this .PGR refuses to work on my brand new Mega STE/4.

I fixed it by using Gemdos calls instead of BIOS calls. Of course, it's slower now.

So here's my question:
- Why, under supervisor mode, will TOS 2.05 not execute Bcostat(0) nor Bconout(0,c)?

Thanks for you reply.

Roger hohr@cernvax.cern.ch

3529. Re: uudecoding multi-part files?

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 07:27:49 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91120.232749REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 232666

In article <56360001@hpcvia.CV.HP.COM>, alten@hpcvia.CV.HP.COM (John_Altendorf) says:
>
>Can anyone please explain the requirements for file names in order to
>uudecode a multi-part file? I seem to recall something like the file
>names must be sequentially named file.uaa, file.uab file.uac etc. Also
>it seemed that the ----end---- line of the file had to have some notation
>in it. Please clarify my misunderstandings.
>

The files do not need to sequentially named, at least not with the DUMAS UUX utilities that I use. If you look at the files, there is a line at the bottom pointing to the next file. However, the sequential naming is still useful. You won't be as easily confused as to what the file is.

Terry

Disclaimer: The above opinions are my own, and are not related to the policies of SLAC, Stanford University, the DOE, or the U.S. government.

3530. Re: Comparisons with Mac's Stepping Out II

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 08:17:14 UTC
From: kawakami@cyclone.Berkeley.EDU
Message-ID: <42008@ucbvax.BERKELEY.EDU>
Source record: 232671

I think that the next writer of a Bigscreen like program should incorporate a "proportional pointer" (my term) like the mac CloseView program. The position of the pointer on the screen reflects the relative position of the pointer on the virtual screen. So as you move toward the desk menu the pointer moves to the upper left corner of the CRT. As you deal with the File Selector, the pointer roves around the center of the screen. If you do something in the upper right corner of the virtual screen, the pointer is in the upper right part of the screen.

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

3531. NovaNet

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 09:40:48 UTC
From: cliu@jarthur.claremont.edu
Message-ID: <11966@jarthur.Claremont.EDU>
Source record: 232575

Hi.

Pardon the vagueness of this question.....

Has anyone heard of a terminal emulation program called NovaNet?
Apparently it comes out of U of Illinois, and is used to link to
some type of graphically oriented computer system. Any info would
be great (like... what is it exactly??). Seems there are versions
of it for MS-DOS, Mac, and maybe Amiga. Is there an ST version?

Much thanks!

"This must be the place I waited years to leave." - P.S.B.
Corey Liu (__) cliu@jarthur.claremont.edu
Harvey Mudd College |oo| cliu@jarthur.uucp
Claremont, CA \/--Moo! cliu@jarthur.bitnet

3532. fitting a hard disk

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 13:02:15 UTC
From: J.A.Jones@lut.ac.uk
Message-ID: <1991May01.130215.24648@lut.ac.uk>
Source record: 232680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm posting this for a friend who has no access to the news or
mail. I will pass on any replies.

Hello there

I have and Atari STE and want to attach a hard disk to it. I
have also been given a surplus hard disk by my employers. The hard disk
is marked

"RODIME R0351 type 2"

Is there any way I can attach this disk to the machine directly ?, via a
controller of some sort ?, which controller type ?, where can I get one
from (In the UK) ?. If this disk isn't suitable can anybody suggest a
(cheap,reliable) type that is and tell me what I need to do to attach it
to the machine.

Rather a lot of questions I know but I am *DESPERATE* for a hard disk.

Please bear in mind that I am not very technically minded and am
relatively new to computing and computers. Please can you reply to my
friend at j.a.jones@lut.ac.uk .

Cheers
Steve

==
= Jeff Jones = IERI = International Electronics Reliability Institute =
= = Dept of Electrical and Electronic Engineering =
= = Loughborough University of Technology =
= = Loughborough, Leics. LE11 3TU, UK =
= = Telephone - +44-509-263171 ext 4196 =
= = Fax - +44-509-222854 =
= = Email - J.A.Jones@uk.ac.lut =
==

3533. Help with timerA

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 14:44:59 UTC
From: tsakogia@uk.ac.man.cs
Message-ID: <TSAKOGIA.91May1154459@r6.uk.ac.man.cs>
Source record: 232632

```
Newsgroups: comp.sys.atari.st.tech
Subject: Help with timerA
Distribution: comp.sys.atari.st.tech
--text follows this line--

This message is sent on behalf of Pakis Haliapas (haliapap@p4.cs.man.ac.uk):

* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *

Does anybody out there know why when I compile the following program
(with HiSoft's GenST assembler) and run it on my STE the system crashes?

-------------------------
start
bra real_start
even

TimerA_int
rte
even

real_start
clr.l -(sp)
move.w #$20,-(sp)
trap #1
addq.l #6,sp
move.l d0,old_sp

move.l #TimerA_int,$134
move.b #128,$FFFA1F
or.b #$07,$FFFA19
or.b #$20,$FFFA07
or.b #$20,$FFFA13

move.l old_sp,-(sp)
move.w #$20,-(sp)
trap #1
addq.l #6,sp

loop1
move.w #2,-(sp)
move.w #1,-(sp)
trap #13
addq.l #4,sp
cmp.w #-1,d0
bne loop1
```

```
move.w #2,-(sp)
move.w #2,-(sp)
trap #13
addq.l #4,sp

clr.w -(sp)
trap #1

cl_counter dc.l 0
old_sp dc.l 0
-------------------------
```

The following program does exactly the same thing too:

```
-------------------------
start
bra real_start
even

TimerA_int
rte
even

real_start
move.l #TimerA_int,-(sp)
move.w #128,-(sp)
move.w #7,-(sp)
move.w #0,-(sp)
move.w #31,-(sp)
trap #14
add.l #12,sp

loop1
move.w #2,-(sp)
move.w #1,-(sp)
trap #13
addq.l #4,sp
cmp.w #-1,d0
bne loop1

move.w #2,-(sp)
move.w #2,-(sp)
trap #13
addq.l #4,sp

clr.w -(sp)
trap #1

cl_counter dc.l 0
old_sp dc.l 0
-------------------------
```

Send any answers/comments/suggestions to
haliapap@p4.cs.man.ac.uk
or to this net

Thank you in anticipation,
Pakis Haliapas,
Manchester.

3534. Re: C

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 14:59:14 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91May1145914@sol.brispoly.ac.uk>
Source record: 232535

Is this version of Turbo C available in the UK? Borland only seem to
know about the PC versions of their products. Does it look and feel
like the PC version?

Nobody's mentioned Lattice C (v5) yet ... I suppose thats just as well!

...Les...
"ST owner marooned in a sea of PC's"
--

+--------------------------+--+
Les Carleton	la_carle@uk.ac.brispoly.cv (JANET)
MCI#4 Bristol Polytechnic	"My Life - My Opinions - ALL MINE!!!"
Brissle, England	"You're Tuned to Metropolis ... 109.1FM"
la_carle@uk.ac.brispoly.cv	"UNIX troubleshooter"
+--------------------------+--+

3535. TT030 and Mac Emulation...

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 15:18:39 UTC
From: sander@engin.umich.edu
Message-ID: <1991May1.151839.5575@engin.umich.edu>
Source record: 232675

Yes, due to some timely advice and comparison's sent to me (thank you all who replied) I have decided that the corporation shall buy a TT030.

A few questions: How does one go about Mac emulation? Someone had mentioned that this was an available product (unfortunately i deleted the msg. :( ). I cannot remember the acronym. Is the product a board, a program, or both? Price? Compatibility with all Mac programs? Would I for instance br able to write a memo on the TT using MS-Word or some Mac program, then take the disk it was saved on to a Mac somewhere to use the Laser Writer?

I have just started reading these newsgroups in the past week or so, so a few uneducated questions: UNIX on an Atari? how does this work, and is it a viable thing to do? I have used UNIX extensively, and would like it on the Atari...

Desk Accessories: How do these work, where can I get them, and so forth...

I also need info on telecommunications: terminal emulators with Kermit or some likewise transfer protocol. I would appreciate some comparison's if someone has the info handy...

I would also appreciate any comments that can be made on what people consider to be the most useful additions to their Atari's. The applications that would especially interest me are a) MIDI all and sundry, b) C programming c) graphics programming (virtual reality, photo-quality picture generation, etc)

Please keep in mind that this is a small company we are talking about here; no $800 software can be afforded :) but some reasonable stuff can...

Please email replies, unless you feel the info would be useful to someone other than myself as well...

Thanks in advance,

Scott Anderson...
CoSY Broadcasting, Inc.

3536. Nethack problems

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 15:35:11 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <6237@vela.acs.oakland.edu>
Source record: 232678

I just downloaded the latest version of nethack from atari.archive...
and I got the thing all set up, but the keys seem to be all messed up.
The thing prompts me for save file, and I have to hit ^H to get a return
character. Anyone run into this or know of a fix?

I got version 3.0 and I am running it on a 520stfm with 1 M (2 drives)

thanks

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3537. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 16:59:55 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May1.165955.5466@informatik.uni-erlangen.de>
Source record: 232583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:

>As for the ST/TT side of the bus, you have to start with zero on each bus
>and increment by one for each drive you connect to that bus. (Remember,
>that's unit numbers as the computer sees them, not as the adaptor sees the
>disk it's actually talking to.) The reasons for this are kind of involved,
>and I don't want to go into them; just take my word for it and carry on.

Pity. I would really like to know more about the reason everything
has to start from zero.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3538. info on availability of Spectre GCR wanted.

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 17:43:58 UTC
From: CHT510@SATURN.UKC.AC.UK
Message-ID: <9105011743.AA12592@lilac.berkeley.edu>
Source record: 232683

Could anyone give me the approx price of Spectre GCR and maybe a US supplier tht would ship internationally.
In the UK the price seems to be about 290 pounds (approx $550) and thats *without* the Mac ROMs.
I'm sure that I've seen a price on the net somewhere before that was way below that.

thanks in advance.

Adam Whitham.

{std disclaimer}

3539. Re: Glendale Conference Impressions

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 18:05:12 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May1.180512.2572@cs.ucla.edu>
Source record: 232682

In article <2623@lee.SEAS.UCLA.EDU> plinio@babbage.seas.ucla.edu (Plinio Barbeito) writes:
`In article <12733@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
`>First of all, thanks for the interesting report!
`No prob.
`
`>>plinio@curtiss.seas.ucla.edu (Plinio Barbeito/) writes:
`>This is really puzzling news! If Atari built a factory in Israel, it can't
`>possibly be dedicated to only floppy controller chip production. I may be
`
`Sorry to have implied that. I don't know if it will be dedicated to
`that sole purpose. That's all that Bob mentioned about it, though.

I didn't think he said it would be a factory. Sounded to me like they had
hired people to reverse engineer the WD1772 and do a layout for one that
would run faster.

`>Atari might be better off ordering 10,000 or so SCSI floppies and offering them
`
`I agree, WD and plants in Israel may go away (Scud? :-)), but SCSI is
`here to stay (well, at least SCSI-2 is).
`
`However, I think that if the 20.8M 3.5" drives read 720K and 1.44 Meg
`floppies, Atari should skip the whole lot and offer that instead.
`If, as you mention, everyone had this standardized quasi-harddisk
`capability, new software writers wouldn't be pressed to fit everything
`into a few disks, lowering development time and keeping the cost of good
`software low. It would raise the cost of small software, until the
`21M floppies come down in price, but it would simplify backups without
`requiring the purchase of a tape drive. Would I go so far as to say,
`skip the 20.8's and go on to Syquest? I can't stick those things in a
`shirt pocket, or in a folder, for that matter. IMHO, 5.25" is a step
`backwards.

Well, it would do more than that. As Bob mentioned, parts of GEMDOS (BIOS
and/or XBIOS?) are closely wed to that controller. If they used a new
controller, it would be very difficult to make it appear to be the WD1772,
and software that talks to the contorller would also fail.

`>It seems like a short-term and expensive decision, because many people believe
`>the benefits of the SCSI intelligence would cause manufacturers to leave out the
`>floppy controller chip in future systems.
`
`I think Atari has an (unfounded?) fear of disk incompatibility with
`the current base of software. True, the last thing they need is for

`the software base to be shrinking. If they maintain the same controller
`for 720K-2.8M, they probably think it will be easier to solve
`any compatibility problems. Yes, it seems like building a new plant is
`more of a risk than using a (possibly?) incompatible 20.8M drive.
`However, if EC turns into "Fortress Europe", and Atari is caught
`without a more local plant by 1992, they could see their primary
`market disappear... Also, does selling duty-free to Europe mean they
`can get around the 15% Value Added Tax (ouch)?
`

Another problem is that Western Digital told ATari that there would no longer be a WD1772. What do you put in 1040STEs? SCSI floppies would be awfully expensive for a low-end machine.

`--
`----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
`I speak for myself, not for my employer. I am a bad ventriloquist, anyway.

--
Steve Whitney - UCLA CS Grad Student (())_-_(())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3540. term emulator...

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 18:27:46 UTC
From: sander@engin.umich.edu
Message-ID: <1991May1.182746.8703@engin.umich.edu>
Source record: 232684

well, one more question folks (and thanks again to all who replied!):

heh heh, how do i start out uploading things with no telecomm software?
I found uniterm, but, heh heh, I have no software to get the thing...

any help?

is there somewhere that mails disks?

thanks in advance *again*,

scott anderson

CoSY Broadcasting

3541. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 18:41:38 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May1.143101.3904@mailer.cc.fsu.edu>
Source record: 232686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2917@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: Weird TT hard disk thingy
References: <2910@atari.UUCP> <1991Apr24.153245.19616@unx2.ucc.okstate.edu>
<2917@atari.UUCP>
Distribution:
Followup-To:
Reply-To: boyd@nu.cs.fsu.edu (Mickey Boyd)
Organization: Florida State University Computer Science Department

In article <2917@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>cummins@unx2.ucc.okstate.edu (John Cummins) writes:
>>The fellow you've been chatting with says the TT won't recognize SCSI devices
>>1-7 on the ASCI bus, at least not without an SCSI 0 in place. Device 0 MUST
>>be used for the first device. Why????
>
>[Am I "the fellow [he's] been chatting with"?]
>

No, I am.

>I can't speak for what SCSI unit numbers ICD or Supra adaptors will or
>won't recognize. From the data presented here, it sounds like ICD will
>handle any SCSI unit number on the drive, and Supra will only talk to SCSI
>unit zero. The latter is not unreasonable -- if you've got only one drive
>on a SCSI-to-ACSI converter, why include the logic to talk to an arbitrary
>SCSI device number? It would mean logic in the adaptor to see what SCSI
>drives are out there.

No, both the Supra and the ICD will allow for the absence of a SCSI device
number 0 (ie they both support muliple devices).

>As for the ST/TT side of the bus, you have to start with zero on each bus
>and increment by one for each drive you connect to that bus. (Remember,
>that's unit numbers as the computer sees them, not as the adaptor sees the
>disk it's actually talking to.) The reasons for this are kind of involved,
>and I don't want to go into them; just take my word for it and carry on.
>

The reasons for this have always been the exact question which I have been
asking. At this point, an explination does not interest me. However, I
do think it would be rather nice if a paragraph or two was included in the
TT manual explaining this phenomena, and how to correct it with a few of
the major brands of host adaptors. The DMA port on the back of the TT
is handled differently than that on the various ST's, and this could cause

an hard drive set up (and working) on an ST to fail (with very little
explanation from the Atari HD software).

>I have even heard of some adaptors which look at the SCSI unit number of
>the drive that's connected, and configure themselves as that ACSI unit
>number, further confusing the issue.
>

This is very likely the reason why the drive did not work. Since the
SCSI disk was set to ID 1, perhaps it set the ASCI number to the same
(thus confusing the Atari HD software). It would be interesting to
see if the BMS and ICD host adaptors create the same problem.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3542. GCC-CC1 problem

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 18:42:12 UTC
From: bferrer@Bonnie.ICS.UCI.EDU
Message-ID: <9105011141.aa24901@Bonnie.ics.uci.edu>
Source record: 232685

I ftped gcc-139.lzh and found that the file gcc-cc1.ttp had a bad
CRC error. And then another README file send there was a gcc139up.lzh on
atari.archive, but it is not there. Where can i get this file?

Help...thanks in advance,

Bill Ferrer
bferrer@bonnie.ics.uci.edu

3543. Re: static globals?

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 19:04:56 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3031@cod.NOSC.MIL>
Source record: 232588

```
Declaring a global static makes it inaccessible to other
modules while global to the functions in the module it
is declared in.

Mike Healy
```

3544. Re: neo geo

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 19:47:26 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991May1.194726.8816@isc.rit.edu>
Source record: 232523

In article <1991Apr30.045418.8397@nmt.edu> eahsnsr@nmt.edu (Eric A. Hobbs) writes:
>In article <8924@crash.cts.com> chuckie@pro-odyssey.cts.com (Chuck Schul) writes:
>>has anyone seen the neo geo vidoe game system!!wow....
>
>
>Has anyone seen the price of this beast? Double WOW!
>The prices that I saw a few months ago were
>about 500 - 600 dollars for the machine and around
>$150 _per_ game. Supposedly it has the innards of a full
>size game machine in a home video game box.
>
>
>>when is panther from atari coming ouit!!!!
>>----
>
>
>------------------
>Eric A. HOBBS!
>eahsnsr@JUPITER.nmt.edu

Granted this should be brought up in rec.games.video but.....

The NEO-GEO is a cartridge based game system that has some
outstanding features.

15 channel digital sound (7 channels reserved for voice)
....not sure if its 16 or 32 bit system

the carts are now on average 50 megs EACH!!! and can hold up to
330 MEGS!!

The carts are about the size of a VHS tape.
The pricing mentioned in the previous post is correct.

You can also use memory cards....

Play a game at your local arcade, save it out on the card,
bring the card home and load up where you left off! (vice-versa
also true) the arcade units also have headphone ports on the lower front
of the machine.

Please refer all future replies and questions to rec.games.video

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *

* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

3545. HELP!!!!!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 20:01:00 UTC
From: Lutz_Frank@ac2.maus.de
Message-ID: <4627@ac2.maus.de>
Source record: 232515

Hi Jeffery,

jd> Atari Megafile 30 in partition D have become invisible. The problem
jd> started when I was using Cheetah to copy some files from logical drive E
jd> to D. For one copy it either said that it couldn't find the drive path

I got the same problem using CHEETAH on BGM-partitions of my harddisk.
There I could only save one of the BGM-partitions. Cheetah destroyed the
root sector of the destination hard disk.
If you have a monitor like DISKUS you can try to restore the root-sector.
(I didn't have had this programm at this time - I lost all since last
backup ... ;-( ). Now I have a collection of copies of my root sectors on
a special disk - just for case of emergency ...

Kind regards
Lutz

3546. Atari ST peripherals forsale (repost)

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 20:17:19 UTC
From: robertl@locus.com
Message-ID: <1991May01.201719.640305@locus.com>
Source record: 232593
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Hi, this is a final call for offers on the following items:

A. Atari Megafile 30 hard drive

B. Indus GTS 100 DS/DD (720k) disk drive.

Both items are in excellent condition an have original boxes
software and docs. Items are available separately.
Best offer take them.

Thanks,
Robert Lee
robertl@locus.com

3547. Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 20:49:50 UTC
From: glennd@athena.arc.nasa.gov
Message-ID: <1991May1.204950.6749@riacs.edu>
Source record: 232699

I recently heard from someone who said that using an improved mouse (improved over the standard Atari mouse, that is) significantly improved the performance of his GEM windows - if I understood him right. That is to say, that windows would raise faster, grab the focus faster, etc. just by using an improved mouse - so that GEM would like it was significantly speeded up. He said he used a "Golden Image" mouse. Do others that have bought better mice notice anything like this? If so, it would certainly seem like a worthwile investment.

Thanks.
- Glenn
Also, recommendations on better mice?

3548. Re: GCC-CC1 problem

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 21:22:44 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May1.212244.2406@terminator.cc.umich.edu>
Source record: 232601

In article <9105011141.aa24901@Bonnie.ics.uci.edu> bferrer@Bonnie.ICS.UCI.EDU writes:
> I ftped gcc-139.lzh and found that the file gcc-cc1.ttp had a bad
>CRC error. And then another README file send there was a gcc139up.lzh on
>atari.archive, but it is not there. Where can i get this file?

You can't. At least not from here. I posted about two weeks ago stating
that I knew there is a corrupt file, and i'm working to correct that.
Roy has been sending me versions for the past two weeks in an attempt to
find a method that works. Currently, we're waiting for his
machine to get it's internet connection.

If anyone has a working copy of gcc-cc1.ttp that they could send to me,
please do so as soon as you can.

When (if) we get a working copy, I'll leave just an archive of gcc-cc1.ttp
so that everyone woon't have to d'l it all over again.

>
>Help...thanks in advance,
>
>
>Bill Ferrer
>bferrer@bonnie.ics.uci.edu

weiner
--
Jeff Weiner weiner@terminator.cc.umich.edu Jeff_Weiner@ub.cc.umich.edu
Mail Dennis_Devine@ub.cc.umich.edu and ask if he'd like to be the pope
Atari.archive.umich.edu Caretaker||194M and climbin'|| "So like take off eh?"

3549. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 21:30:59 UTC
From: iho@cac.washington.edu
Message-ID: <1991May1.213059.21272@milton.u.washington.edu>
Source record: 232697

glennd@athena.arc.nasa.gov (Glenn Deardorff - GDP) writes:
>I recently heard from someone who said that using an improved mouse
>(improved over the standard Atari mouse, that is) significantly improved
>the performance of his GEM windows - if I understood him right. That is
>to say, that windows would raise faster, grab the focus faster, etc.
>just by using an improved mouse - so that GEM would like it was
>significantly speeded up. He said he used a "Golden Image" mouse. Do
>others that have bought better mice notice anything like this? If so,
>it would certainly seem like a worthwile investment.

I seriously doubt that GEM would perform faster because of a better mouse.
However, you would be able to use it faster. A better mouse responds more
quickly to your movements and clicks. The Golden Image is supposed to be
very good, a lot like the Microsoft Mouse for DOS machines. I've tried
the Beetle mouse, and it's also very nice. I'm one of the lucky few.
I've got a really good Atari mouse.
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

3550. Re: term emulator...

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 21:58:27 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.673135107@mrcnext.cso.uiuc.edu>
Source record: 232695

sander@engin.umich.edu (Scott D Anderson) writes:

>well, one more question folks (and thanks again to all who replied!):

>heh heh, how do i start out uploading things with no telecomm software?
>I found uniterm, but, heh heh, I have no software to get the thing...

>any help?

>is there somewhere that mails disks?
---
not quite sure i understand your situation
you actually _have_ a copy of uniterm? that should be
all you need to upload. hint: alt-t brings up the
file transfer dialog box.
--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

3551. E. Arthur Brown

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 22:36:24 UTC
From: Murray_Moffatt@kcbbs.gen.nz
Message-ID: <1991May1.223624.12203@kcbbs.gen.nz>
Source record: 232664

Could someone please give me the address of E. Arthur Brown, the mail order company?

Please email me at MURRAY_MOFFATT@PR1MEA.Prime.COM as I don't read this newsgroup very often.

3552. 4SALE: Spectre Mac Emul. for AtariST + ROMS, Translator/1

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 22:41:37 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991May1.224137.23864@rodan.acs.syr.edu>
Source record: 232604
Cross-posted to: comp.sys.atari.st,misc.forsale

For sale: Spectre/128 Macintosh emulator for Atari ST.

Note: * For sale as a complete package only *

Includes:

Spectre 128 cartridge (of course!)
Apple 128K ROMS (the real ones, getting hard to find)
Spectre software version 2.65 and version 1.9F
You need 1.9F to use the Translator/One for reading/writing/formatting
Mac readable/writable floppies. 2.65 is the next version, which does
not have support for the translator. Version 3.0 (the current version)
is a $20 upgrade, but I didn't get it, since it has no Translator
support built in.
Manual (for version 2.65)
Various "Gadgets by Small" newletters.
Translator/One w/power supply and cables
Comes with a power pack, 2 Midi cables, and a drive cable.

Price: $250 plus shipping.

I'm reachable via email at: jfbruno@rodan.acs.syr.edu

---jb

3553. GDOS with a Hard disc

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 22:49:26 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1991May1.224926.22878@megadata.mega.oz.au>
Source record: 232612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well here I am trying to run the Analyze spreadsheet from my hard disc, firstly trying to load GDOS (V1.1) in order to print out some graphs. But alas, when trying to run GDOS with the hard disc (Supra adaptor and S/W) GDOS falls over in a crumpled heap. The whole thing works OK from a floppy disc though. Do I have a pre-cambrian version of GDOS which is incompatible with the hard disc S/W? If so, which version is recommended and from where should I procure it?

Thanks in advance,
Geoff Swan.

3554. c++ for the atari

Newsgroup: comp.sys.atari.st
Date: 1991-05-01 23:48:29 UTC
From: tkramp@aragon.stgt.sub.org
Message-ID: <8664@aragon.stgt.sub.org>
Source record: 232595

Hi folks,

a friend of mine is looking for a C++ implementation for the
Atari ST (I only know about MPW C++ for the Macintosh, which
I use, and the Borland and Zortech compilers for PCs). Any
hints would be helpful - tnx 1.0e6 in advance.

Thorsten
tkramp@aragon.stgt.sub.org

btw, please excuse my poor english but I'm a native C speaker :-)

3555. Timeworks DTP problems

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 00:41:41 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991May2.004141.24732@oz.plymouth.edu>
Source record: 232608

Hello,

I just purchased a monochrome monitor and have suddenly been unable
to use my Timeworks DTP program. I have a 1040STf, and am running DTP on
drive D: of my hard drive. I also use Neodesk (2.05 soon to be 3.0) and
Super Boot 7.0. I know it has to been reinstalled to switch to mono and I
did so. But FontWid.APP crashes while writing font widths and the PUBLISH.APP
program crashes on bootup saying "unable to load screen fonts". Anyone else
run into this? I only want to use it on my mono monitor now that I have one,
but am puzzled as to why it doesn't work.

Thanks,

Stephan

--
\/\/\/

3556. Windsor show this weekend???

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 00:45:28 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1991May1.194528.3406@uoft02.utoledo.edu>
Source record: 232605

I remember reading a while ago that there was going to
be an Atari show in Windsor Canada in early May (Perhaps this weekend?)
Does anyone know if this is still on or directions on where it is or
any other info....Thanx

//
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
/ * * * /
/ * * * /
/ * * * Motorola >> Intel /
/* * * /
//

3557. Re: C compilers (was Re: C)

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 00:57:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991May2.005744.21765@jato.jpl.nasa.gov>
Source record: 232613

Just fyi, the Mark Williams library source code is available for a price.
The compiler innards seem to be kept pretty hush-hush, though. I have the
library code, it's been pretty useful to have at times.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

3558. Re: term emulator...

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 01:02:35 UTC
From: sander@engin.umich.edu
Message-ID: <1991May2.010235.13912@engin.umich.edu>
Source record: 232602

In article <chuck.673135107@mrcnext.cso.uiuc.edu>,
chuck@mrcnext.cso.uiuc.edu (charles bridgeland) writes:
|> sander@engin.umich.edu (Scott D Anderson) writes:
|>
|> >well, one more question folks (and thanks again to all who replied!):
|>
|> >heh heh, how do i start out uploading things with no telecomm software?
|> >I found uniterm, but, heh heh, I have no software to get the thing...
|>
|> >any help?
|>
|> >is there somewhere that mails disks?
|> --------------------
|> not quite sure i understand your situation
|> you actually _have_ a copy of uniterm? that should be
|> all you need to upload. hint: alt-t brings up the
|> file transfer dialog box.

i have a copy of uniterm, in arced format, on my UNIX account... :(

no way to get the emulator over until i have an emulator to transfer it,
you see? it's a horrible catch-22...

scott anderson

3559. CodeHead Software Util.s

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 02:25:16 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <41916@cup.portal.com>
Source record: 232656

Just happened to realize that I can't remember ever seeing a reference to any of the CodeHead Software utilities here on Usenet. They are commercial but in my opinion the comprise the finest utility software available for ST/TT line. For a long time I have used Norton Utilities on the IBM and the Mac and have gained a lot of respect for these products of Peter Norton. The CodeHead stuff has been close, but the latest update of Maxifle has forged ahead and is now better than either version of Pete's work. Maxifile III combines elements of IBM and Mac versions, with toggleable source and destination windows, filters, fastfind withe a function key running your choice of the found files. Automatic viewing of text files, etc.

When you combine this with CoKeys macros, Little Green File selector, and MultiDesk, you have a whole system that has kept me from seeing the desktop for a LONG time. The more you know the more useful these utls get, with command lines and abilitiy to chain files and programs, install apps, have global menu items in Hotwire which are maintained the same while the rest of the menu changes, etc., etc. This is _good_ software, at a reasonable price, with _outstanding_ developer support, aftersale.

No I have connection with them except to think that C.F.Johnson and John Eidsvoog are great guys, and I love their software.

Dave_Ninjajr_Flory@cup.portal.com
D.FLORY, A.L.E.R.T. Sys*Cop on GEnie

3560. Re: C compilers (was Re: C)

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 02:31:53 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May2.023153.7191@lsuc.on.ca>
Source record: 232614

In article <1991Apr30.193021.10443@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>
>There is also the question of ANSI compatibility. So Here is my revamped
>table.
>
>name memory src price ANSI Debuger Notes
>---
>GNU C 2Meg+ yes nil Y poor for ST UNIX origins
>Sozobon C 520K yes nil N none?? PD

I have source files from the '...st.sources' newsgroup that
are supposed to be a source debugger for Sozobon C. I haven't
even unpacked it yet though so I can't say more than that.

Also Sozobon is NOT Public Domain. It's currently "Free".
There's no guarantee that any or all future versions will
also be free. Personally, I'm hoping they make at least one
more free distribution which will be the definitive cleaned-up
official version. After that, I don't care if they go "commercial".
But I think they sort of owe it to the people who have helped
them "beta test" this compiler.

>Lattice V5 R 1Meg+ no #110 Y Low Level Optomiser

I'm thinking about buying a Lattice. I'm working with
a 1040ST, and when you have a bunch of ACC's loaded, I'm wondering
if I'll might have a problem. It is really that touchy about
RAM?

>So each compiler has its strengths.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3561. Re: static globals? [addendum to previous message]

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 02:36:51 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May2.023651.7292@lsuc.on.ca>
Source record: 232698

In article <1991May1.020731.16272@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <1991Apr30.183034.15773@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>> I've never seen this type of declaration before. Why would you
>>bother to declare a "global" as a "static"? Is there any point to
>>it? It doesn't seem to be a problem for the compilers to handle.
>
>Oops, I forgot one crucial point in my previous message. If you
>declare a global variable as "static" then it will not be exported out
>of the .o file it appears in. So static vs. auto makes a difference
>with respect to separate compilation. The static storage class is
>very useful for avoiding name clashes between modules.

>If you're not using separate compilation; i.e., if you have one
>giant .c file or #include everything all at once, then static
>vs. auto makes little difference for globals.

Many thanks to all who have replied to my query! After
reading this message I remembered all about "static globals".
Ironically, I learned it years ago and forgot about it a couple
of years ago and asked exactly the same question at that time.
Then I remembered when someone else answered. So here I am
about 2 years later asking it all over again. Truth is, I'll
probably forget and have to ask again in another couple of years.
Gads. No hope for me at all. :-)

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3562. TT mentioned in Byte. Related AIM not too.

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 03:04:59 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <42023@ucbvax.BERKELEY.EDU>
Source record: 232659

Jerry Pournelle got his hands on a TT and gave it a pretty good review. He must have a soft spot for Atari from the days of the 400/800, since, when he tested the A3000 he was somewhat less charitable. :-)

In a related note, Atari Interface Magazine published the letter and reply from Byte regarding Atari coverage in the magazine. Basically, Atarians want more coverage and Byte says there are not enough Atari users out there. This letter circulated around c.s.a.t a while back.

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

3563. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 03:10:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41920@cup.portal.com>
Source record: 232630

Dave Halliday asked:

>Does anybody out there know if the Mega STe 1 (the one without the HD)
>has the ASCI-SCSI adapter installed. Can the atari SCSI adapter handle
>more than one device (I am used to ICD's). Also is there a mounting
>bracket installed ready for a HD. Finally what is the driver software
>like?

I doubt anyone in the US has seen a Mega STe 1 yet, but the reports on
the F-Net feeds are that Atari has purposely crippled the system (similar
to the way they crippled the Mega ST2) to prevent upgrading it.

The pc board is cut off where the host adapter would be, and the plastic
case has been redesigned to prevent intalling a hard drive mechanism.

Can anyone from Canada or Europe who's seen this model either confirm
or deny these reports..?

BobR

3564. Re: uudecoding multi-part files?

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 03:33:46 UTC
From: steve@thelake.mn.org
Message-ID: <A3023509153@thelake.mn.org>
Source record: 232700

[In article <91120.232749REEVES@SLACVM.SLAC.STANFORD.EDU>,
REEVES@SLACVM.SLAC.STANFORD.EDU (Terry Reeves) writes ...]

> The files do not need to sequentially named, at least not with the DUMAS UUX
> utilities that I use. If you look at the files, there is a line at the bottom
> pointing to the next file. However, the sequential naming is still useful. You
> won't be as easily confused as to what the file is.

Is anybody interested in a GEM-based uuencoder/uudecoder? I just stitched
one together. It's not quite ready for release, but if there's interest
I'll post it (with sources, of course) when it's finished.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3565. MEGA 2 system FOR SALE: REPOST

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 03:40:30 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991May1.234030.9542@umiami.ir.miami.edu>
Source record: 232617

THIS IS A REPOST

FOR SALE:

MEGA ST 2 with TOS 1.4 and Tweetyboard installed
Megafile 30
SC1224 Color Monitor
Panasonic KX-1124 24 pin printer

There are some games and a whole bunch of PD stuff. I want $1500 for the
ENTIRE system, but would be willing to sell it seperately.

Mark Santora
dlk0ms9s@umiami.ir.miami..edu

3566. Re: TT mentioned in Byte. Related AIM not too.

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 03:53:53 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.673156433@mrcnext.cso.uiuc.edu>
Source record: 232660

kawakami@ocf.berkeley.edu (John Kawakami) writes:

>Jerry Pournelle got his hands on a TT and gave it a pretty good review. He
>must have a soft spot for Atari from the days of the 400/800, since, when
>he tested the A3000 he was somewhat less charitable. :-)
....
i didn't thnk it was all that lauditory, not when he says that most
people are going to get them and a spectre gcr to run mac programs with.
--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

3567. Re: c++ for the atari

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 03:59:45 UTC
From: jerry@talos.npri.com
Message-ID: <2119@talos.npri.com>
Source record: 232638

tkramp@aragon.stgt.sub.org (Thorsten Kramp) writes:

:Hi folks,

:a friend of mine is looking for a C++ implementation for the
:Atari ST (I only know about MPW C++ for the Macintosh, which
:I use, and the Borland and Zortech compilers for PCs). Any
:hints would be helpful - tnx 1.0e6 in advance.

GNU g++ from the free software foundation is available
on OS-9 (and I think on GEM -- although I can't remember
who ported it or where it is).

--
Jerry Gitomer at National Political Resources Inc, Alexandria, VA USA
I am apolitical, have no resources, and speak only for myself.
Ma Bell (703)683-9090 (UUCP: ...uunet!uupsi!npri6!jerry)

3568. Windsor/Detroit Atarifest update

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 04:05:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41922@cup.portal.com>
Source record: 232661

FOR IMMEDIATE RELEASE -- April 28, 1991

Ann Arbor, MI/Windsor, Ontario, Canada -- The Windsor Atari Users Group of Windsor, Ontario, Canada and the Washtenaw Atari Users Group of Ann Arbor, MI are hosting the Windsor/Detroit International AtariFest on May 4-5, 1991 at the St. Clair College of Arts and Technology in Windsor. Don't miss this show -- it's a BIG one!!!

Exhibitors attending the show include:

Atari US Atari Canada Branch Always Software
Canoe Computer Channel One Computer C-HQ, Inc.
Clear Thinking CodeHead Software Computer Services & Supply
Computers Plus Consortium Software DA Brumleve
DataQue Software Double Click Software Gadgets By Small
Gribnif Software Goldleaf Publishing ICD, Inc.
Intrinsic Software ISD Marketing JMG CompuShoppe
JMG Software MegaType Micro Creations
MS Designs Musicode Software Nice & Software
PDC Distributors Phil Comeau Software Rimik Enterprises
Sav-Tech SKWare One Taylor Ridge Books
Unicorn Publications What's This? Wiz Works

Seminars!

Seminars will be held throughout both days by companies such as Branch Always, CodeHead Software, DataQue Software, Gadgets By Small, Gribnif Software, Goldleaf Publishing and ISD Marketing to name just a few! Jeoff Earle, general manager of Atari Canada and Bob Brodie, manager of User Group Services for Atari US will hold a joint seminar on each day as well.

Windsor/Detroit International AtariFest
Seminar Schedule

Time	Saturday	Sunday
10:45	Atari Users Association	DataQue Software
11:30	JMG Software	Rimik Enterprises
12:15	Branch Always Software	Gadgets By Small
1:00	Atari Canada and US	Goldleaf Publishing
1:45	DataQue Software	CodeHead Software
2:30	Gribnif Software	Atari Canada and US
3:15	Goldleaf Publishing	Branch Always Software
4:00	ISD Marketing	ISD Marketing
4:45	Gadgets By Small	

Door Prizes!!

Don't forget to drop your ticket stub in the Door Prize barrel at the WAUG user group booths. Door prizes include a Grand Prize drawing on Saturday for a complete Calamus, Font Editor and Outline Art package donated by ISD Marketing and a Grand Prize drawing on Sunday for a complete 1040STE system with color monitor donated by Atari Canada! (Note: You do not have to be present to win the 1040STE system. Info on door prize drawings is contained in the show brochure.)

Highlights

Come see the new SST 68030 upgrade from Gadgets By Small in action! Stop in at the JMG Software booth for the first public showing/release of HyperLINK. See the new Hotwire and MultiFile updates at the CodeHead booth...and bring your original CodeHead software disks for upgrading at the show! Check out the many new products being carried by Goldleaf Publishing. Get your copy of Menu Plus at the Rimik Enterprises booth. Stop at the Gribnif booth to see their Call NeoDesk accessory, NeoDesk 3.02, NeoDesk CLI, CardFile 3.0 and more! In fact, there's so much to see at the show we can't possibly tell you about it all. Come on out and see it all for yourself!

Details/Directions

Show times are 10-6 on Saturday and 10-5 on Sunday. Tickets are only $4 Canadian per day at the door, and children under 12 will be admitted free of charge when accompanied by an adult.

For attendees driving in via Michigan:

Take I-94, I-75 or I-96 to the Ambassador Bridge (Bridge to Canada). Once over the Bridge (there is a $1.50 US/$1.75 CAN toll), follow the signs leading to Highway 3 and you'll be on Huron Church. Follow Huron Church south, past E.C. Row Highway and Cabana Rd. Follow the curve onto Highway 3 when it splits from Huron Church (Mac's Convenience Store is at this corner, for those of you who prefer the "landmark" method of directions). Shortly after the curve, the entrance to St. Clair College comes up on the left. Signs will be posted along Huron Church and at the college entrance both days of the show.

For attendees driving in via Toronto:

Take Highway 401 west to Windsor. Shortly after Highway 401 merges with Highway 3, the entrance to St. Clair College will appear on the right.

Still Not Convinced?

For more information on the show, contact Craig Harvey, President of WAUG - Ann Arbor at (313) 994-5619 or Brian Cassidy, President of WAUG - Windsor at (519) 966-0305.

3569. Re: Glendale Conference Impressions

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 04:22:23 UTC
From: plinio@curtiss.seas.ucla.edu
Message-ID: <2636@lee.SEAS.UCLA.EDU>
Source record: 232609

In article <1991May1.180512.2572@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>In article <2623@lee.SEAS.UCLA.EDU> plinio@babbage.seas.ucla.edu (Plinio Barbeito) writes:
>`In article <12733@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
...
>`...It would raise the cost of small software, until the
>`21M floppies come down in price, but it would simplify backups without
>`requiring the purchase of a tape drive. Would I go so far as to say,
>`skip the 20.8's and go on to Syquest? I can't stick those things in a
>`shirt pocket, or in a folder, for that matter. IMHO, 5.25" is a step
>`backwards.
>
>Well, it would do more than that. As Bob mentioned, parts of GEMDOS (BIOS
>and/or XBIOS?) are closely wed to that controller. If they used a new
>controller, it would be very difficult to make it appear to be the WD1772,
>and software that talks to the contorller would also fail.

This would only matter to copy-protected games that use a disk-based copy protection scheme. Because the O/S provides fast and flexible disk routines, the vast majority of software doesn't re-invent the wheel and uses them, even many slick games. I realize that Atari considers the rule-breaking games an important asset in its software base. However, eventually they are going to have to make the jump to higher density media.

How large a jump should be made without creating 3 different formats? What format will most packaged software start coming out in? If the jump isn't large enough, companies won't bother to use the larger format, try to sell to a larger base, and just ship a bunch of 720K disks that the user is going to have to swap in and out and that will limit the size of executables. If one jumps all the way out to 21M, things become easy that were once inconvenient or impossible, and a software company might release a product in that format simply because it adds so much to the capabilities compared to other packages coming out in the small format.

Let's take the example of a game. High speed sound samples and pictures take up a lot of space. With 21M available, these things become pratical; you can sprinkle them liberally throughout the software, benefitting creativity. Someone might be tempted to release a Mega-game in that format, pulling customers towards the new technology like flies. Moreover the samples and executables wouldn't take 5 minutes to load because:

1) transfer rate would be radically faster,
2) decompression would not be needed,
3) You can use DMA.

As long as we stick with 720K, there's only so many high-speed samples
you have access to at once. Improvements would be similar with business
software, including the fact that users wouldn't have to worry about
installation (yet), already giving the software an ease-of-use advantage.

>Another problem is that Western Digital told ATari that there would no longer
>be a WD1772. What do you put in 1040STEs? SCSI floppies would be awfully
>expensive for a low-end machine.

Right now, yes. I like the idea of seeing very cheap hardware
available. It does wonders to increase the market share. But
eventually these people try to do serious things with their machines
and will come to the conclusion that one, 800K drive is not enough for
their needs and will want to upgrade their hardware. When they do, Atari
should be ready for them with a standard. What I am saying is they
should be hinting at developers and users that the standard they should
upgrade to is 20.8 megs by using the technology in the high-end machines.

Even today a $300 20M drive would already be a cost-saving option for
the Mega STE. Get rid of the hard disk and floppy and replace it with
one unit. In the future, it is not unreasonable to expect that the price
of the 20.8 megs will come down to a more affordable level, making
them practical even on low-end machines.

Lastly, there is the competitive factor. A few people will make the
decision on whether to buy or not to buy a computer based on whether
they offer better hardware than the competition. If 720K is all
that's available, they may be prompted to look at a different system.
Cheap clones commonly come with 1.2 or 1.4M drives and hard disks now,
making 800K seem less functional and therefore less attractive.

In all of this I am assuming that the media cost of the 20.8's will be
affordable. If not, then all of this is garbage. 1/2 :-)

--
----- ---- --- -- ------ ---- --- -- - - - plinio@seas.ucla.edu
I speak for myself, not for my employer. I am a bad ventriloquist, anyway.

3570. Re: Glendale Conference Impressions

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 05:25:31 UTC
From: jclark@sdcc6.ucsd.edu
Message-ID: <18904@sdcc6.ucsd.edu>
Source record: 232607

In article <5571@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
+It's timely that WD1772 was finally discontinued. I also wish Motorola to
+discontinue 68000,68010 and 68012. They are so dated! As to the downward

No, no, not the 68000 (you can have the other two). How about a last
round for the 8080, z80, and anything ending in '86.
--

John Clark
jclark@ucsd.edu

3571. Re: Michtron Hyperfont

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 06:00:33 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May02.060033.24304@actrix.gen.nz>
Source record: 232314

In article <1991Apr30.164056.4052@cs.mcgill.ca> jon@cc.mcgill.ca (Jonathon Carroll) writes:
>
> I'm not sure it's even legal to ask for this so maybe someone can (and I'm sure
> they will) tell me if I'm allowed...
>
> I bought Hyperfont directly from Michtron some years back. I never had much
> use for it (but the show price was so good...) but I do now and guess what?
> There's a bad sector right smack in the middle of the PRG file. So what I'd
> like is for someone to owns the program to post the sector I need....
>
> Is this allowed or no? Send a nice comment and save the flames for a rainy day
> hm?
>
> Jon

It could be Fixed, unless it was gliched in Drive 'B'.

Try another Drive, or some othere ones ST...
I have fixed 90% of disk faults by using a different drive..
Note: I do have some 6 Drives ..-:)
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3572. Re: ST GEM-based Word Processors

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 06:37:38 UTC
From: fh@well.sf.ca.us
Message-ID: <24554@well.sf.ca.us>
Source record: 232628

mrt7455@evtprp0b.UUCP (Michael R Tucker) writes:

> I have a question about ST word processors. I would
>like to know what is considered the easiest *GEM* word
>processor to use. I am thinking that it has to have easy
>mouse-based point-and-click cursor location, cut, paste,
>delete, and move operations. I don't need a document
>processor or a desktop publisher, just something easy to
>learn and use.

Michael:

Even though you mentioned that you do not need a document processor
I would like to use the opportunity to plug Wordflair II. I use
Wordflair II for all my text processing on the Atari (the reason for that
is that I have written some parts of it).

Anyway, it has all the features I need in a basic word processor like
tabs, indents, hyphenation, spell-checker, and automatic page numbering.

I get all this with decent looking output (yes it works great with FSM)
and once in a while when I do want to import a graphic or mail-merge a letter
to a couple of addresses I can do so without having to set up a new
program, convert formats and mess around with printer-drivers.

I think you should check out Wordflair II. If you would like more
information send me a note or give me a call at

Goldleaf Publishing, Inc
700 Larkspur Landing Circle #199
Larkspur, Ca 94939
415/243-9605

Fabian

3573. DC Topper

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 06:42:32 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May02.064232.4044@ecst.csuchico.edu>
Source record: 232627

A few months ago, I asked about a program which automatically sends the window which is under the mouse pointer to the top of the window stack. The good guys at Double Click Software have released DC Topper as one of their Programs of the Week. If anyone gets a hold of this program, please post it to atari.archive or send it to me and I'll post it. Thanks.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3574. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 07:25:35 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <cH7a25w164w@ersys.uucp>
Source record: 232481

> Personal Pascal - distributed by ICD. It is ok, but I would not pay full
> price for it. It cannot accept procedures as parameters, a feature
> which is heavily used in scientific code. It is a dated product, very
> nice back in '87, not so nice now. It can sometimes be found in the
> bargin bin for $30. You should also try to find a (used) copy of
> Tacklebox ST, which extends Personal Pascal somewhat and provided
> excellent documentation for ST programming (it is a good one to find
> no matter what compiler you buy, although it was specifically designed
> for use with Personal Pascal).

I would just like to correct you on one point. Personal Pascal has been coninually upgraded since its release, and the bugs present in earlier versions have been corrected. You CAN pass procedures and functions as parameters now, and the in-code .RSC features now work better than ever. The current version is 2.05, and the program is far from "dated". I use it at home to write programs for my Computer Processing Class, which uses Turbo Pascal. I haven't seen Prospero Pascal yet, though, so I won't comment on it.

Just out of curiosity, why would a British company last any longer than an American of Canadian company? ICD is a solid company that supports all of its products. They are also a thriving company.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3575. Re: uudecoding multi-part files?

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 09:42:20 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3225@laura.UUCP>
Source record: 232692

In article <91120.232749REEVES@SLACVM.SLAC.STANFORD.EDU>,
REEVES@SLACVM.SLAC.STANFORD.EDU (Terry Reeves) writes:
|> In article <56360001@hpcvia.CV.HP.COM>, alten@hpcvia.CV.HP.COM
|> (John_Altendorf)
|> says:
|> >
|> >Can anyone please explain the requirements for file names in order to
|> >uudecode a multi-part file? I seem to recall something like the file
|> >names must be sequentially named file.uaa, file.uab file.uac etc.
|> Also
|> >it seemed that the ----end---- line of the file had to have some
|> notation
|> >in it. Please clarify my misunderstandings.
|>
|> The files do not need to sequentially named, at least not with the DUMAS
|> UUX
|> utilities that I use. If you look at the files, there is a line at the
|> bottom
|> pointing to the next file. However, the sequential naming is still
|> useful. You
|> won't be as easily confused as to what the file is.

With Dumas uud you do not even need any file naming at all. It is
sufficient to concatenate the files and pipe the result through uud.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3576. MiNT/MGR questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 09:46:30 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991May2.094630.15445@cs.nott.ac.uk>
Source record: 232626

Can anyone recommend a good editor to run under MiNT with MGR? I'm currently using JOVE, but it doesn't read /etc/termcap. Does GNU EMACS? (Memory is not a problem.) It should preferably be an Emacs clone.

Also, does anyone know of a RAM disk on which you can run minit to make a Minix disk? I am using a cutsom R.D., but running minit on it leaves only about 8% of the disk free! (500k R.D.)

--

```
/=========================================================\
| 'Grave' Dave Gymer dpg@Cs.Nott.AC.UK |
| The rest of this signature has been deleted for reasons |
\=============== of national insecurity. =================/
```

3577. Re: Comparisons with Mac's Stepping Out II

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 10:40:52 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91122.112215ONM07@DMSWWU1A.BITNET>
Source record: 232647

In article <1991May01.065412.27026@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) says:
>
>Has anyone seen Stepping Out II for the Mac? It's a program like
>BigScreen and MonSTEr on the ST, which creates a virtual screen
>larger than your actual screen, and then you can scroll around it
>using the mouse. Anyone know if there's a program like it on the ST,
>where you can shrink the virtual screen and see it all at once?
>(Anyone even know how that's done, and if it can be done on the ST?)
>
>I think Stepping Out II goes to 2048x2048. Does anyone or would
>anyone ever use this size resolution? Hey, how about 4096x4096?
>--
> ||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
> ||| Video Production Major, California State University, Chico
> / | \ SysOp, Fuji BBS: 916-894-1261

There are two such programs:

(1) BigScreen 2 (SciLab) runs on all STs, STEs and TTs, supports hardware scrolling on STEs and the new resolutions of the TT (given you have a TOS version >= 1.04). It can be configured by a DA or a CPX and handles resolution changes correct. Alas, it's a commercial program and it supports only scrolling screens.
(2) There is a commercial program by `Application Systems Heidelberg' which only runs on STs, but HAS the ability to shrink the screen.
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3578. MAS (Modula-2 Algebra System) Version 0.6

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 10:44:23 UTC
From: kredel@unipas.fmi.uni-passau.de
Message-ID: <1991May2.104423.13341@forwiss.uni-passau.de>
Source record: 232693

MAS Modula-2 Algebra System

Computer Algebra Group
University of Passau, Germany

Version 0.60

Abstract

MAS is an experimental computer algebra system combining imperative
programming facilities with algebraic specification capabilities for
design and study of algebraic algorithms. MAS views mathematics in the
sense of universal algebra and model theory and is in some parts
influenced by category theory. We give an overview of system design,
the current state of the MAS project and the actual distribution.

Major changes between release 0.30 and 0.60 are:
----

1. added language extensions for specification capabilities,

2. added a parser for the ALDES language and
possibility for interpretation of ALDES programs,

3. added a linear algebra package,

4. added an interface between the MAS language
and the distributive polynomial system,

5. improved symbol handling by hash tables
combined with balanced trees,

6. EMS support for IBM PC implementations.

The minor changes between release 0.30 and 0.60 are:

1. PRAGMA construct for the state definition of
the MAS executable program.

2. Overloading of MAS arithmetical operators
by generic function names.

3. Typed string constants in MAS expressions.

4. VAR parameters in MAS procedure declarations in
ALDES style.

5. Static scope analysis by the parser.

6. Explicit stack overflow check since not all compilers
handled stack overflow correctly.

Introduction

Starting point for the development of MAS was the requirement for a computer algebra system with an up to date language and design which makes the existing ALDES / SAC-2 algorithm libraries available. At this time there have been about 650 algorithms in ALDES / SAC-2 and in addition I had 450 algorithms developed on top of ALDES / SAC-2. The tension of reusing existing software in an interactive environment with specification capabilities contributes most to the evolution of MAS.

The resulting view of the software has many similarities with the model theoretic view of algebra. The abstract specification capabilities are realized in a way that an interpretation in an example structure (a model) can be denoted. This means that is is not only possible to compute in term models modulo some congruence relation, but it is moreover possible to exploit an fast interpretation in some optimized (or just existing) piece of software.

Overview

MAS is an experimental computer algebra system combining imperative programming facilities with algebraic specification capabilities for design and study of algebraic algorithms. The goal of the MAS system is to provide:

* an interactive computer algebra system
* comprehensive algorithm libraries, including
the ALDES/SAC-2 system [Collins 82],
* a familiar program development system
with an efficient compiler,
* an algebraic specification component for
data structure and algorithm design
* algorithm documentation open to the users.

Key attributes of the MAS system are:

* portability (it is portable to a
computer during a student exercise `Praktikum'),
machine dependencies isolated in a small kernel,
* extendability (it is possible to add
and interface to external algorithm libraries),
open system architecture,
* transparent low level facilities:
storage management (garbage collection
is provided without user cooperation),
stable error handling (no system break down on
misspelled expressions and runtime exceptions),
input / output with streams (no changes are
required to existing libraries to redirect I/O).

* effectivity (critical parts can be compiled and
still be accessed interactively)
* expressiveness (possiblitity to specify
abstract algebraic concepts like rings or fields)

The goals and attributes have been achieved by the following main design concepts:

MAS replaces the ALDES language [Loos 76] and the FORTRAN implementation system of SAC-2 by the Modula-2 language [Wirth 85]. Modula-2 is well suited for the development of large program libraries; the language is powerful enough to implement all parts of a computer algebra system and the Modula-2 compilers have easy to use program development environments.

To provide an interactive calculation system a LISP interpreter is implemented in Modula-2 with full access to the library modules. For better usability a Modula-2 like imperative (interaction) language was defined, including a type system and function overloading capabilities. To increase expressiveness high-level specification language constructs have been included together with conditional term rewriting capabilities. They resemble facitilies known from algebraic specification languages like ASL [Wirsing 86].

Further design issues are:

MAS views mathematics in the sense of universal algebra and model theory and is in some parts influenced by category theory. In contrast to other computer algebra systems (like Scratchpad II [Jenks 85]), the MAS concept provides a clean seperation of computer science and mathematical concepts. The MAS language and its interpreter has no knowledge of mathematics and mathematical objects; however it is capable to describe (specify) and implement mathematical objects and to use libraries of implemented mathematical methods. Further the imperative programming, the conditional rewriting and function overloading concepts are seperated in a clean way.

MAS includes the capability to join specifications and to rename sorts and operations during import of specifications. This allows both the specification of abstract objects (rings, fields), concrete objects (integers, rational numbers) and concrete objects in terms of abstract objects (integers as a model of rings). Specifications can be parameterized in the sense of lambda-abstraction.

The semantics of a specification can be described either by implementations, axioms or models. The implementation part describes (imperative) procedures and data representations.

The axioms part describes conditional rewrite rules which define a reduction relation on the term algebra generated by the sorts and operations of the specification. The semantics is therefor the class of models of the term algebra modulo the (congruence) relation. Currently there are no facilities to solve conditional equations.

The model part describes the association between abstract specifications (like rings) and concrete specifications (like integers). The semantics is the interpretation of the (abstract) function in the model. Operations in models can be compiled functions, user defined imperative functions or term rewrite rules. The function overloading capabilities are realized by this concept. Dynamic abstract objects like finite fields can be handled by a descriptor concept.

Evaluation of functional terms is as follows: If there is a model in which the function has an interpretation and a condition on the parameters is fulfilled, then the interpretation of the function in this model is applied to the interpretation (values) of the arguments. If there is an imperative procedure, then the procedure body is evaluated in the procedure context. If the unification with the left hand side of a rewrite rule is possible and the associated condition evaluates to true, then the right hand side of the rewrite rule is evaluated. Otherwise the functional term is left unchanged.

In contrast to functional programming languages (like SML [Appel 88]) which implement typed lambda calculus the types of operations are not deduced from the program text but must be explicitly defined in the specification of an operation, in a variable declaration or in a typed string expression.

A weak point in the current MAS design is that the language is only interpreted. This is actualy not a handicap in execution speed since compiled libraries can be used, but in a too weak semantic analysis of the specifications. This means that certain errors in the specifications are only detected during actual evaluation of an expression.

Achievements and Current State

The steps towards the MAS system have been:

* definition of a syntax transformation scheme between ALDES and Modula-2;
development of a translator and translation of most of the ALDES / SAC-2 libraries to Modula-2;
* development of a storage management system in Modula-2 with automatic garbage collection in an uncooperative environment;
implementation of a input / output system in Modula-2 with streams;
* implementation of a LISP interpreter in Modula-2 with access to the compiled procedures (using Modula-2 procedure types and variables);
* definition of an imperative Modula-2 like interaction language;
* implementation of a parser for the interaction language and corresponding modifications to the LISP interpreter;
* design of high-level language constructs for algebraic specification and a type system with function overloading capabilities;

modification of the language parser and the interpreter;
* design of specifications for relevant algebraic structures.

Steps 1 and 2 were subject to the restriction that the interface had to be compatible with the existing ALDES / SAC-2 libraries. Steps 1 and 2 have been reported in [Kredel 88]. Reports on steps 3, 4, 5 and progress reports on step 6 have been given in [Kredel 90]. A reasonable state of step 6 has been reached during end of 1990. Step 7 is currently under work.

Versions of the MAS system are running on Atari ST (TDI and SPC Modula-2 compilers), IBM PC/AT (M2SDS and Topspeed Modula-2 compilers) and Commodore Amiga (M2AMIGA compiler).

The ALDES/SAC-2 libraries have been implemented including the Polynomial Factorization System and the Real Root Isolation System. From the DIP system the Buchberger Algorithm System and the Ideal Decomposition and Ideal Real Root System have been implemented. Groebner Bases are also available for non-commutative polynomial rings of solvable type. The combination of the MAS programs with numerical Modula-2 libraries has been tested. The mathematical libraries have been enlarged by a package for linear algebra.

Some logic programming facilities have been incorporated by means of the conditional rewriting capabilities of the algebraic specification component. Further there is a parser for the ALDES language and the MAS interpreter is now able to evaluate ALDES statements (although with low performance). In the symbol table system the unbalanced symbol tree has been repaced by a hash table with balanced symbol tree entries.

The current development concentrates on filling some gaps in the ALDES / SAC-2 and DIP libraries, the design of suitable specifications for relevant algebraic structures and completing the system documentation.

Availability

MAS (0.3x and 06.x) is available on electronic networks (internet) via anonymous ftp from:
alice.fmi.uni-passau.de = 123.231.10.1
or from the author.

Disk Contents / Distribution

MAS.EXE, MAS.PRG - execuable MAS program

MAS.INI - start up data set for MAS

\HELP - Modula-2 definition modules

\SPEC - Specifications

ED.EXE - mini editor
EDITOR.PRG - microEMACS

*.IN - input data sets for MAS

*.OUT - output data sets for MAS

MASTUT.ARC - MAS tutorial in LaTeX
MASDEF.ARC - MAS indexes in LaTeX

READ.ME - how to use and start MAS

RELNOTES.TXT - notes on the actual release of MAS

Installation: no special installation procedures are required,
just copy all MAS files into some directory and start it.

Start - Stop

- start 'MAS.EXE' or 'MAS.PRG'

- banner 'MAS Version r.xx'

- system prompt 'MAS: '

- system answer 'ANS: '

- leave with 'EXIT.'

Acknowledgements

Due to limited space I apologize for only global thanks to all who made
contributions and influenced the project.

Copyrights: MAS: (c) 1989, 1990, 1991, by H. Kredel.
ALDES/SAC-2: (c) 1982, by G.E.Collins, R.Loos.

All Rights Reserved.

Permission is granted for unrestricted use and redistribution if and
only if the copyright notice is retained when a copy is made. There are
no known bugs, however I disclaim any usefulness and make no warranty on
the correctness of the Modula-2 Algebra System.

Passau, 4. April 1991, H. Kredel.

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3579. Omega for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 10:59:08 UTC
From: schuller@DUTIBA.TUDELFT.NL
Message-ID: <9105020958.AA13946@dutrun>
Source record: 232640

Hi all,
I uploaded the dungeon game Omega on atari.archive today.
Mimimum requirements :
medium/high resolution
1 Mb RAM
double-sided floppy or harddisk
Hope you enjoy it.
If you can't do FTP, mail me for an uuencoded version (400 Kb).
Hildo Biersma, schuller@dutiad.tudelft.nl

3580. Re: .SEQ files

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 11:47:44 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5009@syma.sussex.ac.uk>
Source record: 232625

From article <1991Apr30.052443.19246@ecst.csuchico.edu>, by ekrimen@ecst.csuchico.edu (Ed Krimen):
> You need any one of Tom Hudson's ANIMATE programs. His last, ANIMATE4, is
> at atari.archive.umich.edu in atari/graphics under the filename ANIMATE.LZH.

Can anyone tell us what Tom's doing these days? I heard he'd stopped writing programs for the ST because he wasn't making a living out of the proceeds. Is he still programming at all, and if so, what programs for which machines?

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

3581. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 13:27:13 UTC
From: wilsona@dcs.glasgow.ac.uk
Message-ID: <1991May2.132713.5413@dcs.glasgow.ac.uk>
Source record: 232650

Whilst on the subject of printer drivers in general, could someone post details of the 'printer.sys' file most commonly found referred to in the 'assign.sys' with driver ID 21 ? I have a printer which emulates an Epson, but most Epson drivers do not use the quadruple density graphics mode which my printer has. I have tried hacking the printer.sys file... I can get the printer into the correct mode, but the driver only sends enough data for 960 dots per inch, whilst I want 1920. A posting of this files structure would be of great help to me - output from timeworks is really horrible, I'm sure my printer can do better.

Alan Wilson

--

##
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

3582. S P I C E !!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 13:31:23 UTC
From: d88pt@efd.lth.se
Message-ID: <1991May2.133123.1503@lth.se>
Source record: 232624

HI,

I am desperately looking for a SPICE program or something like it for Atari St.
Is there such a electronics simulation program for the atari??????????

email : d88pt@efd.lth.se

3583. Re: C compilers (was Re: C)

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 13:43:18 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May02.134318.7603@chinet.chi.il.us>
Source record: 232516

In article <1991May2.005744.21765@jato.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Just fyi, the Mark Williams library source code is available for a price.
>The compiler innards seem to be kept pretty hush-hush, though.

What the Mark Williams people have let out (that I know of) is that the ST C compiler is a 'clean room' version of the UNIX portable C compiler (specified to behave the same way, but no source code in common). It was done in conjunction with the development of 'Coherent'. The compiler itself #define-s the symbols __GEMDOS__ and __STDC__ (I don't know the value __GEMDOS__ gets, but __STDC__ gets the value 0). If you call them and ask for Atari ST C support, the person helping you will have access to the compiler source code.

I should clarify myself a bit: ST C is _related_ to the Coherent C compiler, it isn't necessarily the same.
Steve saj@chinet.chi.il.us

3584. Two More Mega STE Question.

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 14:12:45 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991May2.141245.18540@newcastle.ac.uk>
Source record: 232504

This question was propted by the resent discussion about TT hard drives.

(1) Can the Atari ASCI-SCSI addapter and software on the Mega STE support more than one SCSI device?

(2) Am I correct in assuming that the Mega STE comes with a battery backed real time clock?

Thanks,

Dave H.
(D.C.Halliday@newcastle.ac.uk)

3585. Re: C compilers (was Re: C)

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 14:34:03 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2820235B.4097@maccs.dcss.mcmaster.ca>
Source record: 232482

In article <1991May2.023153.7191@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>[...]
> I'm thinking about buying a Lattice. I'm working with
>a 1040ST, and when you have a bunch of ACC's loaded, I'm wondering
>if I'll might have a problem. It is really that touchy about
>RAM?
>[...]

My recommendation goes to Lattice 5. A friend of mine stepped up
to Lattice from Laser, and I've played with Turbo some. The things that
might make me go with Turbo are the excellent help facility and the debugger,
but the Lattice library manuals are pretty good so the help that Turbo
provides is only a nominal. As for the debugger, who has bugs?? :-)

Lattice was not practical from it's editor/environment. It takes up
too much memory. (That's on a 1Meg machine, with HD) You can compile single
files nicely from the environment, but if you need make like I did, it
doesn't work out too nicely. I tried to install make as a tool so I could
run it with a single keypress, but I ran out of memory. But I prefer the CLI
anyway, and then no problems.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3586. Re: C

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 14:56:20 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.673196180@mi.eltn.utwente.nl>
Source record: 232641

In <5838@eastapps.East.Sun.COM> gaudreau@juggler.East.Sun.COM (Joe Gaudreau (Dances with PostScript)) writes:

>Look for Borland C++ sooner or later - The rumor line says this is hot!

Has anybody run this for the ST??? I will be >>very<< interested!
(How about this deal: I get the program, and i will translate the docs ???)
(Assuming docs are still in german.)

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

3587. Wanted: External Drive Cables

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 15:01:56 UTC
From: dddean@bluemoon.uucp
Message-ID: <XLRB23w164w@bluemoon.uucp>
Source record: 232461

Hello:

I have a 520 STfm, and would like to add another (external) drive to my system. A friend of mine has a 3.5'' Atari External drive that needs the power supply and connector cable.

I was looking for a good price that I could get them for. He has tried the drive with other cables, and it DOES work, but he only has one sent of cables.

Thanks for any reply!

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

3588. Re: C compilers (was Re: C)

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 15:07:26 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.673196846@mi.eltn.utwente.nl>
Source record: 232645

In <1991Apr30.193021.10443@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

Some changes to the C compiler table

->name memory src price ANSI Debuger Notes
->---
->GNU C 2Meg+ yes nil Y poor for ST UNIX origins
->Sozobon C 520K yes nil N none?? PD
Low Level
->MW C 520K no #110 N Src Level No longer updated
->Prospero C 520K no #100 Y Src Level Links to other Prospro langs
->Turbo C ?? no ?? Y Src Level Only in german
R 1Meg+
->Lattice V5 R 1Meg+ no #110 Y Low Level Optomiser
->Laser C R 1Meg+ no #100 N Src Level Very fast compile times
->---

->Notes: Prospro C links with other Prospro product because it uses the GST
->format and not a propriety format. Some other compiler may offer GST link
->format also (I know Lattice C offers both GST and Lattice libraries.)

->The R in the memory section indicates that 1meg of memory is recomended but
->the compiler can be run in 520K.

->As a recomendation I would say the following if you have lots of memory, hard
->disk and no need for commercial support or documentation go for GNU C. If on
->a budget and have a less powerfull setup Sozobon should serve you well. If
->good profesional support is your prime thought I would recomend Prospro C.
->Turbo C is good if you read german. If executable efficiency is your prime
->criteria then Lattice C can't be beeten (though Turbo C is close). Finally if

I think TurboC is a bit faster in execution times than Lattice C. But TurboC
has 16 bits ints where Lattice has 32 bits -- thats the difference.

->compile speed is required then Laser C is the best bet (I'ts one pass

Hmmm. TurboC is also one-pass. And very fast compilation!
Also its integrated edit-compile environment is a very nice way to write
&& debug GEM programs (also due to its build-in online GEM manual).

->compiler compiles at an order of magnatude faster than many of the
->other compilers.)

When one wants to compile U*IX programs conformance to U*IX libaries is
also important. Of the compilers i know the order of compliance is:
GNU - MWC - Sozobon - TurboC.

I don't know about the other ones.

->So each compiler has its strengths.
True.

->For those wondering what my bias is I own GNU C and Lattice C Vsn5.

I own GNU (but not enough memory :-(), Sozobon (slightly buggy &&
slow compilation), MW C (Unix like environmemt), Megamax (Old version of
LaserC), MJ C (An old PD C version -- slow, subset of K&R) and TurboC
(Fast in compile && execute, but ANSI only -- a drawback sometimes).

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

3589. Re: New TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 16:03:59 UTC
From: adamd@rhi.hi.is
Message-ID: <3092@krafla.rhi.hi.is>
Source record: 232648

In <672747111.0@egsgate.FidoNet.Org>
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:

>You don't need Pinhead if you have TOS 1.4 and above. I have a Mega STE and
>have experienced the problem as well but Pinhead is nothing compared to the
>TOS's built in fast load. Why bother when TOS has it already? I know
>pinhead may be compatible with a few more packages but there is nothing to
>it.

Doesn't Pinhead simply compress executables into a self-extracting form that
takes less disk space and therefore less time to load?
Is this what TOS 1.4 fastload does, or is there any benefit in using both
methods?
The time to load an application program is perhaps not a very significant
factor if the program is just to be loaded in and much time then spent working
in the program. On the other hand major savings in disk space matter quite a
lot to most users - from single floppy machines up to Gigabyte hard disks.
The shorter load time is just a useful side effect of the data compression and
is paid for by the time taken to compress the files (also the extra CPU load
during uncompression in a multiprogramming environment).

--
Adam David. (adamd@rhi.hi.is)

3590. Re: Can GCC treat printer like file?

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 16:21:44 UTC
From: adamd@rhi.hi.is
Message-ID: <3093@krafla.rhi.hi.is>
Source record: 232501

In <1991Apr26.044146.19629@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

[discussion of PRN: LST: AUX: CON: etc. deleted]

>Is there a standard filename for the serial port?

Try stdaux, some compilers reserve that name for the serial port. Don't know about gcc though.

--
Adam David. (adamd@rhi.hi.is)

3591. Re: ST GEM-based Word Processors

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 16:25:54 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May02.162554.6779@ecst.csuchico.edu>
Source record: 232505

In article <24554@well.sf.ca.us> fh@well.sf.ca.us (Fabian Hahn) writes:
A
>
>Even though you mentioned that you do not need a document processor
>I would like to use the opportunity to plug Wordflair II. I use
>Wordflair II for all my text processing on the Atari (the reason for that
>is that I have written some parts of it).
>

Aw, gee whiz, juuuust a little bias here. :^) But at least you told us.

>
>I get all this with decent looking output (yes it works great with FSM)

All righty, now, does it come with FSM GDOS? If not, how do we get it?
If not, we still get to use crummy ol' GDOS until Atari decides to release
FSM GDOS?

BTW, does FSM GDOS work as a direct replacement to GDOS, like G+Plus, or
do the programs which currently run GDOS, have to be modified to look for
FSM?

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3592. GNU C v1.39

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 16:45:04 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.673202704@krypton>
Source record: 232526

Hi,

Is there any chance of someone posting GCC v1.39 to the net ?????

I'm still on 1.36 ......

Alan Hourihane

email: alanh@logitek.co.uk

3593. floppy compatibility p

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 16:46:00 UTC
From: jim.devonshire@rose.uucp
Message-ID: <61f1fc9fb82b28205e68@rose.uucp>
Source record: 232517

To:ytsuji@wucc.waseda.ac.jp

Sorry, I can't answer your "byte" questions, but as to your incompatibilities, I know there are a couple of programs which will allow your PC to read Atari 3-1/2" disks from your PC's 3-1/2" drive. The program I use is called STTOPC.arc or zip.

Regards, Jim Devonshire at Erin Ontario Canada

3594. Modem Capable Games fo

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 16:47:00 UTC
From: jim.devonshire@rose.uucp
Message-ID: <daf0fc9f7ccf28205ea4@rose.uucp>
Source record: 232518

To: mathew@mantis.co.uk

One modem capable game I use is Battle Chess. My brother and I play
on a regular basis.

Regards: Jim Devonshire, Erin, Ontario, Canada

3595. ATARI ARCHIVES

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 16:48:00 UTC
From: jim.devonshire@rose.uucp
Message-ID: <8802fc9f6d9f28205ee0@rose.uucp>
Source record: 232514

How do I access files in the Atari archives. Do I have to subscribe, pay a fee, join an organization? OR are they free to any interested user?

Regards, Jim Devonshire at Erin Ontario Canada

3596. Re: SCSI floppy drivers

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 16:52:53 UTC
From: adamd@rhi.hi.is
Message-ID: <3094@krafla.rhi.hi.is>
Source record: 232642

In <12670@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu writes:

>Many people have informed me that the ICD drivers have a good chance of working
>with the SCSI floppies, so ICD was contacted.

[The basic word is they are very positive about it happening]

>This is very nice of Mr. Peters and ICD, Inc., so I hope everyone finds some
>way to thank him and his company!

Keep up the good work, ICD!
I'll start saying thankyou by buying one of their controllers.
(symbolic gesture)

>If anyone has ordered the TEAC SCSI floppy drive, please inform the net and
>also let us know about compatibility with current software drivers and util-
>ities. Also, if anyone has contacted other disk drive manufacturers, please
>post your findings regarding 3.5" SCSI floppies [manufacturer, model #, manual,
>distributors], in order to eliminate redundancy.

Please also mention external dimensions of the drives, whether they are
half-height, third-height or quarter-height. (1.5" 1.0" 0.75" respectively).
I think this SCSI thing is a very good idea, it might well replace entirely the
Shugart floppy bus within a few years, at least in new systems.

--
Adam David. (adamd@rhi.hi.is)

3597. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 17:31:14 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991May2.133114.26227@mailer.cc.fsu.edu>
Source record: 232649

In article <1991May1.213059.21272@milton.u.washington.edu>, iho@akbar.UUCP (Il Oh) writes:
>glennd@athena.arc.nasa.gov (Glenn Deardorff - GDP) writes:
>>I recently heard from someone who said that using an improved mouse
>>(improved over the standard Atari mouse, that is) significantly improved
>>the performance of his GEM windows - if I understood him right. That is
>>to say, that windows would raise faster, grab the focus faster, etc.
>>just by using an improved mouse - so that GEM would like it was
>>significantly speeded up. He said he used a "Golden Image" mouse. Do
>>others that have bought better mice notice anything like this? If so,
>>it would certainly seem like a worthwile investment.
>
>I seriously doubt that GEM would perform faster because of a better mouse.
>However, you would be able to use it faster. A better mouse responds more
>quickly to your movements and clicks. The Golden Image is supposed to be
>very good, a lot like the Microsoft Mouse for DOS machines. I've tried
>the Beetle mouse, and it's also very nice. I'm one of the lucky few.
>I've got a really good Atari mouse.

Beware! Faster mice (ie higher dpi) are not always better. At some point,
the ST hardware cannot handle the increased input, and you get the 'sticking
pointer' problem. Try this: move your Atari mouse very quickly in any
direction (I mean VERY quickly, like a snap). You will notice that the
mouse pointer will kind of "shudder", but will not move in the desired
direction. Basically, you are overloading hardware/software with too much
mouse output. Now, the higher dpi mice give more output per inch moved. This
means that this overload is easier to attain with the higher dpi mice. I
have a buddy who cannot use his Golden Image mouse because he would have to
"pace" himself to get it to work. A better way to get a "faster" mouse is
through software acceleration, which should not have this problem (and you
can choose from direct, proportional, exponential, etc, types of acceleration).
There are several PD accelerators which work well (I use MouseDoubler2). Thus,
if you are considering purchasing a third-party mouse, make sure that the
dpi is not too high (unfortunetely the marketeers seem to think that bigger is
better when it comes to dpi). Failing that, you should find out if you can
set the dpi rate with a dip switch or pot or something. I believe the Atari
mice are rated at 150dpi. I have seen mice advertised at up to 400dpi (thus
meaning that you would have to move the mouse only about 1/3 as fast to get
it to "shudder"). You will often see ads proclaiming "No mouse accelerator
needed!" on such mice. This is true, but the damn things force you to
slow down (and at least in my case, miss what I am trying to point at)!!
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down

```
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+--------------------------------------
```

3598. Re: Glendale Conference Impressions

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 17:41:36 UTC
From: bill@mwca.UUCP
Message-ID: <1853@mwca.UUCP>
Source record: 232635

In article <1991May1.180512.2572@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
`In article <2623@lee.SEAS.UCLA.EDU> plinio@babbage.seas.ucla.edu (Plinio Barbeito) writes:
``In article <12733@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:
```>>plinio@curtiss.seas.ucla.edu (Plinio Barbeito/) writes:
```>This is really puzzling news! If Atari built a factory in Israel, it can't
```>possibly be dedicated to only floppy controller chip production...
```
```Sorry to have implied that. I don't know if it will be dedicated to
```that sole purpose. That's all that Bob mentioned about it, though.
`
`I didn't think he said it would be a factory. Sounded to me like they had
`hired people to reverse engineer the WD1772 and do a layout for one that
`would run faster.

Both the San Jose Mercury News and the Jewish Bulletin reported that Atari and the Israeli government are negotiating (close but nothing signed yet) for Atari to open a manufacturing plant in Israel, with significant incentive (financial) from the Israeli government, who are hoping to start a high-tech business park. The plant would apparently produce most types of Atari hard-ware (though I believe the Singapore plant would remain) and would give (again, I'm not positive) Atari major advantages in dealing with the EC.

--
##########################################################################
# Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
# Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!! #
######Opinions expressed are my own, though you'd be wise to adopt them!######

# 3599. Re: TT ROM

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 18:02:12 UTC
From: apratt@atari.UUCP
Message-ID: <2923@atari.UUCP>
Source record: 232502

kimmo@field.fi (Kimmo Lahtinen) writes:
>Here in Finland we are getting TT's with Swedish ROM,
>and there seems to be some problems in them. Also
>my friend does not like so much for Swedish as language
>for a computer. So I would like to know if it would
>be possible to have an English TOS for TT.

I mailed this guy details on Atari Sweden, but this part is meaningful for everybody:

The only differences between Swedish TOS and English TOS are the keyboard mapping and the text in the Desktop. The underlying code is all the same. If the problems have to do with keyboard mapping or text, then a different country could make a difference, but if the problems are anywhere else, you should describe them so we can decide if they're TOS bugs. It may be that what you've encountered is already fixed. There have been updates to TT TOS; the current release is 3.05.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

## 3600. autogem

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 18:08:00 UTC
From: jim.devonshire@rose.uucp
Message-ID: <f762b95b7b32282071a0@rose.uucp>
Source record: 232513

To: rmacgreg@cs.strath.ac.uk

Thanks for the feedback. I've tried a few variations but without success. My brother mentioned that he thought "Little Green" may be interfering with the execution of the "Bootmaker" program.

I'll remove LG completely from the configuration process.

Yes, I've used a text editor and looked at the file(s) contents but I really don't know what I'm looking for. There is bin code and ascii text intermingled in the bootmaker and autoboot programs.

The auto boot program shows the file path and name of the program to be autobooted "a:\pro24.prg" as well as machine language?

P.S. Do you "correspond" with anyone in Christchurch or Manchester or Portsmouth?

Regards....Jim, Erin, Ontario, Canada.
---

# 3601. PC-Ditto II $145/Trade

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 18:36:43 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <1991May02.183643.15584@hpmcaa.mcm.hp.com>
Source record: 232687

Complete Functional PC-DITTO II $145/Trade

Contact:
Patrick J. Hawke (patrick@hpmcaa.mcm.hp.com)
503-434-5122 HOME
503-472-5101 x411 WORK

Looking for -
Color Computer Eyes
Vidi ST
Double Sided Disk Drives
Sound Digitizers
????

# 3602. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 19:24:29 UTC
From: garrick@greyrock.mso.colostate.edu
Message-ID: <GARRICK.91May2132429@greyrock.greyrock.mso.colostate.edu>
Source record: 232637

You mentioned MouseDoubler2. I use MACELL3 and have had no
difficulty. It also has a built in screen saver. There are three
different speeds for the mouse and the screen saver is adjustable. I
have never had any trouble with my Atari mouse, either, but have seen
a few that sure needed help!
Kevin
--

+=+=+=

## 3603. sundog

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 19:28:00 UTC
From: Lutz_Frank@ac2.maus.de
Message-ID: <4656@ac2.maus.de>
Source record: 232460

Hi !

... do you mean "Sundog" - released by FTL ? (the same people later released Dungeon Master). It's a sort of a space trade adventure. A little bit like "Star Trek" but has a better story.
It is today a little bit oldfashioned - but I liked it very much.

Kind regards
Lutz

# 3604. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 19:40:01 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May2.194001.9066@cs.ucla.edu>
Source record: 232644

In article <41920@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>I doubt anyone in the US has seen a Mega STe 1 yet, but the reports on
>the F-Net feeds are that Atari has purposely crippled the system (similar
>to the way they crippled the Mega ST2) to prevent upgrading it.
>
>The pc board is cut off where the host adapter would be, and the plastic
>case has been redesigned to prevent intalling a hard drive mechanism.

NO NO NO. The case has not been "redesigned" to prevent anyone from
installing a hard disk in it. The case is not finished on the Mega STe1.
To install the hard disk, they apparently have to remove some posts from the
mold, and in the no-hard-disk version, they, naturally, haven't done this.
I can't speak to the host adapter issue, but I doubt very much that the PC
board has been deliberately cut off to prevent you from installing one. I
have even heard that Atari is working with a host adapter manufacturer which
might provide an add-on for the MSTe1.

>BobR
--
Steve Whitney - UCLA CS Grad Student ())_-_())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

# 3605. Using UNITERM to load files to UNIX machines

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 20:23:42 UTC
From: tgardenh@nmsu.edu
Message-ID: <1188@opus.NMSU.Edu>
Source record: 232690

Hardware: a very old Atari 520ST (just recently had the TOS chips put in)

Software: UNITERM

Other Hardware: a Sun 4/280 running SunOS 4.0.3

Goal: I want to take files (mostly documents) and load them from my Atari
to the Sun.

My problem: When I start up UNITERM I get an error saying something like
"error in defaults". I press return and load up the defaults
I need to dial up. I then dial up to the Sun computer and
type "kermit" and then, once inside kermit, type "server". I
then press "alt-t" to get the menu to send the files. I chose
send. The next window comes up and reports that I get too
many errors when sending. I have been able to download files
before, but I don't seem to be able to duplicate it. (Sometimes the
Sun displays a message about "unknown server command".) Can
someone please tell me what I am doing wrong. I really need to
be able to download these file before the end of the semester. and
I am really getting frustrated.

BTW, a friend who owns anothe Atari ST gave me the UNITERM program, so I have
not done much file transfering before.

Thanks so much for any help.

-Tricia M. Gardenhire


```
################################################## /\ /\ /\ ####################
# # | V \/ \---. # #
# In real life: Tricia M. Gardenhire # \_ / # "Bart, if you #
# E-mail: tgardenh@nmsu.edu # (o)(o) <__. # don't stop I'm #
# Voice: (505) 646-4244 # _C / # telling DAAAD!" #
# # /____, ) \ # #
# "I don't ask questions. I just have # \ /----' # -Lisa Simpson #
# fun." -Bugs Bunny # ooooo # #
################################################## / \ ####################
```

3606. Re: New TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 20:31:25 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May2.203125.11915@jato.jpl.nasa.gov>
Source record: 232636

In article <3092@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>In <672747111.0@egsgate.FidoNet.Org>
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
>
>>You don't need Pinhead if you have TOS 1.4 and above. I have a Mega STE and
>>have experienced the problem as well but Pinhead is nothing compared to the
>>TOS's built in fast load. Why bother when TOS has it already? I know
>>pinhead may be compatible with a few more packages but there is nothing to
>>it.
>
>Doesn't Pinhead simply compress executables into a self-extracting form that
>takes less disk space and therefore less time to load?
>Is this what TOS 1.4 fastload does, or is there any benefit in using both
>methods?
TOS 1.4 and pinhead both suppress filling all of (allocated) memory with
zeroes before loading and executing the program. That's all. I got a
program that compressed programs, which then un-compressed upon executing,
but I had a lot of trouble with it. I got it from atari.archive, but, since
having all the trouble, I haven't used it much, and therefore already
forgot the name.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3607. Last crusade?

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 20:35:40 UTC
From: cgjxt@ux1.cts.eiu.edu
Message-ID: <1991May02.203540.3393@ux1.cts.eiu.edu>
Source record: 232646

A friend of mine has recently purchased Indiana Johns and the Last Crusade and needs help to get past a certain stage. I suspect that this is the wrong newsgroup to post this to, but couldn't find a group that delt only with games.

He is having trouble getting past the gate into the tomb of the dead knight.

any help would be greatly appreciated.

TAITT

3608. TeX fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 20:48:01 UTC
From: wilson@mdivax1.uucp
Message-ID: <1991May2.204801.24592@mdivax1.uucp>
Source record: 232691

I have recently built a TeX system from the files at atari.archive.
However, I am missing some font files. Specifically, the documentation
for UNITERM uses the font "cmss8" for which I have the font metric file
but I do not have any "pk" files. I have searched the font archives on
atari.archive but have been unable to locate any appropriate files.
Am I going blind or crazy? Seriously, if anyone can either point me
in the right direction for finding the missing fonts or can mail them to
me, I would be most grateful. I am also a little concerned that other
fonts in common use may be missing.

Paul wilson
(domain: wilson@mdivax1.MDI.COM)
(bang: ...!uunet!van-bc!mdivax1!wilson)

3609. Need info on Fairfax, Va Atrai conference...

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 20:57:41 UTC
From: bill@sugaree.uu.net
Message-ID: <91.28204505@sugaree.uu.net>
Source record: 232519

Hi all,

Has anyone got any information on an Atari conference usually
held in Fairfax, Virginia around this time of the year? I haven't
recieved any mailings (I usually go...but can't remember its name)
from its organizers.

Any new is appreciated, thanks in advance.

Bill B.

--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

3610. VME & SCSI vendor/product list

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 21:21:51 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991May2.212151.19637@eagle.lerc.nasa.gov>
Source record: 232643

Hi. I'm looking for a directory of vme peripheral device vendors. Is there such a thing? What I hope to do is to find the vendors for a Ethernet and a high-speed line-imaging data acquisition board for my TT. Also, is there a similar directory for SCSI devices?

I don't know if the Ethernet board has to fit on the TT's VME bus or not. If not, where will it fit? What kind of software will be available? I want to connect this machine to the DARPAnet via Ethernet hardware and TCP/IP protocol.

The second item that I'm looking for is the controller and acquisition board for a line-scan camera. There are a host of them for the AT bus, but they're all too slow. To speed up data acquisition, the boards often have huge onboard RAMS, sometimes 8MB. After taking data, they usually slowly transfer the info to the hard disk via the ISA bus. I want to be able to scan 5000 lines/s, each with 256 pixels, each pixel digitized 8-bit. I also want to store 10 sec of continuous data once at a time, preferrably all using the TT's memory (which will be expanded to 26MB very soon).

If you have even a remote idea on these subjects, please respond. Thanks.

Clarence T. Chang
fsctc@csduts1.lerc.nasa.gov
fsctc@mcone.lerc.nasa.gov

3611. HELP!!!!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 21:41:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <58673@hb.maus.de>
Source record: 232479

LF>jd> Atari Megafile 30 in partition D have become invisible. The problem

LF>I got the same problem using CHEETAH on BGM-partitions of my harddisk.
LF>There I could only save one of the BGM-partitions. Cheetah destroyed the
LF>root sector of the destination hard disk.

Hmm, somebody mentioned somewhere [;-)] that CHEETAH only works with ICD BGM
Partitions.

Hmm, let's see if I can find the Docs ...

Yep, here we go:

> BGM Compatibility: Cheetah now supports ICD's new BGM format for both
> source and destination drives. A different aglorithm had to be
> developed to support the non standard cluster sizes. This new routine
> optimizes the files as the are being copied. The new copy method can
> also be selected to be used when copying between standard partitions.
> Progress is also displayed during the copy.

So, it doesn't say it won't work with Atari BGM Partitions but it says it
supports ICD's format which seems not to be the same as the Atari format.

G'day Mick

3612. Atari Calculators

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 22:47:42 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <5151.282050be@miavx1.acs.muohio.edu>
Source record: 232503

Well, I was cruising my local Odd/Big Lots looking for some bargains, when lo and behold, I found some Atari Calculators!! Of course I had to buy one, so I bought one that is a ten digit calculator, stores up to 125 phone numbers, can auto-dial those phone numbers, and can store up to fifty different events. It was a little pricey at $20 but I think it was worth it! (It did say Atari!)

So if you wanted another little Atari gadget, check out you local Odd/Big lots!!

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3613. UNITERM on the TT030

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 23:17:28 UTC
From: sander@engin.umich.edu
Message-ID: <1991May2.231728.1161@engin.umich.edu>
Source record: 232639

does anyone know if it will work?

please post, as i know of a few interested parties.

scott anderson

3614. Re: Windsor show this weekend???

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 23:36:06 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41945@cup.portal.com>
Source record: 232694

John STacy asked about the Windsor/Detroit Atarifest this weekend..

Yes, it's on, and it looks like it's going to be pretty good!

From Toledo, take I-75 North, follow the signs to the Bridge to Canada, from there follow the signs to Highway 3 in Windsor, and you'll be on Huron Church... go South... (yes, geography fans, Windsor, Canada is to the SOUTH of Detroit, Michigan..)

Past Cabana Rd., follow Highway 3 when it splits off of Huron Church, and the entrance to St. Clair College will be on the left.. there should be signs along the roads approaching the college, just in case..!

BobR

3615. Re: New TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 23:44:55 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May02.234455.10152@ecst.csuchico.edu>
Source record: 232524

In article <3092@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>In <672747111.0@egsgate.FidoNet.Org>
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
>
>>You don't need Pinhead if you have TOS 1.4 and above. I have a Mega STE and
>>have experienced the problem as well but Pinhead is nothing compared to the
>>TOS's built in fast load. Why bother when TOS has it already? I know
>>pinhead may be compatible with a few more packages but there is nothing to
>>it.
>
>Doesn't Pinhead simply compress executables into a self-extracting form that
>takes less disk space and therefore less time to load?

No, that's DC Squish, or any similar packer.

>Is this what TOS 1.4 fastload does, or is there any benefit in using both
>methods?

The fastload bit doesn't let the ST clear the remaining memory before it
loads a program. Pinhead does the same; actually, I've heard that Pinhead
is actually faster than the fastload bit setting. I tried it on a 2 meg
machine and the difference was one second. I run Pinhead and have my
programs with the fastload bit set on my 4meg machine.

>The time to load an application program is perhaps not a very significant
>factor if the program is just to be loaded in and much time then spent working
>in the program. On the other hand major savings in disk space matter quite a
>lot to most users - from single floppy machines up to Gigabyte hard disks.
>The shorter load time is just a useful side effect of the data compression and
>is paid for by the time taken to compress the files (also the extra CPU load
>during uncompression in a multiprogramming environment).
>

If you've never used Pinhead or set the fastload bit on a TOS1.4 and up machine,
then you should really check it out. There is a great speed difference
when loading programs, even on a one meg machine; the difference can be
seen especially when loading a lot of AUTO folder programs.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3616. Spectre Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-02 23:50:51 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <11975@jarthur.Claremont.EDU>
Source record: 232543

I recently got a used Spectre 128, and I have a few questions. I am using Spectre 2.65 and system 6.0.3.

1. I have a 24-pin Nec P2200 printer, and I am looking for a printer driver. I am too cheap to buy one, so I am looking for a public domain one. I found someone who wrote one for panasonic 9 pin printers, and he has tried to convert it to work with my printer. The problem is that on every few lines, it gets messed up and starts rotating the bits vertically, so that on a line you see for example the bottom of a character above the top half. It does this for the rest of the line. The author is convinced that this is a problem with Spectre because it does not happen in the 9 pin version. It is acting like it is loosing some bits, so I was wondering if maybe there is some problem in the conversion from serial to parallel. Does anyone have any ideas? Or maybe know of another PD (or cheap) 24-pin printer driver?

2. Spectre gets an illegal instruction error (one that Spectre reports, not the Mac) when I try to create a postscript file using the laser writer printer driver from the chooser and using command-K or command-F. Does anyone know of a way to get this to work?

3. Does anyone know of a program that will let you have a picture on the desktop that works with Spectre?

Thanks

Dan Crevier

dcrevier@jarthur.claremont.edu

3617. Re: Timeworks DTP problems

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 00:35:58 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <48316@ut-emx.uucp>
Source record: 232527

Timeworks DTP will not run in mono and color without having
separate ASSIGN.SYS files for each. You may have to go back
and re-install it to get it to run in mono. I tried to get it to work
on both my color and mono monitors (so I could just switch back
and forth) but no go.

= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

3618. GCC 139 Fixed

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 01:43:44 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May3.014344.25568@terminator.cc.umich.edu>
Source record: 232506

There's now a working copy of gcc-cc1.ttp in ~atari/gnustuff.
It has been added to both the whole file gcc139b.zoo and
a separate copy in gcc-cc1.zoo (or whatever it's called).

Thanks to those who uploaded the working version, and to Jhawar Bammi
who wrote (upgraded?) the damn thing to begin with.

Roy, grab a beer, you owe it to yourself.

weiner

--
Jeff Weiner --- weiner@{terminator.cc, atari.archive}.umich.edu
sig under construction

3619. Re: Timeworks DTP problems

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 01:50:01 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <27959@hydra.gatech.EDU>
Source record: 232541

>Timeworks DTP will not run in mono and color without having
>separate ASSIGN.SYS files for each. You may have to go back
> and re-install it to get it to run in mono. I tried to get it to work
>on both my color and mono monitors (so I could just switch back
> and forth) but no go.

You do not need separate assign.sys files. Find all of the monochrome screen font files on your master disk and copy them to the folder containing all of your GDOS font files. Then load assign.sys into your text editor and look for the line "04p screen.sys". Type in the list of all the monochrome screen font files after this line and save this new assign.sys. Now Timeworks DTP will work in both medium and high resolution. I did this and have never had any problems.--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3620. Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 02:15:44 UTC
From: hunt@jjmhome.UUCP
Message-ID: <10179@jjmhome.UUCP>
Source record: 232623

I think the subject says it all.

1. Where can I find a pascal (good) compiler for the ST,
and
is it commercial?
if so, how much
else
where on the net can i find it? (a.a doesn't seem to have it)

2. This doesn't have to do with the subject, but if i wanted to learn C, how
much work would it be for me to do so? (it took little effort to learn
pascal, and i know C is somewhat the same... i looked at it before) and
what would be a good book to get me started with it? (with sozobon C)

thanx!

Tad Hunt

+why should I have a .sig? and send all the 'i''s through an upcase convert :-)

3621. Re: Help with timerA

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 05:41:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1147@uqcspe.cs.uq.oz.au>
Source record: 232520

```
>Does anybody out there know why when I compile the following program
>(with HiSoft's GenST assembler) and run it on my STE the system crashes?

:

>TimerA_int
> rte
> even

:
```

It's a long time since I encapsulated TimerA use in a module :-), but I think you need to clear an interrupt-pending bit on the before you return from the exception.

Check out what TimerB, C and D do, check Internals (though from memory there was a bug in that part :-( ), or grab play.arc from atari.archive and look for the interrupt code that writes to the Yamaha chip.

You're an assembler programmer - you'll enjoy it. :-)

If you get stuck, mail back, and I'll check my modules (at home). It isn't very difficult, just tedious to hold your tongue in just the right way.

Warwick.
PS. As I said, it's been a while - I may be completely off track.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3622. Re: Atari Calculators

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 06:16:57 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May03.061657.12311@ecst.csuchico.edu>
Source record: 232522

In article <5151.282050be@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
>So if you wanted another little Atari gadget, check out you local
>Odd/Big lots!!
>

Also check out Best Electronics' catalog. They have Atari mugs, belt buckles, pins, even those huge, multi-colored user group banners for only $10 -- yes, that's right folks, only $10. But don't call now, cause they also have Atari binders, paper weights,....

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3623. Re: Using UNITERM to load files to UNIX machines

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 06:54:07 UTC
From: tgardenh@nmsu.edu
Message-ID: <1199@opus.NMSU.Edu>
Source record: 232629

Thanks for the help. I think I can handle it now. If I have any more question
I send e-mail directly to those who send me help.

Again, thank you very much...

-Tricia M. Gardenhire

```
################################################## /\ /\ /\ ####################
# # | V \/ \---. # #
# In real life: Tricia M. Gardenhire # \_ / # "Bart, if you #
# E-mail: tgardenh@nmsu.edu # (o)(o) <__. # don't stop I'm #
# Voice: (505) 646-4244 # _C / # telling DAAAD!" #
# # /____, ) \ # #
# "I don't ask questions. I just have # \ /----' # -Lisa Simpson #
# fun." -Bugs Bunny # ooooo # #
################################################## / \ ####################
```

3624. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 06:56:16 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May3.065616.2262@cs.ucla.edu>
Source record: 232521

In article <1991May2.194001.9066@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>In article <41920@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>I doubt anyone in the US has seen a Mega STe 1 yet, but the reports on
>>the F-Net feeds are that Atari has purposely crippled the system (similar
>>to the way they crippled the Mega ST2) to prevent upgrading it.
...
>NO NO NO. The case has not been "redesigned" to prevent anyone from
>installing a hard disk in it. The case is not finished on the Mega STe1.
...
>
>>BobR
>--
> Steve Whitney - UCLA CS Grad Student (())_-_(())

Okay, I may have to eat my words here. What I said was based on conversations with Atari developers. Z-Net corroborates what Bob said. Perhaps the Atari marketing idiots have decided that they should keep people from putting their own hard disks in Mega STEs afterall... Sigh...

Sorry, Bob. I thought (and hoped) that you were wrong. It may still not be true, but I have no hard evidence either.
--
Steve Whitney - UCLA CS Grad Student (())_-_(())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3625. Re: C compilers (was Re: C)

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 08:12:01 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2887@odin.cs.hw.ac.uk>
Source record: 232542

In article <1991May2.023153.7191@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura)
writes:
> ... Sozobon is NOT Public Domain. It's currently "Free".

Now what does that actually mean? Less or more legal rights than PD?

>There's no guarantee that any or all future versions will
>also be free. Personally, I'm hoping they make at least one
>more free distribution which will be the definitive cleaned-up
>official version. After that, I don't care if they go "commercial".
>But I think they sort of owe it to the people who have helped
>them "beta test" this compiler.

I don't think Sozobon could go commercial now even if they wanted to.
People would always regard it as free since it's been free for so long.
Look at NEOchrome. I have had official word from Atari that it is NOT Public
Domain yet PD Librarys are distributing version 1.00 and the CHAOS version.
Sozobon would have to change it's name at least to avoid this.

Anyway I think the Sozobon C compiler is bl**dy great! I use it all the time.
Students here with ST's use it home for their projects.
I just wish it had been supported more by the original authors and the
net's compiler gurus. Atari should bundle it with an ST 'Programming Pack'.

>--
>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
>lsuc!jimomura
>Byte Information eXchange: jimomura

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK Raving Monster Looney Party won a seat! !
+---+

3626. Origami folding editor available for ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 10:32:02 UTC
From: michaels@messua.informatik.rwth-aachen.de
Message-ID: <michaels.673266722@messua>
Source record: 232544

The new version 1.5.8 (beta) of Origami is finished. Origami is a folding editor similar to the TDS editor. (Some PC users call it an outline editor.) It's a little bit difficult to explain the principles of folding editors here, but there are enough explanations in the documentation. Origami runs on MINIX 1.5, SunOS 4.1. and on the Atari ST. The source is available for anonymous FTP from:
Server: ftp.thp.uni-koeln.de [134.95.64.1]

Path: minix/beta-test
Files: origami.tar.Z (13-bit compressed tar archive)

If you detect any bugs in the TOS code, please send mail ONLY to Michael Haardt. He heads beta-testing and would like to see any mails concerning it. He will forward a copy of TOS specific mails to me.

Send mail to:
mhaardt@ftp.thp.uni-koeln.de
DO NOT USE THE ADDRESS IN THE HEADER !

You will probably find mistakes (wrong spelled or wrong grammar) in the documentation. Correcting such mistakes would be nice (cdiffs!). The Origami documentation can be formatted with nroff or MROFF.

The beta-test phase will end in June. I will post Origami to comp.binaries.atari.st then. I will not post any binaries until the beta test ends. I will not send sources or binaries by mail (I have to pay for mail, even incoming).

In order to compile ORIGAMI on the ST, you will need Turbo C 2.0 and some utility to convert LF to CR/LF (all source files are in UN*X format, which is not recognized by TC :-( )

Michael Schwingen
Ahornstrasse 36
W-5100 Aachen
Germany
email: michaels%cip-s01.informatik.rwth-aachen.de@unido.bitnet
I HAVE TO PAY FOR INCOMING MAIL - SEND MAIL TO MICHAEL HAARDT !

3627. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 10:44:25 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2758@prles2.prl.philips.nl>
Source record: 232512

In article <41920@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
[..]
>I doubt anyone in the US has seen a Mega STe 1 yet,
[..]
>Can anyone from Canada or Europe who's seen this model either confirm
>or deny these reports..?
>
>BobR

Although the advertisements started in januari 91, and some
demo versions were shown at places, the Mega STe is still
not available in Holland.

I'm wondering where the real Mega STe (I mean with hard disk,
correct keyboard, etc) *is* available (for non-developpers)?

Reactions on the net please!

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

3628. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 10:48:18 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91May3104818@sol.brispoly.ac.uk>
Source record: 232534

I use the Golden Image mouse too, but GEM doesn't actually respond any faster. What your friend may have been describing is the increased throughput gained by having a mouse which you only move half the distance (physically) to go the whole distance (on the screen). Also microswitched buttons make a great difference to the usability of the GEM system.

It's just a pity that the ST doesn't sample the mouse fast enough to use it at full pelt.

...Les...
"Ex-BBC owner still hating GEM"

3629. Re: static globals? [addendum to previous message]

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 14:18:26 UTC
From: dc@presto.ruhr.de
Message-ID: <8423444@presto.ruhr.de>
Source record: 232478

In article <1991May1.020731.16272@wam.umd.edu> dmb@wam.umd.edu
(David M. Baggett) writes:
>
> If you're not using separate compilation; i.e., if you have one
> giant .c file or #include everything all at once, then static
> vs. auto makes little difference for globals.

Unless of course your global variable names conflict with names in the
library, in which case you would want to make them static.

--
dc@presto.ruhr.sub.org
dc@presto.ruhr.de

3630. Re: uudecoding multi-part files?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 14:57:28 UTC
From: alten@hpcvia.CV.HP.COM
Message-ID: <56360002@hpcvia.CV.HP.COM>
Source record: 232540

/ hpcvia:comp.sys.atari.st / ggranger@ersys.CV.HP.COM / 8:17 am Apr 30, 1991 /
alten@hpcvia.CV.HP.COM (John_Altendorf) writes:

> Can anyone please explain the requirements for file names in order to
> uudecode a multi-part file? I seem to recall something like the file
> names must be sequentially named file.uaa, file.uab file.uac etc. Also
> it seemed that the ----end---- line of the file had to have some notation
> in it. Please clarify my misunderstandings.
>
>
> John Altendorf alten@hpcvia.cv.hp.com
> Hewlett-Packard
> Corvallis, Oregon

I believe to uudecode one file into multi-parts, you have to use the -x
(where x is the no. of lines that you want in the uue file). To UUE, say
for instance, a 100K file called DUMMY.LZH, on the command line, type:
-700 DUMMY.LZH. This will create a series of uuencoded files that are 700
lines long (except for the last file, which will be the remainder, but not
necessarily 700 lines long).

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

3631. Aladin MAC emulator

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 14:57:43 UTC
From: GUTEST6@cc1.kuleuven.ac.be
Message-ID: <91123.145943GUTEST6@cc1.kuleuven.ac.be>
Source record: 232538

Hi,

I have a problem. I have the Aladin Mac Emulator for azerty keyboard, and my Ste is qwerty. So I would like to know how I can get Aladin to work properly in qwerty.

Regards,
kris.

GUTEST6 @ cc1.kuleuven.ac.be

3632. Re: uudecoding multi-part files?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 14:59:55 UTC
From: alten@hpcvia.CV.HP.COM
Message-ID: <56360003@hpcvia.CV.HP.COM>
Source record: 232547

Thanks to each of you who have offered information both as responses
here, and through unix mail.

John Altendorf alten@hpcvia.cv.hp.com

3633. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 15:08:07 UTC
From: hohr@cernvax.cern.ch
Message-ID: <5149@cernvax.cern.ch>
Source record: 232536

I own a Mega STE 4 for about one month now. I'm not a registered developper. I bought it in France.

Just for information.

Roger hohr@cernvax.cern.ch

3634. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 15:36:22 UTC
From: scale@abode.wciu.edu
Message-ID: <1991May3.153622.1433@abode.wciu.edu>
Source record: 232530

Hi Glenn,
Yes, a "better" (higher resolution) mouse does "appear" to
speed up the system. Or at least mouse pointer movement is smoother and more
accurate. The Golden Image GI-250 scored the best in ST Journal's mouse review
this last year; and I am quite happy with the GI-250 that I have.
There are also couple of new mouse's that have introduced more recently
such as the Beetle Mouse from Talon. Bye.....

Luis

--
"""""""

3635. Mega bus specification request

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 16:05:16 UTC
From: michael@dime.cs.umass.edu
Message-ID: <30049@dime.cs.umass.edu>
Source record: 232546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a working PC-Ditto II that I used to use with a 1040ST, but now I have a Mega 2 that has one of those tiny circuit boards soldered onto the 68000, and can't fit the PC-Ditto II adaptor board over it.

I would REALLY RATHER NOT take a soldering iron to my motherboard, especially to the cpu, so I was wondering how feasible it would be to build some sort of adaptor cable to plug into the Mega bus. Could someone post the specifications for a Mega bus? I notice that it has the same number of pins as the 68000; are they the same lines, and if so, how are they mapped?

I've seen ads for Mega bus adaptors for PC/AT Speed, and the two prices I've seen have been $65 and $79, which leads me to believe that it isn't just a simple line by line adaptor. Does anyone have one of these, and if so, could you describe it?

I'm not willing to damage my computer just to be able to use this thing again, but if I can get it attached without too much difficulty, I'd like to know.

Thanks in advance for any information you have to offer.

Michael Kieras

3636. Re: New TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 16:23:59 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.121259.16281@mailer.cc.fsu.edu>
Source record: 232539

In article <3092@krafla.rhi.hi.is>, adamd@rhi.hi.is (Adam David) writes:
>
>Doesn't Pinhead simply compress executables into a self-extracting form that
>takes less disk space and therefore less time to load?
>Is this what TOS 1.4 fastload does, or is there any benefit in using both
>methods?

No, you are thinking of Packer or DC Squish (or some variant therein). What
Pinhead does is prevent the clearing of memory before loading binaries. Since
any well written program should not depend upon a blank "slate" to run
correctly, this is safe and speeds up load time dramatically. The TOS 1.4
fastload bit does the same thing. Note that some programs do depend upon
"clean" memory to work. Pinhead has a provision to allow for clearing of
memory for only the programs that need it (and only the amount of memory
that is needed). I don't think Pinhead hurts anything in TOS 1.4, and it
is more flexible than the fastload bit method. I am sure this is discussed
in detail in the Pinhead docs (I think 1.8 is the latest version). It should
be on atari.archive.umich.edu.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3637. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 16:56:05 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.121758.16366@mailer.cc.fsu.edu>
Source record: 232548

In article <1991Apr26.153429.24493@lonex.radc.af.mil>, longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>I am trying a final time to see if anyone out there knows where I can find
>a GDOS printer driver for a standard HP DeskJet printer. This is the first
>time in years that I have posted a question twice and gotten no replies,
>so perhaps my mailer isn't working correctly. I have been using postnews,
>so this time I am submitting a follow-up article to see if it gets out.

Well, would any driver do? I have one that came with WordUp 3.0 that says
HPLASER. Are all GDOS printer drivers totally software independent from the
application they came with?

>
>I once hard of a product called "Turbo-Jet" (??) my NeoCept (??)
>Anone else heard of this.
>

Actually, when I bought WordUp I got offered to buy this also (used). Since I
do not have a laser printer, I did not. However, if you find out that this
is what you are looking for, send me email and I will see if it is still for
sale (from my source).
--
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Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
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3638. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 16:56:08 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.122514.16641@mailer.cc.fsu.edu>
Source record: 232549

In article <GARRICK.91May2132429@greyrock.greyrock.mso.colostate.edu>,
garrick@greyrock.mso.colostate.edu (Kevin O. Garrick) writes:
>You mentioned MouseDoubler2. I use MACELL3 and have had no
>difficulty. It also has a built in screen saver. There are three
>different speeds for the mouse and the screen saver is adjustable. I
>have never had any trouble with my Atari mouse, either, but have seen
>a few that sure needed help!
>Kevin
>--

Those that are interested in such things :-) might like this. There are now
at least 4 different variants of the Atari mouse. Here is how to identify
them (the "ball door" is the opening on the bottom of the mouse which allows
the removal of the ball, the rollers are the bars that touch the ball and
relay it's movement to the optical sensors. The rollers are visible when
you take out the ball).

1. Sliding mouse door, thin metal rollers, made in Germany.

2. Sliding mouse door, thin metal rollers, made in Taiwan.

3. Rotating mouse door, large teflon rollers, made in Japan.

4. Sliding mouse door, small teflon rollers, made in ????.

Numbers 1 and 2 are no longer sold, number 3 is the current ST mouse (and does
NOT have the problems of the first two), and number 4 is white and comes
with the TT. I have beaten the crap out of a number 3 for almost three years,
and it still works perfectly.
--
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Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
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3639. Re: UNITERM on the TT030

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 17:35:00 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.133500.17555@mailer.cc.fsu.edu>
Source record: 232550

In article <1991May2.231728.1161@engin.umich.edu>, sander@engin.umich.edu (Scott D Anderson) writes:
>does anyone know if it will work?
>
>please post, as i know of a few interested parties.
>
>scott anderson

I gave it to my buddy who just bought a TT, and he says it works. I do not know if it is totally bug free, but he has been using it to connect with Genie.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3640. Re: Help with timerA [disassembling play.prg]

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 17:38:53 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May3.173853.15078@wam.umd.edu>
Source record: 232528
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1147@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Check out what TimerB, C and D do, check Internals (though from memory
>there was a bug in that part :-( ), or grab play.arc from atari.archive
>and look for the interrupt code that writes to the Yamaha chip.

It bothers me that you're recommending that someone disassemble my code and use it verbatim. Whether or not this is legal, I have no idea, but please note that play.prg is COPYRIGHTED, although it's freeware. It's NOT public domain. This is the sort of thing that makes people not release their software as shareware at all, especially considering that only a handful of people every attach the programmer's name to the "gift" in references like the above.

For the record, I've gotten many requests for my sample playing source code, and I regret that I can't give it out because it's for a commercial product. In the past I have given detailed explanations of how to play digitized sound on the ST, posted here. I don't have time to do it again at the moment, unfortunately.

Instead of disassembling play.prg, please look for resound.arc on atari.archive. If it's not already there, I'll put it there. It's by David Snow and implements the same techniques my routines do. Source is included in the arc file.

I don't mean to flame you, Warwick. On the contrary, I'm glad you post here -- your articles are quite helpful. But consider how you'd feel if I disassembled STrabble and used your dictionary without your permission.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3641. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 17:45:35 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1991May3.174535.10732@cs.mcgill.ca>
Source record: 232529

In article <1991May3.121758.16366@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>
> Well, would any driver do? I have one that came with WordUp 3.0 that says
> HPLASER. Are all GDOS printer drivers totally software independent from the
> application they came with?
>

Strange, I bought WordUp V3.0 (as well as all previous versions) and I don't have this driver. I'd sure be interested in getting it though because I've since switched from an Epson to a Deskjet.

Jon

3642. Re: MiNT/MGR questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 17:58:05 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91May3175805@sol.brispoly.ac.uk>
Source record: 232531

I'm currently using Mg2a under MiNT (very occaisionally) and its seems to be okay. However i'll definately try compiling GNUemacs18.55 on it what I get passed my exams and get disk space (and other standard excuses!). I'll also get up to date on the MiNT code. What version do you use? I'm flailing along with 06s (i've got code for 08b but not enough memory to compile it using gcc (had to give the big memory machine back!).

I've heard that it shouldn't be too difficult to build the GNU stuff on MiNT once a small environment (gnumake/gcc) is set up.

...Les...
"Struggling thru the exam zone"

3643. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 18:09:04 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.134817.17871@mailer.cc.fsu.edu>
Source record: 232507

In article <10179@jjmhome.UUCP>, hunt@jjmhome.UUCP (Tad J. Hunt) writes:
>I think the subject says it all.
>
> 1. Where can I find a pascal (good) compiler for the ST,
> and
> is it commercial?
> if so, how much
> else
> where on the net can i find it? (a.a doesn't seem to have it)
>

There are at least 2 choices.
Personal Pascal - distributed by ICD. It is ok, but I would not pay full
price for it. It cannot accept procedures as parameters, a feature
which is heavily used in scientific code. It is a dated product, very
nice back in '87, not so nice now. It can sometimes be found in the
bargin bin for $30. You should also try to find a (used) copy of
Tacklebox ST, which extends Personal Pascal somewhat and provided
excellent documentation for ST programming (it is a good one to find
no matter what compiler you buy, although it was specifically designed
for use with Personal Pascal).
Prospero Pascal - a much better choice. Rock solid, full pascal
implementation. Good accuracy. Well supported (the company is
British, and therefore has a much better chance of being around
for awhile). I have seen it for $89 from Joppa Computer Products
(1-800-876-6040).

> 2. This doesn't have to do with the subject, but if i wanted to learn C, how
> much work would it be for me to do so? (it took little effort to learn
> pascal, and i know C is somewhat the same... i looked at it before) and
> what would be a good book to get me started with it? (with sozobon C)
>

As a sub note, all Prospero compilers (C, Pascal, FORTRAN) can share object
files, and have the same touchy feelie front end. Also, the C and Pascal
(I do not know about the FORTRAN) are ANSI.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
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3644. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 18:09:56 UTC
From: apratt@atari.UUCP
Message-ID: <2925@atari.UUCP>
Source record: 232472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>The DMA port on the back of the TT
>is handled differently than that on the various ST's, and this could cause
>an hard drive set up (and working) on an ST to fail (with very little
>explanation from the Atari HD software).

A phrase like "The DMA port on the back of the TT" encourages misunderstanding: there are TWO DMA ports on the back of the TT; one is ACSI and one is SCSI, and you should make that distinction explicit when you talk about the TT.

In any case, you are mistaken. A working setup on an ST will work fine on a TT. What part of this conversation makes you think it won't? The only oddity will be that SCSI drives (like the internal one), if present, will have their partitions appear first in the sequence of drive letters. But if you have a working chain of drives coming out of your ST, and you unplug the end of the chain from the ST and plug it into the TT, all those drives will be accessible and will work just fine.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3645. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 18:12:48 UTC
From: apratt@atari.UUCP
Message-ID: <2926@atari.UUCP>
Source record: 232483

D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>Is it realy true that the TT can only run Unix OR TOS but not both. I do not
>meen that they should run Unix and TOS at the same time but be bootable
>between the two different OS's.

No, it is not true. Any production TT can be booted in either TOS or UNIX.
UNIX, of course, is not yet a product from Atari, but there is no distinction
between a TOS TT and a UNIX TT; it's all in the software.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3646. sunclk3

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 18:16:29 UTC
From: miked@syscon
Message-ID: <1991May3.181629.24220@syscon>
Source record: 232532

I got Sunclk3 of umich archive recently. Gives me three bombs
when I try to run it except in low rez where it gives an error
box saying it will work only in med/hi.Tried 1.0/1.4 TOS. ANy ideas?

3647. Re: TT, Mega STE keyboards...

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 18:22:22 UTC
From: pegram@kira.UUCP
Message-ID: <1991May3.182222.28025@uvm.edu>
Source record: 232313

From article <1991Apr30.095337.9499@umiami.ir.miami.edu>, by dlk0ms9s@umiami.ir.miami.edu:
> In article <672747111.1@egsgate.FidoNet.Org>,
Shervin.Shahrebani.Of.250/744@f744.n250.z1.FidoNet.Org (Shervin Shahrebani Of 250/744)
writes:
>> Neither the TT nor the Mega STE are shipping with the old Mega keyboards. I
>> have a Mega STE and I have the new amazing keyboard. Every dealer that I
>> have seen here in Toronto that carries TT's and Mega STE
>> 's had the new keyboard with them. I don't know where you got that false
>> information.
>>
>> S.S.
>
>
> When the local(an hour and a half away) Atari store received their 1st
> shipments of TT's they had the new keyboard, however, the 2nd shipment had the
> old style. All 6 of them were shipped with it. A quick call to Atari told us
> that they had run out of TT style keyboards and were shipping the old MEGA
> keyboard until they could get more. Anyone who got the old keyboard could
> upgrade to Atari FREE OF CHARGE! This is not FALSE information, as you say, I
> was there when they opened the boxes, I was there when they called Atari.
>
> Mark Santora
> dlk0ms9s@umiami.ir.miami.edu

I see an opportunity here for me (and others 8-). Assuming Atari doesn't
take back the old style mega keyboards, I'd be willing to part with
$80 (U.S.) for your old style keyboard, for use with an adaptor on my
new STE (*not* mega STE). BTW, since my STE is back ordered, are mega
STE's available in the U.S.A with minimum memory and sans hard drive?
If so, how much? I could cancell my STE order and get one of these if
it doesn't cost more than ~$800 - $900 8-).
thanks in advance, (no Atari dealer is within miles of here!)

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

3648. Re: ST GEM-based Word Processors

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 18:24:33 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91123.142433SYSPMZT@GECRDVM1.BITNET>
Source record: 232508

In article <1991Apr24.124220.23028@aplcen.apl.jhu.edu>, rsl@aplpy.jhuapl.edu (Russell S. Laderer) says:
>
>I have been using WordWriter ST by Timeworks for about 2 years,
>and think it is very easy to learn. It has most of the
>functionality you could want from a basic wp, and it did not
>cost me much (on sale, $49).
>

I used WordWriter several years ago, and like many of the ST word processors of the time, the character buffering seemed very annoying. At times I had type ahead, then it would go away, and just didn't flow very nicely. Someone had told me that this had to do with the architecture of the keyboard interface.

Is this still true, or was it ever an accurate description of the way these things work? I have a very old 1040, and plan to buy a new 1040 STe within the next month; will this change things?

Phil Z

3649. ATARI Monitors for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 18:45:14 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991May3.184514.21533@ncsu.edu>
Source record: 232533
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to sell an ATARI Color Monitor SC1224.

I am upgrading to an IBM system, and since there is no
way that I know of to be able to use (cost effectively)
this color monitor with a PC Compatible, I have no further
use for it. Also available is an ATARI Monochrome Monitor
SM124. Only one will be sold (I still want to be able to use
my ATARI)

Prices will be competitive!!

Please reply via email.

(BTW: If anyone knows a cost effective way to use my ATARI SC1224
with a PC using a video card like CGA, please let me know. Also
does anyone know what the dot pitch is of this monitor .51 ??)

Thanks
Saurabh
smisra@eos.ncsu.edu

3650. C++ compiler

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 19:18:00 UTC
From: Klaus_Guhr@bn.maus.de
Message-ID: <44016@bn.maus.de>
Source record: 232375

```
DJ> Simple question - Is there a C++ compiler for the ST?

GNU C++ V. 1.35.
```

3651. Re: C or Lets here it for LASER C

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 19:18:25 UTC
From: bill@sugaree.uu.net
Message-ID: <94.28217f41@sugaree.uu.net>
Source record: 232488

[previous C compilier comparisons deleted]

> Don't forget about Laser C. To add to your chart:
>
> Laser C 512K okay; no ~$120US yes
> more better
>
> Laser C is a very quick compiler, and generates pretty good code, although I
> don't think it's quite as compact as MWC. A pretty good integrated
> environment (graphical shell) is included, as are RCS, make, and other
> Unix-style utilities. Documentation is generally good.
>
> -- Andy

Thanks Andy, I agree... Laser C is quick and easy to use (I use it ALL
of the time)! Also Laser C always attemps to make as much of its self
memory resident as possible, thereby making it fast for those with as
little as 1 meg.

...Bill

--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

3652. Re: ATARI ARCHIVES

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 19:22:57 UTC
From: miked@syscon
Message-ID: <1991May3.192257.24835@syscon>
Source record: 232537

jim.devonshire@rose.uucp (JIM DEVONSHIRE) writes:

> How do I access files in the Atari archives. Do I have to subscribe,
>pay a fee, join an organization? OR are they free to any interested
>user?

>Regards, Jim Devonshire at Erin Ontario Canada
>---
>
>Try sending a message "help" to atari@atari.archive.umich.edu
also archive-server%panarthea.ebay.sun.com

3653. Re: ST GEM-based Word Processors

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 20:20:51 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <5164.28217fd3@miavx1.acs.muohio.edu>
Source record: 232451

In article <1991May02.162554.6779@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> BTW, does FSM GDOS work as a direct replacement to GDOS, like G+Plus, or
> do the programs which currently run GDOS, have to be modified to look for
> FSM?

What I heard is that it has a desk acc that makes it act like the old GDOS
for old programs, so you can use it with all your old GDOS prgs.

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3654. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 20:26:05 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.155214.19840@mailer.cc.fsu.edu>
Source record: 232452

In article <1991May3.174535.10732@cs.mcgill.ca>, jon@nabob.cc.mcgill.ca (Jonathan Carroll) writes:
>In article <1991May3.121758.16366@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey
>Boyd) writes:
>>
>> Well, would any driver do? I have one that came with WordUp 3.0 that says
>> HPLASER. Are all GDOS printer drivers totally software independent from the
>> application they came with?
>>
>
>Strange, I bought WordUp V3.0 (as well as all previous versions) and I don't
>have this driver. I'd sure be interested in getting it though because I've
>since switched from an Epson to a Deskjet.
>
>Jon

Hmmm, perhaps this is part of the before mentioned Turbojet package (when I bought it, I copied it from his hard disk so I would get all the bug fixes. Of course, I also have the original disks :-) . I will check into it. Anyway, if this is true it sounds like this is what the original poster was looking for (Turbojet, that is).

--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |

3655. Re: CodeHead Software Util.s

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 20:39:04 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59794@aurs01.UUCP>
Source record: 232509

In article <41916@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>Just happened to realize that I can't remember ever seeing a reference to
>any of the CodeHead Software utilities here on Usenet.

Gee, I feel invisible! :^)

>They are commercial but in my opinion the comprise the finest utility
>software available for ST/TT line.

Agreed.

[High praise for Maxifile, HotWire, Multidesk, and Codekeys nuked]

I use these (except Codekeys), as well as the Utilities package and
Lookit. Additionally, I use much of the affiliated shareware and
freeware they've put out (and have even registered for it!). It's
great the way that these programs work with each other. Now I have
access to Maxifile from any program that uses the file selector,
thanks to the Little Green File Selector. I find myself using
Arc Shell far more often than DC's Xtractor+.

The down side is that I think some of the programs are growing out
of control. A very healthy chunk of my RAM is used by Codehead stuff.
I like most of the features, but I'm starting to wonder if they are
worth all the RAM they soak up. Maxifile III has both graphic and
textual disk information options. Sure, the graphics look great,
but is it worth the extra RAM? Is the Ledger feature on Hotwire
really necessary? The new Maxifile's file reader encroaches on
many of Lookit's features, and MF III also includes the Zerodisk
function off of the utilities package... I'm paying for lots
of redundant features that really don't need to live in RAM.
Frankly, I'd rather have these functions broken down into seperate
programs and accessories, so I only have to load the ones that I use.
Better still, it would be nice to have a configuration program that
lets the user load or disable functions in Maxifile and Hotwire,
effectively "conditionally compiling" the programs with only the
features you want, and the others greyed out.

But then, all will be forgiven when I've upgraded my RAM to 4 megs. ;)

That said, I swear by Codehead far more often that I swear at them, and
would hate to have to go back to using the standard Atari interface.

I am curious about a couple of Codehead packages that I don't have.
Has anyone tried Midimax? I've seen the demo program, but I wasn't
sure it did anything I can't already do (or would have any reason to
do) with my MIDI software.

And what about G+Plus? Will it make my ST run faster and jump higher? Can I continue to live without it? I've seen it favorably mentioned on the net, but I really don't know what it does.

>Dave_Ninjajr_Flory@cup.portal.com
>D.FLORY, A.L.E.R.T. Sys*Cop on GEnie

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

3656. Re: C

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 20:59:01 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5579@wucc.waseda.ac.jp>
Source record: 232459

Mr Chris Wood has actually e-mailed to me saying Lattice C has a good source level debugger(woocm@sx.ac.uk). It seems everyone is satisfied with their C compilers except Alcyon. And to be complete one must not forget MINIX-ST 's C compiler(pretty awful). Someone has just written here that he couldn't compile his code because of lack of 030 and discontinued a support for ATARI. Very sad news. (I thought Turbo C supported everything).
Though its source level debugger for ST is far from perfect, GNU C is by far the
best compiler for us (the price you pay for it is the cost of adding your memory up to 4MB). And if you happned to have access to a more powerful machine (preferably 680x0 machines like SUN3), support for TT030 and source level debugging are no problems. If not, and if one likes to have expert aid, one cannot tell which is the best. But it is very nice that there are some at all.
I don't care for speed because nothing is more of a wast of time than having a buggy compiler. And assembly language level debugging is surely most reliable if not very efficient.

3657. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 21:00:11 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59795@aurs01.UUCP>
Source record: 232471

In article <1991May2.133114.26227@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

-Beware! Faster mice (ie higher dpi) are not always better. At some point,
-the ST hardware cannot handle the increased input, and you get the 'sticking
-pointer' problem. Try this: move your Atari mouse very quickly in any
-direction (I mean VERY quickly, like a snap). You will notice that the
-mouse pointer will kind of "shudder", but will not move in the desired
-direction. Basically, you are overloading hardware/software with too much
-mouse output. Now, the higher dpi mice give more output per inch moved.
-This means that this overload is easier to attain with the higher dpi mice.
-I have a buddy who cannot use his Golden Image mouse because he would have to
-"pace" himself to get it to work. A better way to get a "faster" mouse is
-through software acceleration, which should not have this problem (and you
-can choose from direct, proportional, exponential, etc, types of
-acceleration).

I use the Golden Image mouse, and have had no problems. In fact I had terrible troubles with mouse accellerators before I bought it. The Atari Mouse Accellerator (1, 2 and 3) all caused my system to crash occasionally, or cause a reboot loop. (How do I know it was the accellerator? I took it out, and the problem stopped. Real scientific, huh?)

The GI mouse also feels nice in the hand, and has great action on the buttons.

Perhaps your friend should just drink less coffee before he uses his mouse. ;^)

Actually, I tried the new mouse with the accellerator still in, and it was impossible to do anything useful.

I'm sure it's all a matter of personal taste, but I'd say if you have half decent motor control (and remember to turn off your mouse accellerator), you should have no problem with the Golden Image mouse.

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

3658. Re: ATARI ARCHIVES

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 21:35:42 UTC
From: steve@thelake.mn.org
Message-ID: <A2222266019@thelake.mn.org>
Source record: 232456

[In article <8802fc9f6d9f28205ee0@rose.uucp>,
jim.devonshire@rose.uucp (JIM DEVONSHIRE) writes ...]

> How do I access files in the Atari archives. Do I have to subscribe,
> pay a fee, join an organization? OR are they free to any interested
> user?

Two archives of ST software are reasonably accessible to readers of comp.sys.atari.st. They're quite different, though, and the differences bear some explanation.

You'll see a lot of references to ``the archives'' and ``terminator.'' Those usually refer to an Internet-accessible site at the University of Michigan that is properly known as atari.archive.umich.edu.

The data at Michigan has been uploaded by various Atari enthusiasts around the world. It's not very well catalogued (although the maintainers are working hard to remedy that). There's quite a lot of it.

If you are at a site on the Internet and have access to a program called FTP, you can log into atari.archive.umich.edu as ``anonymous'' and use your name@site as a password. FTP then can transfer files at high speeds to the host computer from which you access the Internet. Downloading from your host computer to your ST is a separate step.

Because many sites that receive Usenet news are not on the Internet and cannot use FTP, there is a software robot at the Michigan archive that can send you files via email. They will arrive ``uuencoded'' -- a process that changes binary data into printable text to make it safe for mailing. For details, send a message to atari@atari.archive.umich.edu with the word ``help'' in the subject line.

The second archive of Atari ST software is at panarthea.ebay.sun.com, which is not directly accessible on the Internet, although the name might lead you to think otherwise. Panarthea contains only the programs that have been published in the moderated Usenet newsgroups comp.sources.atari.st and comp.binaries.atari.st, and it can be accessed only via email. For details, send a message to archive-server@panarthea.ebay.sun.com containing a single line with the word ``help.''

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3659. GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 21:43:18 UTC
From: steve@thelake.mn.org
Message-ID: <A2238256803@thelake.mn.org>
Source record: 232457

I unpacked and installed GEMINI from comp.binaries.atari.st last night after only a moderate amount of muttering and cursing about LZH. However, I wasn't able to get the GDOS clone, AMCLITE, to work. It seems to install (but accomplishes nothing) if no ASSIGN.SYS file is available. If ASSIGN.SYS is available, I get at least four bombs. I'm NOT running this from the auto folder -- I'm reluctant to put it there until I'm reasonably sure that I'll be able to boot the computer from the hard disk without it blowing up.

Any tips? I'm using TOS 1.4, a 2.5MB ST, a Supra host adaptor and Supra hard disk software, and a monochrome monitor. The directory layout is the same as that included in Steven Grimm's monster archive, and the fonts are available.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3660. Re: New TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 21:45:17 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3043@cod.NOSC.MIL>
Source record: 232454

Regarding pinhed, while well-written programs should not require a blank slate, real-life programs apparently often do. I was getting random crashes especially during booting. I was starting to think that my power supply was getting flaky, but figured I'd go through the auto folder analysis. Removing pinhed from my auto folder eliminated my boot-time crashes. I have an awful lot of junk in my auto folder. I don't think it's pinhed's fault, but he's outta there anyway. I guess the moral is: if things work fine with pinhed, great; but if you start getting random crashes ...

Mike Healy

healy@cod.nosc.mil

3661. Re: HELP!!!!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 21:51:54 UTC
From: harryk@bucsf.bu.edu
Message-ID: <80841@bu.edu.bu.edu>
Source record: 232453

In article <4627@ac2.maus.de> Lutz_Frank@ac2.maus.de (Lutz Frank) writes:
>
>Hi Jeffery,
>
>jd> Atari Megafile 30 in partition D have become invisible. The problem
>jd> started when I was using Cheetah to copy some files from logical drive E
>jd> to D. For one copy it either said that it couldn't find the drive path
>
>I got the same problem using CHEETAH on BGM-partitions of my harddisk.
>There I could only save one of the BGM-partitions. Cheetah destroyed the
>root sector of the destination hard disk.
>If you have a monitor like DISKUS you can try to restore the root-sector.
>(I didn't have had this programm at this time - I lost all since last
>backup ... ;-( ). Now I have a collection of copies of my root sectors on
>a special disk - just for case of emergency ...
>
>Kind regards
> Lutz

My guess is that you reach the 40-folder limit while copying stuff
from one partition to another...If this is the case, then there are 3 solutions
I know of:

1. fldrXXX it's an auto-folder program that lets you specify the
number of folders you can "touch" without problem, by
replacing XXX in the filename with the actual number.
(i.e. to have a 100-folder limit, just rename the program
to fldr100.prg) --- I think the program is PD and
is on atari.archive

2. flushing buffers
there are some programs, like LGSELECT.PRG by Johnson,
that let you **flush** the buffer that is keeping the
accessed folders --- I also thing that LGSELECT.PRG
is SHAREWARE, and it should be
on atari.archive, too

3. the little white button at the back of your computer, called "Reset"
This one always works. 8*) --- This one is for FREE, guaranteed
to work, and right in your own
home.

Please note that I have a Mega 4, with TOS 1.2 in ROM, so I don't know if
the above methods will work on STs with different ROMs and/or configurations

```
================================================================================
Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| ________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
=========================================================|________________________
```

3662. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 22:29:31 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91123.142932REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 232510

Actually, the sheets I have from Prospero say that Fortran and C are ANSI standard. The Pascal compiler follows the ISO standard. The data sheet says, "The Prospero Pascal for GEM programmer's environment is a complete implementation if the ISO Pascal standard for the Atari ST." If memory serves, I believe that Personal Pascal follows the ISO standard more closely that the ANSI standard. This along with the almost too numerous to mention extensions that Borland made to Pascal makes for real fun when trying to move code from an IBM Turbo Pascal environment to a Pascal environment on the ST. So, if you need to have transportable programs, you might look into Prospero's IBM Pascal compilers as well.

Terry

Disclaimer: The above are my opinions. They are not related to the official policies of SLAC, Stanford University, the DOE, or the U.S. government.

3663. new uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 22:34:45 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991May3.223445.26300@colorado.edu>
Source record: 232458

I recently uploaded the follwoing files to atari.archive.umich.edu
(141.211.164.8). They should be appearing in the atari/newitems
directory RSN. :-)

abformat.lzh : able to format 2 disks at ince, also will map out bad sectors
cham119.lzh : chameleon 1.19 -- load desk accs on the fly
protect6.lzh : ram-resident virus checker, alerts you if it thinks you are
being invaded by a virus.
arcshl25.lzh : Arc shell 2.5
digiubik.lzh : another digital sound player/modifier
xtakey2.lzh : an acc that lets you use extended character set in apps where
you wouldn't normally be able to (or something like that)
cli_1_0u.lzh : new cli from germany w/ a lot of builtins, 100% assembler so
is small. Docs are in German.
p_or_s_2.lzh : print or save it 2.0 - allows you to dump the screen to disk
as well as print it to a printer. Works with epson-compatible
and hp deskjet or any other printer if you use another
alt-help replacement.
pan24drv.lzh : Degas compatible printer drivers for panasonic 24-pin printer.
3 different resolutions.
prtinstl.lzh : replaces the system alt-help print dump with a custom one that
uses degas compatible printer drivers. Includes several
printer drivers with it.
scndrvr.lzh : replaces the alt-help screen dump with one that works with
degas-compatible printer drivers. Also gives you the option
of saving the screen to disk.
sim_eq.lzh : solve simultaneous equations

Enjoy,
todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

3664. Re: floppy compatibility p

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 23:01:51 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.673311711.larserio@kvart.ifi.uio.no>
Source record: 232455

If the disk are protected with PROTECT3, 4, 5 or 6 they should be readable
(and writeable) on both ST and most PC (some PCs are VERY stubborn :-)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3665. Breaking the rules

Newsgroup: comp.sys.atari.st
Date: 1991-05-03 23:19:41 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May3.231941.7200@daffy.cs.wisc.edu>
Source record: 232466

I don't know if anyone caught the latest Z-NET article, but FAST TECH has whats called a new upgrade board with a 68000 operating at 20Mhz.

I thought that strange, as I intially thought it was a 020, but no, it is a 68000 at 20Mhz.

Problem is, they don't make em that fast. My immediate suspicions brought back horror articles in the 1989-90's PC mags of manufacturers selecting mass quantities of 286's that were rated at 16Mhz, and operating the few that could run at 20Mhz. People recieved machines that after a few months of operation died, with fried cpu's. QUITE a few were sold of course.

FAST TECH appears to have done the same with this board, and if they have, I will refuse to buy it. I won't recommend it either, I don't care if they test select them for weeks on end.

I hope most people know they don't get something for nothing, as most people do like to believe that and that this is not good hardware design practice to exceed the manufacturers quality specs on the parts you design with from step one. Most computers have it rough enough just with heat, especially all you FANLESS 1040ST/STE owners out there with 4 meg memory upgrades!

I'd avoid this thing like the plague, and would much rather trust Mr. Small's design for 200 bucks more.

--Gregory

3666. SM1224 for sale!! Atari Color monitor.

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 02:06:12 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May04.020612.1376@ecst.csuchico.edu>
Source record: 232489
Cross-posted to: comp.sys.atari.st,misc.wanted,misc.forsale

```
-----------------------------------cut--------------------------

Used Atari Monitor for sale!!!!----------Used Atari Monitor for sale!!

SM124: SOLD!!, thanks for the replys

SC1224: Slightly expanded for max screen coverage. No repairs,
no problems. Colors look great!

$250 or Best Offer

These monitors have been kept in a non-Smoking environment.
I think I could even find the original boxes, please leave a message
at the following address.

Unix: neonman@ecst.csuchico.edu

-------------------------------------------------cut---------------
```

3667. Re: New TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 03:28:08 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.231841.25818@mailer.cc.fsu.edu>
Source record: 232473

```
In article <3043@cod.NOSC.MIL>, healy@cod.NOSC.MIL (Mike Healy) writes:
>
>Regarding pinhed, while well-written programs should not require
>a blank slate, real-life programs apparently often do. I was
>getting random crashes especially during booting. I was starting
>to think that my power supply was getting flaky, but figured
>I'd go through the auto folder analysis. Removing pinhed from
>my auto folder eliminated my boot-time crashes. I have an
>awful lot of junk in my auto folder. I don't think it's pinhed's
>fault, but he's outta there anyway. I guess the moral is: if
>things work fine with pinhed, great; but if you start getting
>random crashes ...
>

The latest version of Pinhead allows you to specify whether you wish to
clear memory or not for any particular program. It also allows you to
specify exactly how much memory to clear. The docs come with a list of
problem programs that require the use of this feature. Using this, you
can still enjoy the benifits of Pinhead for the majority of your stuff.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------
```

3668. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 03:41:04 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1991May04.034104.16937@lynx.CS.ORST.EDU>
Source record: 232474

In article <2758@prles2.prl.philips.nl> johnj@knor.UUCP (John Janssen) writes:
>In article <41920@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>
>[..]
>>I doubt anyone in the US has seen a Mega STe 1 yet,
>[..]
>>Can anyone from Canada or Europe who's seen this model either confirm
>>or deny these reports..?
>>
>>BobR
>
>
>Although the advertisements started in januari 91, and some
>demo versions were shown at places, the Mega STe is still
>not available in Holland.
>
>I'm wondering where the real Mega STe (I mean with hard disk,
>correct keyboard, etc) *is* available (for non-developpers)?
>
>Reactions on the net please!
>

I don't know what my dealer is doing that none of the others are doing, but
IB Computers in Eugene has had them since the beginning of April. All the ones
my dealer has had all have the new keyboard and hard disks.

These machines are outstanding. Some of the demos he ran for me nearly made
me wet my pants. Check them out.

IB Computers
2511B West 11th Ave.
Eugene, Oregon 97402
(503)485-1424

Of course I do not work for or represent IB Computers in any way.

>--
>John Janssen Check the email address in the header, as this
>J.v.Deventerstr.1 may have been filled in wrong by the system.
>Venlo Holland
>+31 77 513177 Reply to: johnj@idms.prl.philips.nl

John Thaanum thaanuj@prism.cs.orst.edu

3669. Where is gcc-ld.ttp ?

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 03:51:32 UTC
From: nims@casbah.acns.nwu.edu
Message-ID: <1991May4.035132.9804@casbah.acns.nwu.edu>
Source record: 232511

I just downloaded all the gcc-139 stuff from atari.archive and I can't seem to find gcc-ld.ttp. Has anyone else noticed this? Anyone know where I can find it?

Thanks!

```
==============================================================================
Christopher D. Nims Chris_Nims@nwu.edu
Distributes Systems Services
Academic Computing and Network Services: Northwestern University

--
==============================================================================
Christopher D. Nims Chris_Nims@nwu.edu
Distributes Systems Services
Academic Computing and Networking Services: Northwestern University
```

3670. lzh question

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 03:55:28 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.232154.25862@mailer.cc.fsu.edu>
Source record: 232470

Ok, I now have time to pack up all those full disk graphic demos :-).
What, pray tell, is the best version of lharc to use for creating .lzh files?
There are so many on atari.archive! I use unlzh172 to unpack. This
is the first time I need to create such files. I will be using arcshell
as a front end for this (unless there is a better way). Thanks in advance.
--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |

3671. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 07:01:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <41992@cup.portal.com>
Source record: 232477

I'm working with the Windsor/Detroit AtariFest this weekend, and I'm hoping to get a look at a Mega STe1 to try to get the full story on whether it can be expanded or not...

One very hopeful sign, although it doesn't apply much to US Atari users, is that Atari Canada has provided a LARGE number of systems for the exhibitors and developers, including several TT030 systems..

Dealers there will actually be selling TT030 systems, though whether those systems will have any kind of FCC numbers, allowing them to be brought back into the states, remains to be seen..

BobR

3672. GE Soft Host Adapter software versions...

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 08:44:46 UTC
From: scale@abode.wciu.edu
Message-ID: <1991May4.084446.3262@abode.wciu.edu>
Source record: 232484

If someone out there could please inform me of the latest version of GE Soft's Host Adapter software? Does the latest version support removable media (such as SyQuest's and Bernoulli's)? Also does anyone know of an address of an US distributor, or the address of the manufactuer (a German company I believe)? Thanks for any information, it would be greatly appreciated! Bye.....

Luis

--
"""""""

3673. looking for Pascal (and a C question)

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 12:20:32 UTC
From: hunt@jjmhome.UUCP
Message-ID: <10192@jjmhome.UUCP>
Source record: 232545

Hello, I was wondering if anyone happens to be selling Prospero Pascal?
If so, reply by e-mail with a reasonable price and i'd be glad to take it
off your hands. Thanks!

now for part2:
I'm trying to write a simple term program for the st (ie: read a char from
the modem, send to screen, read from kbd send to modem,etc,etc) and am
using sozobon C... when i try to compile it, ld says "undef _Bconin, _C_conout"
etc... does anyone know what library these are in? i have libm.a and dlibs.a
in the directory.. (single floppy :-( ) anyways, thanks for the time!

Tad Hunt
hunt@jjmhome.m2c.org hunt@gnu.ai.mit.edu hunt@control.com

3674. Mac 44 removeable with Spectr

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 14:03:06 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991May4.140306.27451@rodan.acs.syr.edu>
Source record: 232468

I have an ICD Fast hard drive, and I also have Spectre. Can I
hook up a Mac removeable hard drive mechanism to the scsi port
of the Fast drive AS IS and have it work with Spectre? Would
it be available for use with the ST, too?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

3675. Re: lzh question

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 14:30:37 UTC
From: silvert@cs.dal.ca
Message-ID: <1991May4.143037.22718@cs.dal.ca>
Source record: 232469

In article <1991May3.232154.25862@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Ok, I now have time to pack up all those full disk graphic demos :-).
>What, pray tell, is the best version of lharc to use for creating .lzh files?
>There are so many on atari.archive! I use unlzh172 to unpack. This
>is the first time I need to create such files. I will be using arcshell
>as a front end for this (unless there is a better way). Thanks in advance.

Just install *.LZH as an UNLZH application and click on the archive to extract it. I haven't actually looked at my version of UNLZH for ages, it is so easy to extract *.LZH archives this way. Same works for *.ARC files with UNARC. Just wish that I could extract ZOO archives as easily. Should be a simple hack of BOOZ -- has anyone done this?

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

3676. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 14:41:02 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1991May4.144102.1948@cs.mcgill.ca>
Source record: 232475

In article <1991May3.153622.1433@abode.wciu.edu> scale@abode.wciu.edu (Luis Outumuro) writes:
> Hi Glenn,
> Yes, a "better" (higher resolution) mouse does "appear" to
> speed up the system. Or at least mouse pointer movement is smoother and more
> accurate.

Ditto. While a mouse does nothing to speed up redraws, I (and I expect a lot of people) spend a considerable amount of time just moving the mouse around : selecting files, icons, moving windows etc etc... The Golden Image makes that a little faster without any nasty surprises.

> The Golden Image GI-250 scored the best in ST Journal's mouse
> review
> this last year; and I am quite happy with the GI-250 that I have.

Yup, I *love* my Golden Image mouse. Up until I got it, I had thought the Micosoft Mouse (for IBM types) was the best money could buy. I think the Golden Image is marginally better -- I like the fact that it is wider.
>
> Luis
>

Jon

3677. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 14:50:58 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1991May4.145058.2122@cs.mcgill.ca>
Source record: 232476

In article <A2238256803@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> I unpacked and installed GEMINI from comp.binaries.atari.st last night
> after only a moderate amount of muttering and cursing about LZH. However,
> I wasn't able to get the GDOS clone, AMCLITE, to work. It seems to install
> (but accomplishes nothing) if no ASSIGN.SYS file is available. If
> ASSIGN.SYS is available, I get at least four bombs. I'm NOT running this
> from the auto folder -- I'm reluctant to put it there until I'm reasonably
> sure that I'll be able to boot the computer from the hard disk without it
> blowing up.

That may be the problem. I beleive it MUST run from the auto folder. Hasn't worked for me any other way. Don't worry, it doesn't blow up... (Well not in a big way anyways.. ;-))

> ----
> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

Jon
MCS

3678. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 16:26:57 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.673374417.larserio@kvart.ifi.uio.no>
Source record: 232480

Well, the Epson Laser Emulator LASERBRAIN works 100% on ST, STE and MEGA STE,
but on the TT it sais "No laser printer connected". Then it's easy to say
that the ACSI port is not 100% identical on the TT (even if the problem may
be a software problem, either in LaserBrain or in the TT-TOS)...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3679. Re: ST GEM-based Word Processors

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 21:23:36 UTC
From: fh@well.sf.ca.us
Message-ID: <24590@well.sf.ca.us>
Source record: 232464

[... Wordflair II plug ...]

>All righty, now, does it come with FSM GDOS? If not, how do we get it?
>If not, we still get to use crummy ol' GDOS until Atari decides to release
>FSM GDOS?

>BTW, does FSM GDOS work as a direct replacement to GDOS, like G+Plus, or
>do the programs which currently run GDOS, have to be modified to look for
>FSM?

No - yes - depends.

Goldleaf will supply FSM as soon as it is realeased by ATARI.
The price will be mostly to cover the licensing fee for fonts that will be
included with the FSM package.

In theory GDOS applications should work just fine with FSM, there
is a 'compatibility mode' in which you define the fonts and sizes you want
to use and FSM will precompute them so they act just like bitmaped fonts.

We have made some changes to Wordflair II to allow direct access to all
fonts and sizes (up to 999 point) as well as some display improvements
that are possible with FSM.

My guess is that you will see new versions of GDOS applications that
make use of the features of FSM GDOS.

Fabian

3680. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 22:07:05 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991May4.220705.6510@tertius.in-berlin.de>
Source record: 232462

In article <10179@jjmhome.UUCP>, hunt@jjmhome.UUCP (Tad J. Hunt) writes:
> I think the subject says it all.
>
> 1. Where can I find a pascal (good) compiler for the ST,
> and
> is it commercial?
> if so, how much
> else
> where on the net can i find it? (a.a doesn't seem to have it)
>
> thanx!
>
> Tad Hunt
>
> +why should I have a .sig? and send all the 'i''s through an upcase convert :-)

Here in germany I am aware of 3 Pascal compilers, all commercial.
I have experience with the compiler of Prospero and I like him. As all
Prospero languages, Pascal is a complete development kit, including a
editor, compiler, library manager, source code debugger. The kit is full
integrated in GEM, well documented (in english :-) and conforms to the standard
(level 0, no conformant arrays).. Optional you can get libraries for 68881.
Prospero has distributor in the US.

I have no experience with the other compilers; all I know is that the doc's
are in german.

Ralf

P.S. Does anybody know, whether there is a company working on a Pascal compiler
for the new IEEE stamndard ?

Ralf Gaertner gaertner@venus.rz-berlin.mpg.de
FHI Berlin

3681. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 22:14:04 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991May4.221404.6511@tertius.in-berlin.de>
Source record: 232463

In article <1991May3.134817.17871@mailer.cc.fsu.edu>, boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
> In article <10179@jjmhome.UUCP>, hunt@jjmhome.UUCP (Tad J. Hunt) writes:

[stuff deleted}

>
> As a sub note, all Prospero compilers (C, Pascal, FORTRAN) can share object
> files, and have the same touchy feelie front end. Also, the C and Pascal
> (I do not know about the FORTRAN) are ANSI.
>
Fortran is also ANSI; I had no problems running programs of all 3 languages
on my Atari and a VAX (well, if you don't use such things as INCLUDE or
#ifdef :-).

Ralf

Ralf Gaertner gaertner@venus.rz-berlin.mpg.de
FHI Berlin

3682. Shades of gray

Newsgroup: comp.sys.atari.st
Date: 1991-05-04 23:27:18 UTC
From: logajan@ns.network.com
Message-ID: <1991May4.232718.24140@ns.network.com>
Source record: 232492

I've been experimenting with increasing the number of shades of gray
that can be displayed on a color monitor (in low res mode, 320*200)
at the same time.

You can get 8 shades of gray with normal usage.

You can get 15 shades of gray with a two-screen flip/flop (flicker
graphics.) This, of course, requires two 32000 byte areas of memory
for the image data. A further complication is that "bright/dim"
pairs should be altered sequentially between the two screen memories.
The alternation pattern repeats every two lines.

If this is done, there is no noticable flicker in the 15 shades, although
you can see a stippled pattern moving up the screen if you let your eyes
track it. It is not that easy to track, though, so there is no significant
problem with it.

You can get 22 shades of gray with a three-screen flicker mode. (I tried
Howard Chu's suggestion of a two screen mode with one screen played twice
in a row, but the flicker generated was totally unacceptable.) Again,
the "triplets" alternate between the three 32000 byte screen areas. The
alternation pattern repeates every three lines.

The result is again (surprisingly) flicker free. Again there are diagonal
lines that can be tracked moving up the screen, and they are slightly easier
to notice because they move a bit slower than the two screen stipple pattern,
but again, there is no significant problem with it.

I tried a 29 shade four-screen flicker mode, but flicker was unacceptable.
I only tried one "quadruplet" alternation pattern, however, so there may
be something better to be tried.

In summary, 22 shades of gray are possible on a low res monitor (and consume
96k of screen memory) and look quite good, as a matter of experimental fact.

Sometime in the next few weeks(months?) I will post a 68k assembly listing
of a procedure which takes the starting address of a virutal screen image,
and renders a 320*200 22 grayscale window to the display, and returns to
the user when any keyboard key is hit.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

3683. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 00:54:44 UTC
From: steve@thelake.mn.org
Message-ID: <A2664830628@thelake.mn.org>
Source record: 232486

[In article <1991May4.145058.2122@cs.mcgill.ca>,
jon@nabob.cc.mcgill.ca (Jonathan Carroll) writes ...]

> In article <A2238256803@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington)
> writes:
>> I unpacked and installed GEMINI from comp.binaries.atari.st last night
>> after only a moderate amount of muttering and cursing about LZH. However,
>> I wasn't able to get the GDOS clone, AMCLITE, to work. It seems to install
>> (but accomplishes nothing) if no ASSIGN.SYS file is available. If
>> ASSIGN.SYS is available, I get at least four bombs. I'm NOT running this
>> from the auto folder -- I'm reluctant to put it there until I'm reasonably
>> sure that I'll be able to boot the computer from the hard disk without it
>> blowing up.
>
> That may be the problem. I beleive it MUST run from the auto folder. Hasn't
> worked for me any other way. Don't worry, it doesn't blow up... (Well not in a
> big way anyways.. ;-))

Well, I thought it would work that way, but ... \AUTO\AMCLITE.PRG
turned out to be an even bigger mess. AMCGDOS installs itself and
reads the ASSIGN.SYS file just fine, but as soon as the GEM Desktop
comes up and tries to open a window, I get a dialog box that says:

GDOS-Warnung:
Ihr Programm benutzt ungultige

[WEITER]

I don't know any German, but if I were to judge the meaning of
WEITER it would be ``Blow the entire system right to the moon.'' I
get a large number of bombs (too brief a display to count) and the
system reboots, leading to a repeat performance, ad infinitum.

I wasn't even able to get Supra's hard disk software to force-boot
from a floppy; the old control-shift-alt trick had no effect
whatsoever. (Is this a TOS 1.4 side effect?)

The only way out of it was to disconnect the data cable between my
Wren and my Adaptec controller, boot from the floppy disk, reconnect
the data cable and run SUPRBOOT.PRG manually, allowing me to get into
the hard disk and get rid of AMCLITE.PRG.

David P-Z has offered to send me a self-installing AMCLITE archive
... I'll try the setup that worked on his system and see if I can get
more Weiter-fireworks.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3684. FORSALE: ATARI ST HARDWARE - SuperCharger (IBM emulator)

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 01:14:11 UTC
From: jtang@einstein.oac.uci.edu
Message-ID: <28235C63.9132@orion.oac.uci.edu>
Source record: 232465
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st

I have an IBM emulator for ATARI ST computer for sale: Super Charger

Here's some spec.

1 meg RAM (if you are in ATARI, you can use this 1 meg as RAM DISK for ATARI)
NEC 8 mhz V30 processor (8086, 8088, and some 80286)
Can accept VGA card
Norton SI 4.4
Use ATARI mouse as PC mouse
runs '286 Window'
hookup via DMA port (daisy chain)

100% IBM compatible (so far)
Support ALL HD, serial, and parallel (that mean you can use ATARI's modem
and printer in your IBM mode
Support external Floppy, multi-sync monitor

Almost new. Used for ~2 month. (had it for ~ 6-7 mon.)

Bought it for $450 + tax + other junk

Want it for $350, or make me an offer, I need some $$$$

Include:

SuperCharger Unit
DMA cable
DOS 4.0
Manual
Original Box and flyers
"Power take off" (I don't suggest using it, just get another power adaptor,
any Radio Shake will have it, cost ~$5.00)

If you are interested, please send me a mail at

eapu087@orion.oac.uci.edu

or call me at

714-854-0257 and ask for James

3685. Re: uudecoding multi-part files?

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 01:48:46 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991May5.014846.14857@watmath.waterloo.edu>
Source record: 232487

In article <56360002@hpcvia.CV.HP.COM> alten@hpcvia.CV.HP.COM (John_Altendorf) writes:

> [...]

>I believe to uudecode one file into multi-parts, you have to use the -x
******** ---- I think John means "uuencode" here.
>(where x is the no. of lines that you want in the uue file). To UUE, say
>for instance, a 100K file called DUMMY.LZH, on the command line, type:
>-700 DUMMY.LZH. This will create a series of uuencoded files that are 700
>lines long (except for the last file, which will be the remainder, but not
>necessarily 700 lines long).
>
>Greg Granger
>
>| INet: ersys!ggranger@nro.cs.athabascau.ca |
>| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
>| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
>| Tele: +1 403 481-0803 OR +1 403 481-5110 |
>
>Greg Granger ersys!ggranger@nro.cs.athabascau.ca
>Edmonton Remote Systems: Serving Northern Alberta since 1982
>----------

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
BITNET/EARN: ljdickey@watdcs

3686. Desktop replacement for medium rez?

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 02:14:57 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1991May4.221457.4494@vax5.cit.cornell.edu>
Source record: 232467

Greetings,

Anybody know of a program that will replace the desktop
with a (degas) picture? I have seen degadesk.arc at
atari.archive, but that's for mono. I need (well,
I'd LIKE) one for medium resolution.

Thanks,

David S. Rowell
REYY@Vax5.cit.cornell.edu
.sig available upon request

3687. BBST and VIDTEXT HELP

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 12:50:36 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1991May5.125036.7134@rodan.acs.syr.edu>
Source record: 232485

Even if the author of BBST lived/lives in the area, we still can't get any help on making this program display VIDTEXT pictures to users without the system hanging up and crashing.

Does anyone know how to get BBST to display VIDTEXT pictures?
Does anyone have any good picuters??

Please respon via email as I will be forwarding all answers to the SYSOP.
Thanks
Matthew

--
I still like my ST. But it's gone. HP-48SX CIS 70521,373
SOCEUR (A) i486 Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu

3688. Re: looking for Pascal (and a C question)

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 14:48:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1309808293@thelake.mn.org>
Source record: 232493

```
[In article <10192@jjmhome.UUCP>,
hunt@jjmhome.UUCP (Tad J. Hunt) writes ... ]

> now for part2:
> I'm trying to write a simple term program for the st (ie: read a char from
> the modem, send to screen, read from kbd send to modem,etc,etc) and am
> using sozobon C... when i try to compile it, ld says "undef _Bconin, _C_conout"
> etc... does anyone know what library these are in? i have libm.a and dlibs.a
> in the directory.. (single floppy :-( ) anyways, thanks for the time!

They're macros, not functions. #include <osbind.h>. The preprocessor
will convert them go the appropriate GEMdos/BIOS calls.

Note that Sozobon adds a leading space to external identifiers,
so what it can't find is Bconin and C_conout.

(Proper spelling of the GEMdos console output routine is Cconout -- no
underscore after the C.)

Here's a simple term routine that uses only BIOS.

#include <osbind.h>
#include <keydef.h>

#define AUX 1
#define CON 2
#define KEY_UNDO 0x6100

term()
{
register int c;
register long d;
while (1){
if (Bconstat(CON)){
d = Bconin(CON);
c = ( (d & 0x00FF) | ( (d>>8) & 0xFF00 ) );
if (c == KEY_UNDO) return;
if (c) Bconout(AUX,c);
}
if (Bconstat(AUX)){
c = Bconin(AUX);
Bconout(CON,c);

}
}
}
```

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3689. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 16:45:01 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May5.124501.14339@mailer.cc.fsu.edu>
Source record: 232491

In article <cH7a25w164w@ersys.uucp>, ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes:
>
>
>I would just like to correct you on one point. Personal Pascal has been
>coninually upgraded since its release, and the bugs present in earlier
>versions have been corrected. You CAN pass procedures and functions as
>parameters now, and the in-code .RSC features now work better than ever.
>The current version is 2.05, and the program is far from "dated". I use
>it at home to write programs for my Computer Processing Class, which uses
>Turbo Pascal. I haven't seen Prospero Pascal yet, though, so I won't
>comment on it.
>

Well harumph!! I never got such information from ICD (I am a registered owner), and I got the impression from the last time I called them that they were not putting any more time into it. I stand corrected, and will contact ICD asap for my new copy. Thanks for pointing it out.

>Just out of curiosity, why would a British company last any longer than
>an American of Canadian company? ICD is a solid company that supports
>all of its products. They are also a thriving company.
>

Because american ST software folks are getting fewer every day. The number of great products that no longer have support because of bankruptcy is rather large, and is a shame. From the british ST magazines I read, I do not get "The end is near" type impressions that I get from US based publications. I see neat new hardware/software being offered, with large full color ads. In the US, I keep getting "Sorry, we do not support the Atari ST" over the phone (if the phone number still exists, that is). Just a couple off the top of my head:

Mark Williams C - no more support, working on Coherent
Wordup 3.0 - Company bankrupt
Timeworks - No longer updating US versions (but are still updating UK ones).
Michtron - pushing up daisys.
. . . . .
. . . . .

Now, when I sink money into a professional application, I make sure that it is
a. European, or
b. Selling well in Europe.

Obviously this is IMHO. If I did not state this in my original post, it was a booboo. Also, I wish to note that stateside utilities seem to be better

than what is offered elsewhere (Neodesk, the Codeheads, UISIII, etc).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3690. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 16:54:53 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May5.123222.14113@mailer.cc.fsu.edu>
Source record: 232490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2925@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>>The DMA port on the back of the TT
>>is handled differently than that on the various ST's, and this could cause
>>an hard drive set up (and working) on an ST to fail (with very little
>>explanation from the Atari HD software).
>
>A phrase like "The DMA port on the back of the TT" encourages
>misunderstanding: there are TWO DMA ports on the back of the TT; one is
>ACSI and one is SCSI, and you should make that distinction explicit when
>you talk about the TT.

Implicitly I am referring to the one which also exists on ST systems, which is
the ASCI one. Are you telling me to be more up to snuff on my technical
descriptions? Crack open an ST or TT manual sometime, and get your red
pen out . . . .

>
>In any case, you are mistaken. A working setup on an ST will work fine on
>a TT. What part of this conversation makes you think it won't? The only
>oddity will be that SCSI drives (like the internal one), if present, will
>have their partitions appear first in the sequence of drive letters. But
>if you have a working chain of drives coming out of your ST, and you unplug
>the end of the chain from the ST and plug it into the TT, all those drives
>will be accessible and will work just fine.
>

Wrong.

<sigh> Here we go. Ok Allan, here is exactly what happened (for the third
time :-).

A working ST system: Mega4, laser printer, Supra Hard disk. The SCSI
drive contained within the Supra is set to SCSI id 1. The ST does
not mind this at all. Everything works.

A TT system is purchased.

The DMA cable connecting the Supra to the working ST setup is disconnected,
and attached to the ASCI DMA port on the TT.

The computer is booted.

The Supra is invisible to the TT desktop, for no apparent reason. Nothing
is stated in the manual. No error messages from the HDX software.

What was really strange is that the Atari formatting software could see the Supra (and it was later used to format and partition it, to no avail). However, nothing could make those partitions show up in a window on the desktop. This was finally fixed by tearing the Supra apart and setting the SCSI disk contained within to SCSI id 0.

The question WAS: why did this have to be done? It worked fine on the ST when set to SCSI id 1.

Please do not answer this question. I don't care anymore. Nobody cares anymore. All of us that read all this bandwidth will carry the "set it to zero and try it" solution for the rest of our days. We will repeatedly tell new TT owners this when they post the "what the hell is wrong with my hard disk" question on c.s.a.st. This will just become one more such tidbit of information that is needed to have success with ST/TT's, and is not printed in the manuals that come with the computer(s).

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

3691. Gifs & 4096 colors

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 17:18:47 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May05.171847.3227@ecst.csuchico.edu>
Source record: 232353

Dudes, and dudets

I am on a quest!! I am interested in finding an gif viewer, like viewgif, but it should be able to access the 4096 color pallet of the STe the MegaSTe the TT and the 4096 upgrade for the 1040st from JRI.

If you know of one, or know how to make one, please leave me a note....

Justin DuBois neonman@ecst.csuchico.edu

3692. Re: TT ROM

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 19:06:17 UTC
From: erlingh@idt.unit.no
Message-ID: <1991May5.190617.26619@ugle.unit.no>
Source record: 232496

In article <2923@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:

(some text sent to the eternal bitfields)

|> should describe them so we can decide if they're TOS bugs. It may be that
|> what you've encountered is already fixed. There have been updates to TT
|> TOS; the current release is 3.05.

Hmm, since I have Tos 3.01, maybe someone could tell what needs fixing in it ?
As I remember from the list of patches to Tos, there were a patch specifically for
Tos 3.05, but none for 3.01... maybe they just added a few bugs to ver. 3.01 and
released it as Tos 3.05... :-)

|>
|> ==
|> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
|> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

3693. Re: Can GCC treat printer like

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 19:10:00 UTC
From: Martin_Koehling@do.maus.de
Message-ID: <1912@do.maus.de>
Source record: 232321

Richard Scott Hall heavy @ zip.eecs.umich.edu wrote:
<1991Apr27.171053.29034@zip.eecs.umich.edu>

```
>>>Is there a standard filename for the serial port?
>>
>>AUX:
>>
>>For a full list, check the guide to Atari BASIC that should have come
>>with your ST, I think it's in there somewhere.
>>
>
>I have tried this in GCC, but I get a NULL FILE pointer
>when I do an fopen() on it...I am not too sure it works
>unless I did something wrong...
>
>Richard Hall
>University of Michigan
```

When you tell GEMDOS to Fopen("AUX:",2 /*read/write*/), it will return
0x0000fffeL.
This is the "device handle" for the serial port; it's WORD-negative, but
LONG-positive (BTW: this is _not_ the same as handle 2, which can be
redirected; device handles can't be redirected !).

I think that GCC's fopen() mistakes this for an error code.
Most (if not all) GEMDOS function return LONGs; in particular, the Fopen()
and Fcreate() system calls should always be treated as returning a LONG.

GCC's Fopen should do something like this:

```
long err ;
int handle ;
err = Fopen(fname,2) ;
if ( err < 0 )
{
return (FILE*)0 ; /* ... open error ... */
}
else
{
handle = (int)err ;
}
```

I suggest you try to find & fix it in the lib sources...

Martin Koehling

3694. Re: MiNT/MGR questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 19:17:01 UTC
From: erlingh@idt.unit.no
Message-ID: <1991May5.191701.26757@ugle.unit.no>
Source record: 232497

Hi. I've just been fiddling with gnuemacs and mint08 myself.
What I basically did, was :
1 grab the source from atari.archive
2 remove most of the #ifdef atarist
(to get multiprocessing and so forth.)
3 compile
It seems to work allright, I can run compile.el, and it starts a compilation in the background,
just nicely. I can fork shell commands, I can suspend emacs, it's all there except one thing :
I haven't been able to "dumpfix" xemacs, (Make a final dumped emacs) so I have to use temacs -l loadup.el, whitch is no big deal if you have a TT, but on an ST....

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

3695. GCR, anyone selling one?

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 19:36:57 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May5.193657.14514@daffy.cs.wisc.edu>
Source record: 232362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone out there like to sell there GCR? I don't need the ROMS, you can scalp them on someone else!

I will give you $180 for a used Spectre GCR (minus ROMS).

--Gregory

3696. looking for program..

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 20:31:59 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991May5.203159.20867@milton.u.washington.edu>
Source record: 232495

Does anyone know where to find screen24.prg?

Thanks-

cheers!
gunnar
alexd@milton.u.washington.edu

3697. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 21:09:00 UTC
From: marshall@cs.uq.oz.au
Message-ID: <1173@uqcspe.cs.uq.oz.au>
Source record: 232357

In article <1991May04.034104.16937@lynx.CS.ORST.EDU> thaanuj@prism.cs.orst.edu (John Thaanum) writes:
>In article <2758@prles2.prl.philips.nl> johnj@knor.UUCP (John Janssen) writes:
>
>I don't know what my dealer is doing that none of the others are doing, but
>IB Computers in Eugene has had them since the beginning of April. All the ones
>my dealer has had all have the new keyboard and hard disks.
>
>These machines are outstanding. Some of the demos he ran for me nearly made
>me wet my pants. Check them out.
>

Does anyone know if there are any PC emulators that work with the MegaSte or TT?
Can they access more than 1 meg of memory? Do any of them emulate a 386?

****
|| Marshall Harris
Internet/CSnet: marshall@cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@cs.uq.oz.au ||
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

3698. MENU+

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 21:46:38 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.91May5134638@sdaf1.ssl.berkeley.edu>
Source record: 232494

I've recently been looking through my existing software and came across MENU+.PRG -- a utility from METACOMCO. I think they are out of business now. Does anybody use this program? Are there other programs like it? Basically, it provides a simple language to put programs onto the menu bar while selecting data files.

Thanks,
Eric
--
Eric
ericco@ssl.berkeley.edu

3699. PD Fido Software?

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 23:16:15 UTC
From: bchs1k@menudo.uh.edu
Message-ID: <1991May5.231615.24716@menudo.uh.edu>
Source record: 232354

I want to run a point node from a FidoNet BBS on an ST.
To do this, I need FidoNet compatible BBS, or Node software.
Is there any located on atari.archive, or does anyone know where I could
find what I need in the public domain?

Thanks...

--

... there's Nazi's in the bathroom, just below the stairs ...
--- John Lennon

3700. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 23:17:23 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May05.231723.656@ecst.csuchico.edu>
Source record: 232355

In article <1991May5.124501.14339@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>
>Because american ST software folks are getting fewer every day.

Yes, you may call me optimist, but I see the opposite.

The number
A
>of great products that no longer have support because of bankruptcy is rather
>large, and is a shame. From the british ST magazines I read, I do not get
>"The end is near" type impressions that I get from US based publications.

Geez, Mickey. What publications do you read for ST information?! STart? I wouldn't even use the magazine to line the bottom of my bird cage. I wouldn't miss STart if it was gone tomorrow. There are much better magazines to read in the US for ST information, such as ST Informer, Current Notes, Atari Interface, but I know you've heard this before.

Simply because STart is going downhill, which they attribute to the lame ST market, doesn't mean the ST market is going with them. They're going downhill because theirr magazine sucks.

(Hmm, now what happens if you don't read STart? :^)

>I see neat new hardware/software being offered, with large full color ads.
>In the US, I keep getting "Sorry, we do not support the Atari ST" over the

>phone (if the phone number still exists, that is). Just a couple off the
>top of my head:
>
> Mark Williams C - no more support, working on Coherent

This isn't new. It's been like this for a while. BTW, what about Turbo C and all the other compilers? Because one company bails on the ST market doesn't mean the US market is doomed.

> Wordup 3.0 - Company bankrupt

Who's going to buy a buggy, slow program? You? Me? That's why the company's bankrupt. BTW, I've heard Atari picked up WordUp 3.0.

What about all the other word processor support? WordPerfect? Goldleaf and Wordflair? DTP: Pagestream? They're all US companies and are doing pretty well in the ST arena. However, I'll agree that the ST is lacking a good word processor, on the lines of Word for the Mac. We'll see what happens with Wordflair II. Anyone want to post a demo of it at atari.archive?

A

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3701. Power Director

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 23:50:23 UTC
From: orkin@leland.stanford.edu
Message-ID: <1991May5.235023.26099@leland.Stanford.EDU>
Source record: 232498

NAME YOUR PRICE

Power Director
I got this unit about three years ago. It cost me $150. ItUs
still in mint condition:

Four 120VAC sockets individually controlled from front panel.
10 AMP circuit breaker.
Line protection circuitry including Rspecial TransZorb(semi-conductorsS.
Fully shielded metal case.
Lighted rocker switches corresponds to individual sockets on rear panel.
Master power on/off switch.

3702. Printer for anyone?

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 23:50:57 UTC
From: orkin@leland.stanford.edu
Message-ID: <1991May5.235057.26226@leland.Stanford.EDU>
Source record: 232499

NAME YOUR PRICE

ImageWriter I

I got this unit about four years ago. ItUs still in MINT condition; I have not had a single problem with it. Plenty of high quality paper included, along with a blue dust cover. An adapter is included to plug the ImageWriter into DB9 and DIN 8 ports. Extra ribbon is included.

3703. 256K SIMMS

Newsgroup: comp.sys.atari.st
Date: 1991-05-05 23:51:31 UTC
From: orkin@leland.stanford.edu
Message-ID: <1991May5.235131.26362@leland.Stanford.EDU>
Source record: 232500

NAME YOUR PRICE

4x 256K SIMMS
These SIMMS are compatible with any Mac. If you have an SE/30 or any Mac II with only 1 meg of RAM, this is the most inexpensive way to get a second meg.

3704. Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 01:01:00 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991May6.010100.9329@noose.ecn.purdue.edu>
Source record: 232356

Dear Netters,

I know that the TT has a really high-res mode (more than a 1200 by
600? pixels), and I know that Atari is (or will be) selling a
monitor which takes advantage of it. My question is, is there
a reason why only Atari's monitor can be used with the TT high res,
and if so, is it available and how much does it cost? Also, i
don't know anything about video signals, so please translate
into simple terms, please!

I am looking real hard at getting a new machine, and the TT looks
real nice, and since I plan on doing DTP and CAD, I would really
like to have the high res. I was looking at PC stuff in Computer
shopper, and to be honest, I was amazed at how common
place and inexpensive are these new "Super VGA" 1024 X 768 X
256 colours monitors/video cards. You can get the card and
14" monitor for <$400. Plug that into a cheap clone, and you
have a nice system. It's very tempting, since the TT is a bit pricey.
It's just a bit disappointing that the best the TT has is roughly
the equivalent of normal VGA. One of the things that attracted me
to the ST back in '86 was the beautiful 640x400 mono, better
than anything that existed for the PC at the time (EGA).

Any answers are appreciated. I am leaving for the summer
tomorrow to go to my summer job, so I probably won't see
any responses for a few weeks, since I'll have to dial up
my purdue host long distance. Thanks in advance,

Jim
yegerleh@mn.ecn.purdue.edu

"Laufet Brueder, Eure Bahn,
Freudig wie ein Held zum Siegen!"
- Friedrich v. Schiller

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3705. S. E. Michigan Atari dealers?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 01:07:50 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991May6.010750.9454@noose.ecn.purdue.edu>
Source record: 232351

Dear Michigan Netters,

I will be working at GM this summer. Can any of you recommend
a good ST dealer in the Ann Arbor/Flint area? Also, Do any of
you guys at U. Mich. know of a local (Ann Arbor) number that lets
me dial-up a TELNET annex port, i.e., a port from which I can rlogin
into my account at Purdue? Thanks in advance for any help,

Jim
yegerleh@mn.ecn.purdue.edu

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3706. Re: CodeHead Software Util.s

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 01:08:21 UTC
From: scale@abode.wciu.edu
Message-ID: <1991May6.010821.1551@abode.wciu.edu>
Source record: 232352

Hi Jonathon,
I too am a avid CodeHeadian! What you said about many of the programs and features of the CodeHead Utilities Disk, being duplicated on the latest versions of HotWire and MaxiFile is very true. Although having these features as a part of HotWire and MaxiFile, will save a little memory if you ran them all seperately. I use most of the available CodeHead software, and I am very pleased; and yes, it does help to have 4m's of RAM. =^)
John and Charles have mentioned that most of thier latest software updates will stay as they are for a while. The next upgrades will be for the CodeHead Demo Disk and the CodeHead Utility Disk. Many of the programs currently on the CodeHead Utility Disk will not be on the new utility disk (because many of them have been incorporated into HotWire and MaxiFile). They have several new programs in the works; including updates to Art Gallery and several others. Bye.....

Luis

--
"""""""

3707. Re: Mac 44 removeable with Spectr

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 01:33:04 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May6.013304.11054@santra.uucp>
Source record: 232359

In article <1991May4.140306.27451@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I have an ICD Fast hard drive, and I also have Spectre. Can I
>hook up a Mac removeable hard drive mechanism to the scsi port
>of the Fast drive AS IS and have it work with Spectre? Would
>it be available for use with the ST, too?
>Thanks,
>Gerry
>ggreenbe@rodan.acs.syr.edu

It definitely should work with no problems.
If you have Spectre 3.0, you can use Mac-formatted cartridges directly.
It should work with TOS also.

Jartsu
* *
* Nothing yet, but I'll keep on scanning... *
* ^^^

3708. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 01:48:47 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May5.214847.19224@mailer.cc.fsu.edu>
Source record: 232358

In article <1991May05.231723.656@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>Geez, Mickey. What publications do you read for ST information?! STart?
>I wouldn't even use the magazine to line the bottom of my bird cage. I
>wouldn't miss STart if it was gone tomorrow. There are much better magazines
>to read in the US for ST information, such as ST Informer, Current Notes,
>Atari Interface, but I know you've heard this before.

I read ST Informer, Current Notes, and occasionally STart (but I don't buy STart!!).

>Simply because STart is going downhill, which they attribute to the lame
>ST market, doesn't mean the ST market is going with them. They're going
>downhill because theirr magazine sucks.

They are going down hill because they are not making money.

>>I see neat new hardware/software being offered, with large full color ads.
>>In the US, I keep getting "Sorry, we do not support the Atari ST" over the
>>phone (if the phone number still exists, that is). Just a couple off the
>>top of my head:
>>
>> Mark Williams C - no more support, working on Coherent
>
>This isn't new. It's been like this for a while.

And a call to MWC has confirmed that it is still like this. Why? Hmmmm . . .

>BTW, what about Turbo C
>and all the other compilers? Because one company bails on the ST market
>doesn't mean the US market is doomed.

Turbo C is a German product. Borland would not produce an ST compiler. Borland also recently "took away" their name from the product (according to a recent post to c.s.a.st).

>
>> Wordup 3.0 - Company bankrupt
>
>Who's going to buy a buggy, slow program? You? Me? That's why the
>company's bankrupt. BTW, I've heard Atari picked up WordUp 3.0.

Me. I just bought a used copy of the last upgrade. I find it to be a fine program, with the most usable dictionary/thesaurus I have used. I feel that this product was headed for greatness before the company got hacked.

>What about all the other word processor support? WordPerfect? Goldleaf
>and Wordflair? DTP: Pagestream? They're all US companies and are doing
>pretty well in the ST arena. However, I'll agree that the ST is lacking
>a good word processor, on the lines of Word for the Mac. We'll see what
>happens with Wordflair II. Anyone want to post a demo of it at atari.archive?
>

Wordperfect - have you glanced at the PC version lately? I would not call
what WP has been providing the ST version "support". A few bug fixes every
2 years is what I would call it . . .
Pagestream - a fine product, which I own and use (I didn't say it was all
bad, sheesh :-).
MS Word for the Mac - the closest thing I have seen is Wordup 3.0 (In it's
last update). As a matter of fact, I prefer Wordup.
Wordflair II - I could be totally mistaken, but I believe Goldleaf is a
British company.

Ok, flame off. Perhaps my prose gave the impression of ST doom in the US.
This is not exactly true. I just think that the ST will never have a huge
user base in the states. Atari has blew it too many times for this. However,
it does have a small user base, the best PD software quality I have seen
for any system, a few niches (music, small DTP stuff, PIP Copy Centers),
some great graphic demoes (with more every day), some of the best games known
to man, and does have a selection of robust powerful applications. Call me
weird, but I kind of like it this way. Less stuff to wade through, and the
gems are easier to find.

However, the "robust powerful applications" I am referring to get that way
through company support. What I suggested in my previous post is that a
european company (producing a professional product for the ST) would be more
likely to be around for the duration. May I point to MWC as an example? It
was/is considered one of the better C offerings for the ST in the states. Why
then was it taken off the update list? I bet Prospero sells more copies of
their compiler in europe than MWC does here. That is why I will buy Prospero
C instead of MWC.

I still recommend that anyone getting ready to put $80-$100 in a
compiler to purchase Prospero, or Turbo, or Lattice, or any of the other
european compilers over Laser, MWC, Personal Pascal, etc. I happen to like
upgrades and updates :-). Of course, if an American product is better, and
looks to already be stable, and does not inherently require lots of company
support, I will buy it (mom, apple pie, etc). Just trying to protect my
$$$$$.

The above and the previous post was IMHO. Have a nice day.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3709. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 01:50:46 UTC
From: rcb@netcom.COM
Message-ID: <1991May6.015046.13617@netcom.COM>
Source record: 232331

In article <1991May6.010100.9329@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>Dear Netters,
>
>I know that the TT has a really high-res mode (more than a 1200 by
>600? pixels), and I know that Atari is (or will be) selling a

I read it was 1200x960.

>monitor which takes advantage of it. My question is, is there
>a reason why only Atari's monitor can be used with the TT high res,
>and if so, is it available and how much does it cost?

Along the same lines, does Atari sell a monitor that can take advantage of the 1200x960 monochrome and the 640x400 color mode? If there's no Atari monitor which does this, are there any multi-sync alternatives?

>Jim
>yegerleh@mn.ecn.purdue.edu
>
> "Laufet Brueder, Eure Bahn,
> Freudig wie ein Held zum Siegen!"
> - Friedrich v. Schiller
>
>--
>__ __ | |
> \ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
> \/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
> | `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

3710. Re: Help with timerA [disassembling play.prg]

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 04:03:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1180@uqcspe.cs.uq.oz.au>
Source record: 232360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I wrote:

>>Check out what TimerB, C and D do, check Internals (though from memory
>>there was a bug in that part :-( ), or grab play.arc from atari.archive
>>and look for the interrupt code that writes to the Yamaha chip.

I'd like to appologise to Dave for seeming to suggest anyone use his code.
I meant only to indicate a place to see interrupt code. I was talking
about the couple of lines of hand waving the systems requires - you have
to reset interrupt pending flags or something. The last thing I would
suggest is for someone to grab Dave's code verbatim - or grab anyone's.
Nobody learns anything by just copying code.

Now, to write a Timer A interrupt:

Use the XBIOS function Xbtimer to set the vector to your handler.
Your handler should:
1. Save and restore ANY registers it uses.
2. Before you exit, clear bit 5 of $fffffa0f, the Interrupt in-service
bit for timer A.
3. Exit using RTE

That, I think, is the bare essentials. Dave would nodoubt do exactly that.
So would any other program used Timer A.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3711. Re: GE Soft Host Adapter software versions...

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 08:12:38 UTC
From: focke@gmdzi.gmd.de
Message-ID: <4659@gmdzi.gmd.de>
Source record: 232361

scale@abode.wciu.edu (Luis Outumuro) writes:

> If someone out there could please inform me of the latest version of
>GE Soft's Host Adapter software? Does the latest version support removable
>media (such as SyQuest's and Bernoulli's)? Also does anyone know of an
>address of an US distributor, or the address of the manufactuer (a German
>company I believe)? Thanks for any information, it would be greatly
>appreciated! Bye.................

> Luis

Hello,

I think, that their latest Version supports removable media, because they also
sell a SyQuest-Drive.

Their Address is:

GE-Soft
Habsburger Strasse 13
5216 Niederkassel-Rheidt
Germany

This is what they say, when I phoned them:
- They where really surprised that there is someone in America who uses their
product.
- The latest version ist 3.2 and you need this version if you want to use
a removable media
- They have a distributor in America
Rio Datel
Flamingo Route
Las Vegas
Mr.: Richard Ollins
Phone: 001 702 454 0335
Fax: 001 702 454 7700

Hope that helps

Greetings
Stefan

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

3712. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 09:26:22 UTC
From: tgray@pieman.compserv.utas.edu.au
Message-ID: <1991May6.092622.14463@pieman.compserv.utas.edu.au>
Source record: 232366

In article <1991May4.145058.2122@cs.mcgill.ca> jon@nabob.cc.mcgill.ca (Jonathan Carroll) writes:
>In article <A2238256803@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) >writes:
>> I unpacked and installed GEMINI from comp.binaries.atari.st last night
>> after only a moderate amount of muttering and cursing about LZH. However,
>> I wasn't able to get the GDOS clone, AMCLITE, to work. It seems to install
>> (but accomplishes nothing) if no ASSIGN.SYS file is available. If
>> ASSIGN.SYS is available, I get at least four bombs. I'm NOT running this
>> from the auto folder -- I'm reluctant to put it there until I'm reasonably
>> sure that I'll be able to boot the computer from the hard disk without it
>> blowing up.
>
>That may be the problem. I beleive it MUST run from the auto folder. Hasn't
>worked for me any other way. Don't worry, it doesn't blow up... (Well not in a
>big way anyways.. ;-))
>

I couldn't get the fonts to work with AMCLIGHT, GDOS1.0, GDOS1.1 or
G+PLUS. I can get other programs (eg, Microsoft Write) to run and
use any GDOS-based fonts, but not GEMINI. Any thoughts?

--
Tony Gray AARNET: tgray@pieman.compserv.utas.edu.au
School of Applied Computing Phone : (003) 260 366
University of Tasmania at Launceston CIS : 74010,1556
Australia

3713. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 10:12:00 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <1991May6.092100.24022@ira.uka.de>
Source record: 232363

Hi there, y'all!

You have to put AMCLITE.PRG into the auto-folder. Then put ASSIGN.SYS into
the root directory. Get your hands onto you editor an open ASSIGN.SYS for
editing. Somewhere in it you'll find a PATH saying e.g. C:\FONTS\ .
Change this one to the path where you store your GDOS-fonts. Save it.
Rebbot. if it won't work, remove all programs and acc's from either the
auto-folder and the root-directory (all but AMCGLITE.PRG). Reboot.
On each reboot, add one of the removed file until you get the Window
saying 'WARNUNG! Ihr Programm benutzt ungueltige ..'
The kind of GDOS-programming in tihs program is done by dirty tricks. It
won't work with AMCGLITE.PRG because it doesn't uses the correct GDOS-
standards. Try to get a newer revision of that program.
Hope that'll help

F.Dingler UKDP@dkauni2.de
S_DINGLER@irav1.ira.uka.de

3714. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 10:20:34 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91126.114012ONM07@DMSWWU1A.BITNET>
Source record: 232364

In article <A2238256803@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
>
>I unpacked and installed GEMINI from comp.binaries.atari.st last night
>after only a moderate amount of muttering and cursing about LZH. However,
>I wasn't able to get the GDOS clone, AMCLITE, to work. It seems to install
>ASSIGN.SYS is available, I get at least four bombs. I'm NOT running this
>from the auto folder -- I'm reluctant to put it there until I'm reasonably
>sure that I'll be able to boot the computer from the hard disk without it
>blowing up.
>

(1) GDOS can only be run from within the AUTO folder. Unfortunately, AMCLIGHT forgets to check for this.

>Any tips? I'm using TOS 1.4, a 2.5MB ST, a Supra host adaptor and Supra
>hard disk software, and a monochrome monitor. The directory layout is the
>same as that included in Steven Grimm's monster archive, and the fonts are
>available.
> ----
> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3715. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 10:20:38 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91126.114340ONM07@DMSWWU1A.BITNET>
Source record: 232365

In article <A2664830628@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington)
says:
>
>[In article <1991May4.145058.2122@cs.mcgill.ca>,
> jon@nabob.cc.mcgill.ca (Jonathan Carroll) writes ...]
>
>> In article <A2238256803@thelake.mn.org> steve@thelake.mn.org (Steve
>Yelvington)
>> writes:
>>> I unpacked and installed GEMINI from comp.binaries.atari.st last night
>>> after only a moderate amount of muttering and cursing about LZH. However,
>>> I wasn't able to get the GDOS clone, AMCLITE, to work. It seems to install
>>> (but accomplishes nothing) if no ASSIGN.SYS file is available. If
>>> ASSIGN.SYS is available, I get at least four bombs. I'm NOT running this
>>> from the auto folder -- I'm reluctant to put it there until I'm reasonably
>>> sure that I'll be able to boot the computer from the hard disk without it
>>> blowing up.
>>
>> That may be the problem. I beleive it MUST run from the auto folder.
>Hasn't
>> worked for me any other way. Don't worry, it doesn't blow up... (Well not
>in
>a
>> big way anyways.. ;-))
>
>Well, I thought it would work that way, but ... \AUTO\AMCLITE.PRG
>turned out to be an even bigger mess. AMCGDOS installs itself and
>reads the ASSIGN.SYS file just fine, but as soon as the GEM Desktop
>comes up and tries to open a window, I get a dialog box that says:
>
> GDOS-Warnung:
> Ihr Programm benutzt ungultige
>
> [WEITER]
>

Bug #1: There is a german GDOS version in the distribution
Bug #2: the error message is scrambled (known bug :-()

Translation: `Your program uses an illegal VDI handle, continue?'

Reason: probably a buggy desk accessory.

>I don't know any German, but if I were to judge the meaning of
>WEITER it would be ``Blow the entire system right to the moon.'' I

>get a large number of bombs (too brief a display to count) and the
>system reboots, leading to a repeat performance, ad infinitum.
>
>I wasn't even able to get Supra's hard disk software to force-boot
>from a floppy; the old control-shift-alt trick had no effect
>whatsoever. (Is this a TOS 1.4 side effect?)
>

Don't blame Gemini or AMCGDOS for this. IF there is a bug, it's in
the harddisk driver you use.

>The only way out of it was to disconnect the data cable between my
>Wren and my Adaptec controller, boot from the floppy disk, reconnect
>the data cable and run SUPRBOOT.PRG manually, allowing me to get into
>the hard disk and get rid of AMCLITE.PRG.
>
>David P-Z has offered to send me a self-installing AMCLITE archive
>... I'll try the setup that worked on his system and see if I can get
>more Weiter-fireworks.
>
> ----
First of all, you can use any other GDOS (or no GDOS at all). Try the
older AMCDOS-UK version that should be available from some servers.

Then, you should remove all accessories and try to find out, which one
is causing the problem.

To make it clear: the only problem with AMCLIGHT is the scrambled, german
error message!!

> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

3716. Cal 4.7 - problems with 'save'?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 11:59:50 UTC
From: marc@uni-paderborn.de
Message-ID: <1991May6.115950.4773@uni-paderborn.de>
Source record: 232367

I unbundled the nice 'Cal v4.7' tool (posted in c.b?.atari.st some
time ago). It's really nice, and I would really like to use it.
But then after playing around with it a while I decided to enter
my personal birthday list. I did it and then I left the program
with asked me to save my changes. Well, I pressed the [save] button,
and expected the file select box to come up. But, instead ...
...?
...?
... nothing happened. Nothing! The program hung. I waited some rather
long time (perhaps this nifty thingy has to clean up its tables after
entering quite a lot of new data? - I thought) but... nothing. I finally
(siiiiiiiiiigh!) pressed Ctrl-Alt-Del. I hoped it was a single effect
and would never return again... I started entering my birthday list again,
saved some times in between, all went well, but... half way through...
save failed again with the same behaviour. I was rather annoyed.

I like that program (no, really, besides that effect, at least). The
author left no e-mail address (and I'm too lazy to write postcards...
perhaps I should, yep). So, anyone else out there with the same problem?
I think I did have no spectacular environment, but, to be sure, something
like: 520 ST+ (1MB) monochrome, TOS 1.4, CardFile, Rho Control Field and
Cal 4.7 as ACCs, Desktop Picture (v. Kruysbergen?), Vortex HDplus 30, ...

It would really be a pity if I couldn't use that nifty program just
because of some stupid misbehaviour like this...

Any ideas? Is the author reading this? (forgot your name, boy, my ST's
at home)

Hopefully waiting,
Marc
--

Marc Gumbold EMail: marc@uni-paderborn.de Phone(home): +49 5234 5319
grad CS stud Snail(home): Nordstr. 29, 4934 Horn-Bad Meinberg, Germany
------ "Forty-two," said Deep Thought, with infinite majesty and calm. -------

3717. Drawing, plotting, ...?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 12:11:44 UTC
From: marc@uni-paderborn.de
Message-ID: <1991May6.121144.4862@uni-paderborn.de>
Source record: 232369

As I decided to give my poor old ST yet another chance to be
treated as a real, usable, reasonable, adult computer, I'm looking for
(possibly from the PD realm...):

(a) some kind of vector oriented drawing tool, like
good ol' Gem Draw (perhaps improved?) or something like that.

(b) some plot program that could plot x-y (or better
x-y1-y2-...-yn) style data files and, if possible,
function graphs. Or, put it this way, is there a
decent port of Gnuplot running on a 1 MB monochrome
ST available? (Think I read something like that somewhere...)

Any hints where I should start ftp'ing? :-) Or any good (i.e. student
friendly prices) commercially available products I should look out for?

Thanks from my '86 ST...
Marc

--

Marc Gumbold EMail: marc@uni-paderborn.de Phone(home): +49 5234 5319
grad CS stud Snail(home): Nordstr. 29, 4934 Horn-Bad Meinberg, Germany
------ "Forty-two," said Deep Thought, with infinite majesty and calm. -------

3718. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 12:53:32 UTC
From: steve@thelake.mn.org
Message-ID: <A1051727526@thelake.mn.org>
Source record: 232370

[In article <1991May6.092100.24022@ira.uka.de>,
S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes ...]

> Rebbot. if it won't work, remove all programs and acc's from either the
> auto-folder and the root-directory (all but AMCGLITE.PRG). Reboot.
> On each reboot, add one of the removed file until you get the Window
> saying 'WARNUNG! Ihr Programm benutzt ungueltige ..'

Bingo! Florian wins the prize: It was, indeed, a desk accessory. I'm
not sure which one, but I suspect the (very old) CALC.ACC or Notepad!.ACC.
I'm up and running now with Gemini Bold 9pt.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3719. Re: ST GEM-based Word Processors

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 13:13:54 UTC
From: rsl@aplpy.jhuapl.edu
Message-ID: <1991May6.131354.11178@aplcen.apl.jhu.edu>
Source record: 232368

I said:
>>
>>I have been using WordWriter ST by Timeworks for about 2 years,
>>and think it is very easy to learn. It has most of the
>>functionality you could want from a basic wp, and it did not
>>cost me much (on sale, $49).

Phil said:
>>
>>I used WordWriter several years ago, and like many of the ST word
>>processors of the time, the character buffering seemed very annoying.
>>At times I had type ahead, then it would go away, and just didn't
>>flow very nicely. Someone had told me that this had to do with the
>>architecture of the keyboard interface.

>>Is this still true, or was it ever an accurate description of the
>>way these things work? I have a very old 1040, and plan to buy a
>>new 1040 STe within the next month; will this change things?

Well, I don't know about the STe, but I never really had a problem
with character buffering (I type about 50 wpm). However, this does
remind me of a couple annoying features.

1) Related to character buffering, if you hit two or more <RETURN>s
quickly, it won't register some of them. (Never had this problem with
characters though, so I don't know why this happens.

2) Clicking on the Down/Up scroll arrow, it isn't automatic. You must
click once for each line to move. Needless to say, I never use this,
I use the slide for scrolling.

Scott Laderer

To: SYSPMZT@gecrdvm1.crd.ge.com
Subject: Re: ST GEM-based Word Processors
Newsgroups: comp.sys.atari.st
In-Reply-To: <91123.142433SYSPMZT@GECRDVM1.BITNET>
References: <235@evtprp0b.UUCP> <1991Apr24.124220.23028@aplcen.apl.jhu.edu>
Organization: Johns Hopkins University Applied Physics Lab
Cc: rsl@aplpy.jhuapl.edu
Bcc:

I said:
>>
>>I have been using WordWriter ST by Timeworks for about 2 years,
>>and think it is very easy to learn. It has most of the
>>functionality you could want from a basic wp, and it did not

>>cost me much (on sale, $49).

I used WordWriter several years ago, and like many of the ST word processors of the time, the character buffering seemed very annoying. At times I had type ahead, then it would go away, and just didn't flow very nicely. Someone had told me that this had to do with the architecture of the keyboard interface.

Is this still true, or was it ever an accurate description of the way these things work? I have a very old 1040, and plan to buy a new 1040 STe within the next month; will this change things?

Phil Z

3720. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 13:24:16 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <ODDJOB.91May6092412@oz.oz.plymouth.edu>
Source record: 232372

In article <1991May6.092622.14463@pieman.compserv.utas.edu.au>
tgray@pieman.compserv.utas.edu.au (Tony Gray) writes:
In article <1991May4.145058.2122@cs.mcgill.ca> jon@nabob.cc.mcgill.ca (Jonathan Carroll)
writes:
>In article <A2238256803@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington)
>writes:
>> I unpacked and installed GEMINI from comp.binaries.atari.st last night
>> after only a moderate amount of muttering and cursing about LZH. However,
I'm having problems with ANYTHING that uses GDOS (I use G+PLUS) so I
didn't expect it to work with Gemini. :-(.

My problems with Gemini are relatively solvable so I won't
mention them (I'm running TOS 1.0 %-0) EXCEPT -->

1. Is there any way to get Mupfel (Since i have TOS 1.0) to boot the
Venus program automatically ??? I could get the older version of it to
do that but the newer one blew up in my face.....

2. That Tree* program LOOKS great but blows up my computer EVERY time
I attempt to use it. With or without Gemini. I don't recall seeing
anything in its docs about required TOS versions....

3. How do I add icons to Gemini ?? I've done it using a resource
editor but the small and large icons don't quite measure up/match
(meaning --> If I make a large icon and a small icon for the same
program to use, how do I put them in the resource so that they line
up when assigning them to a file ?)

I really like the ability to use overlays since with Mupfel & Venus
both running I only have 450K free. Overlays make life a whole lot
easier. ANd being able to run ACC's from the desktop....

One other thing.....
That Chmeleon.acc in the distribution doesn't like wm.arc (Wholly
Macro) that's at atari.archive.umich.edu in atari/printing (?). It
loads it but then can't unload it..... had to reboot.

-Andy-
--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

3721. Who knows SH204 interiors? Help!

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 14:14:44 UTC
From: sievert@gypsy.ims.fhg.de
Message-ID: <70@gypsy.ims.fhg.de>
Source record: 232373

Hallo!

I posted a cry for help some weeks ago in atari.st.tech. That area is
corrupted since - looks like it's been a difficult question. ;-)
But so I have to mail this here.

Q: The SH204 controller accesses my ST251 HD-drive after the HD has finished
it's selftest. It's not the Atari, it's the controller, as the Atari does
not have to be connected. What does the controller look for on the HD?
None of my friends (most of them use IBM's) has any idea.

I ask, because this first seek often fails and the HD will not be accepted
by the controller. HD runns fine in an IBM.
After a successful start, it also works fine for me.

-Clarance

3722. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 14:17:27 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991May6.141727.3714@cs.yale.edu>
Source record: 232371

In article <A2238256803@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>I unpacked and installed GEMINI from comp.binaries.atari.st last night
>after only a moderate amount of muttering and cursing about LZH. However,
>I wasn't able to get the GDOS clone, AMCLITE, to work. It seems to install
>(but accomplishes nothing) if no ASSIGN.SYS file is available. If
>ASSIGN.SYS is available, I get at least four bombs. I'm NOT running this
>from the auto folder -- I'm reluctant to put it there until I'm reasonably
>sure that I'll be able to boot the computer from the hard disk without it
>blowing up.
>
>Any tips? I'm using TOS 1.4, a 2.5MB ST, a Supra host adaptor and Supra
>hard disk software, and a monochrome monitor. The directory layout is the
>same as that included in Steven Grimm's monster archive, and the fonts are
>available.

I updated to Gemini version 1.21 from the code that was just posted to
comp.binaries.atari.st. I tried AMCLIGHT.PRG and it worked fine, but
I think it does have to be run at boot time. Your problems are most
likely with the ASSIGN.SYS file. You have to make sure that the path
listed at the top is correct and that the fonts you give all exist.

I did run into trouble when using the font BAGE09.FNT with G+PLUS. It
was distributed in Motorola format instead of Intel format.
AMCLIGHT.PRG apparently accepts either format, but G+PLUS gets all
confused. Without realizing what the problem was, I tried fixing it
with FONTZ. FONTZ reads it in okay but for some reason, it changed
the "bottom" parameter from 3 to 4 in the font header. I finally went
in with a file editor (XXED) and patched the output from FONTZ and now
have a working font.

By the way, I am running on a Mega-4 under TOS 1.4, using a Supra
drive and software.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3723. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 14:23:54 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991May6.142354.20824@unx2.ucc.okstate.edu>
Source record: 232383
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2925@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>In any case, you are mistaken. A working setup on an ST will work fine on
>a TT. What part of this conversation makes you think it won't? The only
>oddity will be that SCSI drives (like the internal one), if present, will
>have their partitions appear first in the sequence of drive letters. But
>if you have a working chain of drives coming out of your ST, and you unplug
>the end of the chain from the ST and plug it into the TT, all those drives
>will be accessible and will work just fine.
>
Even if there is no drive 0 in the working chain of drives attached to
the ASCI port? ie, my ICD drives, with ASCI to SCSI adapter and drives
with SCSI id's 2 and 4? (I havn't the foggiest what ASCI id they (it?)
would have, from previous disclosures, I understand I can have an ASCI
id 0-7 for 8 different host adapters, and 0-7 SCSI id's on each?)
naw... I thought the host adapter was "transparent" and the SCSI id's on
the ASCI attached drives became the ASCI id.

Conjecture: My two drives (SCSI id's 2,4 on an ICD host) would show up
as ASCI id's 2,4 and work just fine (With ICD's software) attached to a
TT.

>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

John Cummins
(still wondering IF there's a problem with NOT having an SCSI ID 0 on a
chain of host adapter equipped drives attached to an ASCI port on a TT)

3724. Re: lzh question

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 14:58:22 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3236@laura.UUCP>
Source record: 232374

In article <1991May4.143037.22718@cs.dal.ca>, silvert@cs.dal.ca (Bill Silvert) writes:
|> Just install *.LZH as an UNLZH application and click on the archive to
|> extract it. I haven't actually looked at my version of UNLZH for ages,
|> it is so easy to extract *.LZH archives this way. Same works for *.ARC
|> files with UNARC. Just wish that I could extract ZOO archives as
|> easily.
|> Should be a simple hack of BOOZ -- has anyone done this?

You can *almost* do this with Arcgsh 3.5: Install Arcgsh as a desktop application for *.ZOO files, doubleclick on a Zoo archive and you are presented an options dialog. Here you simply select the "extract" button, click on "OK" and your archive will be extracted.

This works the same for Arc and LHarc archives, and even for uuencoded files.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3725. TT & HD on DMA/TT & UNITERM

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 16:12:09 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <24289@know.pws.bull.com>
Source record: 232376

Re: TT and hard drives. I had a problem with the TT (and MegaSTE) not recognizing an ICD drive on the DMA port. I called CS&S in Toronto (they sell ICD drives to dealers) and they told me to take off the parity jumper on the drive. Once I did that, the TT and MegaSTE recognized the external HD.

Re: UNITERM on the TT. It works, but it only uses 640x400 pixels on the TTM195. On the PTC1426, you can set the rez to ST high and UNITERM works fine.

3726. Postscript Converter for 1st Word +

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 16:23:16 UTC
From: csual@warwick.ac.uk
Message-ID: <HFJ_&&^@warwick.ac.uk>
Source record: 232378

I seem to remember a discussion a while back about PostScript converters but I never followed it at the time.

However, I've just been given an assignment and the lecturer insists on everything being laser printed and I don't have one of those! What I want to be able to do is write the docs etc with 1st Word + on my ST, save the output in PostScript format, and then I can stick it on the laser here at Uni.

I have had a few ideas like using barrel.prg and a PostScript printer driver, but I haven't looked closely to see whether either can do the job!

Any other ideas would be appreciated, as I can't be bothered to learn nroff!

Jas.

3727. Re: Cal 4.7 - problems with 'save'?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 16:26:53 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May6.121331.3385@mailer.cc.fsu.edu>
Source record: 232377

In article <1991May6.115950.4773@uni-paderborn.de>, marc@uni-paderborn.de (Marc Gumbold) writes:
>I unbundled the nice 'Cal v4.7' tool (posted in c.b?.atari.st some
>time ago). It's really nice, and I would really like to use it.
>But then after playing around with it a while I decided to enter
>my personal birthday list. I did it and then I left the program
>with asked me to save my changes. Well, I pressed the [save] button,
>and expected the file select box to come up. But, instead ...
>...?
>...?
>... nothing happened. Nothing! The program hung. I waited some rather
>long time (perhaps this nifty thingy has to clean up its tables after
>entering quite a lot of new data? - I thought) but... nothing. I finally
>(siiiiiiiiiigh!) pressed Ctrl-Alt-Del. I hoped it was a single effect
>and would never return again... I started entering my birthday list again,
>saved some times in between, all went well, but... half way through...
>save failed again with the same behaviour. I was rather annoyed.

I helped to beta test the program. For one thing, when you say "save", it does not immediately write to the disk. What it does is save THAT particular event into it's database uniquely. If you hit "repl", it replaces the one you edited with the new one. Only when you exit the program does it actually save to disk (after asking you).

>
>I like that program (no, really, besides that effect, at least). The
>author left no e-mail address (and I'm too lazy to write postcards...
>perhaps I should, yep). So, anyone else out there with the same problem?
>I think I did have no spectacular environment, but, to be sure, something
>like: 520 ST+ (1MB) monochrome, TOS 1.4, CardFile, Rho Control Field and
>Cal 4.7 as ACCs, Desktop Picture (v. Kruysbergen?), Vortex HDplus 30, ...
>
>It would really be a pity if I couldn't use that nifty program just
>because of some stupid misbehaviour like this...

I have a real funny feeling that it is something else in your setup, or that it was working fine but you did not understand what it was doing. I am getting ready to post the latest version (5.0), which has a rewritten manual. I suggest you get it from atari.archive (in a couple of days). In the mean time, why don't you try putting it on a floppy and running without any auto or other acc's. I am unsure if the program locked up, or just did not "save" the way you thought it should (from your above description). If it is the second, the program was working fine (you just need to exit all the way out for it to write to disk, after all editing is done). If it is the first, I would say it is another acc or something. Personally, I use it renamed as

a .prg, since I don't trust accs :-).

>
>Any ideas? Is the author reading this? (forgot your name, boy, my ST's
>at home)
>

His name is Bill Aycock. Great guy.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3728. Prospero Software - U.S. Distributor?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 16:48:03 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991May6.164803.6877@arc.ab.ca>
Source record: 232387

I am trying to track down the U.S. distributor for Prospero Software. I need to update my compilers (C & Fortran) to work with TOS 1.4. I have a email address for Prospero in England but I would rather deal with an U.S. distributor if I can. Does anyone know how to get in contact with them?

Thanks

Bob

3729. Re: Drawing, plotting, ...?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 17:00:32 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May6.122808.3748@mailer.cc.fsu.edu>
Source record: 232381

In article <1991May6.121144.4862@uni-paderborn.de>, marc@uni-paderborn.de (Marc Gumbold) writes:
>As I decided to give my poor old ST yet another chance to be
>treated as a real, usable, reasonable, adult computer, I'm looking for
>(possibly from the PD realm...):
>
> (b) some plot program that could plot x-y (or better
> x-y1-y2-...-yn) style data files and, if possible,
> function graphs. Or, put it this way, is there a
> decent port of Gnuplot running on a 1 MB monochrome
> ST available? (Think I read something like that somewhere...)

I have several great programs for this. First of all, you can try SubCal 1.14 on atari.archive.umich.edu. It is primarily a calculation tool, but does support graphing. Now, here is my problem. I have two tools from magazines. They are Sci-Plot and Ultra-Graph. Either one would be ideal for what you want (Sci-Plot is probably better, as it is more printout oriented). However, I am unsure if I can put them on atari.archive. Does anyone know? One of the magazines is dead (STlog), so would that one be ok? Is STart dead yet? Here are the issues:

STart November 1988 - Sci Plot
STlog November 1988 - Ultra-Graph (geez, that's weird!! I never noticed the identical dates before?!?)

Anyway, if you can find the back issues with disk, you have got it made. Otherwise, if someone can figure out a way that I can legally put them somewhere, let me know.

Sci Plot is geared toward making professional graph printouts. They come out looking great, and it is very flexible in terms of data input, graph type, error bars, placement, text on the graph, etc.

Ultra-Graph is more of a screen oriented function plotter. It is absolutely stunning on a color monitor (I remember many days of dinking with this one when I got it). Also looks nice in high res. It can do 2D stuff, but it was really designed to show 3D plots. You can move your point of perspective, enter your own functions, change colors, etc.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

3730. Re: Who knows SH204 interiors? Help!

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 17:03:25 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May6.170325.18683@informatik.uni-erlangen.de>
Source record: 232382

sievert@gypsy.ims.fhg.de (Karsten Sievert) writes:

> Q: The SH204 controller accesses my ST251 HD-drive after the HD has finished
>it's selftest. It's not the Atari, it's the controller, as the Atari does
>not have to be connected. What does the controller look for on the HD?
>None of my friends (most of them use IBM's) has any idea.

The Adaptec tries to read the disk's format from the drive itself. The
format data must have been written onto the drive before, of course. This is
done when formatting the drive.

After reading the disk format, the controller seeks to 18 zones on the
surface of the drive.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3731. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 17:50:55 UTC
From: harryk@bucsf.bu.edu
Message-ID: <80943@bu.edu.bu.edu>
Source record: 232384

Jonathan Carroll writes:
>...
>My problems with Gemini are relatively solvable so I won't
>mention them (I'm running TOS 1.0 %-0) EXCEPT -->
>
>1. ...
>
>2. ...
>
>3. How do I add icons to Gemini ?? I've done it using a resource
> editor but the small and large icons don't quite measure up/match
> (meaning --> If I make a large icon and a small icon for the same
> program to use, how do I put them in the resource so that they line
> up when assigning them to a file ?)

Well, I don't really understand this question because, in Gemini, there is no need for a small icon to line up with a large icon. Gemini can display either large or small icons...but *not* both on the desktop. If you take a closer look you 'll find out that there are 2 seperate trees in the resource file GEMINIIC.RSC, one for large icons and one for small ones.

Perhaps what you 're trying to do is to mix large icons with small icons _inside_ the same tree. Although you are free to do something like that it is quite messy and IMHO will make Gemini's desktop look awfuly inconsistent.

The "right" way to add icons is the following:

1. use any resource editor that accepts icons (the PD MKRSC.PRG doesn't)
2. open the file GEMINIIC.RSC
3. open the 2nd tree (it's the one with the large icons)
4. Now if the resource editor provides a way of sorting objects, you can add the new icon anywhere in the tree otherwise I suggest you add it as the last object in the tree.
5. Sort the tree (if this feature is provided by the editor)
6. close the 2nd tree
7. open the 3rd tree (it's the one with the small icons)
8. repeat step #4, being carefull to place the new icon at the same point you placed the corresponding large icon in the 2nd tree. (i.e. if you put the large icon as the 5th object in the second tree, you _must_ put the corresponding small icon as the 5th object in the 3rd tree)
9. repeat step #5, being carefull to sort the 3rd tree in the same way you did with the 2nd tree.
10. close the 3rd tree
11. save the modified file
12. close the resource file

The whole process seems tedious, but I think that the fact that Gemini supports variable-size icons makes it up.

whaoo...the article turned out to be longer than thought..I am sorry


```
================================================================================
Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| ________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
=========================================================|________________________
```

3732. Re: Drawing, plotting, ...?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 18:07:56 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991May6.180756.21206@ux1.cso.uiuc.edu>
Source record: 232388

In article <1991May6.122808.3748@mailer.cc.fsu.edu>, boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
|> In article <1991May6.121144.4862@uni-paderborn.de>, marc@uni-paderborn.de (Marc Gumbold) writes:
|> >As I decided to give my poor old ST yet another chance to be
|> >treated as a real, usable, reasonable, adult computer, I'm looking for
|> >(possibly from the PD realm...):
|> >
|> > (b) some plot program that could plot x-y (or better
|> > x-y1-y2-...-yn) style data files and, if possible,
|> > function graphs. Or, put it this way, is there a
|> > decent port of Gnuplot running on a 1 MB monochrome
|> > ST available? (Think I read something like that somewhere...)

I have a the ST port of gnuplot, but the screen driver is not very good.
Also, it is command line oriented and produces mediocre printer
ouput, even though it supports postscript. I have tried several other
PD plotters, but they are generally disappointing.

[stuff about Sci-Plot, Subcal, and Ultra-graph]

|> Sci Plot is geared toward making professional graph printouts. They
|> come out looking great, and it is very flexible in terms of data input,
|> graph type, error bars, placement, text on the graph, etc.

I have had Sci-Plot for a long time. It is great, but is basically
worthless to me for one reason. It cannot produce high quality
output files. Plots can be saved as DEGAS pictures, but that is the
best it can do. I need GEM metafile or postscript output.

|> Ultra-Graph is more of a screen oriented function plotter. It is absolutely
|> stunning on a color monitor (I remember many days of dinking with this
|> one when I got it). Also looks nice in high res. It can do 2D stuff, but
|> it was really designed to show 3D plots. You can move your point of
|> perspective, enter your own functions, change colors, etc.

Does this thing plot 3D DATA (not just functions)? Does it produce
resolution independent output? If so, I want it.

There is some commercial graphing software called FirstGraph which
produces GEM output files, but I have been unable to find the demo program.
I refuse to purchase it until I can try it out. Does anyone know where
I can get this demo?

Tim Gallivan
timothyg@ncsa.uiuc.edu

3733. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 18:34:19 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <42051@cup.portal.com>
Source record: 232379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My understanding is that the ST will read ID numbers from the lowest one to the highest, and it doesn't matter if some are skipped. The TT reads from 0 up in SEQUENTIAL order. If you skip a number the others are invisible. If your TT doesn't have an internal HD then the ID 1 drive would act as you described and changing it to 0 would be the fix. Does this make sense or am I all wet? (I don't have a TT so I don't know if the manual says this. I picked it up somewhere, on GEnie maybe.)

DAVE FLORY
Dave_Ninjajr_Flory@cup.portal.com
D.FLORY, A.L.E.R.T. Sys*Cop on GEnie

3734. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 18:49:48 UTC
From: bill@mwca.UUCP
Message-ID: <1855@mwca.UUCP>
Source record: 232301

In article <A2664830628@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
...
>I wasn't even able to get Supra's hard disk software to force-boot
>from a floppy; the old control-shift-alt trick had no effect
>whatsoever. (Is this a TOS 1.4 side effect?)

With TOS 1.4 you shouldn't press SHIFT-CTRL-ALT (or is that CTRL-ALT-SHIFT?)
until the floppy light comes on the second time. Works every time for me...
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

3735. Re: CodeHead Software Util.s

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 18:54:08 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <42052@cup.portal.com>
Source record: 232380

>> And what about G+Plus? Will it make my ST run faster and jump
>> higher? Can I continue to live without it? I've seen it
>> favorably mentioned on the net, but I really don't know what it
>> does.

G+, basically does what GDOS does, only better. It lets you install a different ASSIGN.SYS file for different programs and load different fonts for different programs, etc. It doesn't load all the fonts at bootup like GDOS does, thereby saving RAM space until you run the program that _uses_ GDOS.

re. CodeKeys, if I had to give up all but one, I think I'd keep CodeKeys as it lets you automate any operation to a key stroke. Link files let you have a different set of macros for each program, and one macro can load another set so the number is not limited to 32. It's equivalent, in my opinion to Quickeys, which I just got for the Mac II I use at work. I paid $98 for Quickey, because I have learned how valuable macro keys can be by using CodeKeys, @$40. It's a bargain.

Dave_Ninjajr_Flory@cup.portal.com
D.FLORY, A.L.E.R.T. Sys*Cop on GEnie

3736. Using ST hard disks on TT's

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 19:04:33 UTC
From: apratt@atari.UUCP
Message-ID: <2928@atari.UUCP>
Source record: 232316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A couple of people have written to me complaining that their TT's only see the first four partitions of the hard disks they were using on their ST systems.

The answer to this problem is always the same: the driver is different.

Supra (and ICD?) use tricks that we don't use to get more than four partitions on a drive. We use a different trick. When you attach a drive with more than four partitions to a TT, you are using the hard-disk driver from Atari which is on the TT's internal hard disk, not the driver that understands Supra's trick.

Since these drivers probably don't work on TT's and certainly don't know about the TT's SCSI port, you are stuck. You should copy all the data off of the Supra drive, and use the HD tools that come with the TT to reformat and repartition it. These tools will let you create more than four partitions, but they'll do it the Atari way, not the Supra way.

It is possible that HDX will not be able to format your drive, because it can't tell how big it is. HDX can always tell how big SCSI drives are (that is, drives on the SCSI bus), but it can't always tell about ACSI drives. It might ask you what type of drive it is, with a menu of drive types to choose from. In either of those cases, I can't help you -- I don't know which type to choose for the various Supra drives.

Good luck.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3737. Re: GE Soft Host Adapter software versions...

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 19:34:42 UTC
From: scale@abode.wciu.edu
Message-ID: <1991May6.193442.3649@abode.wciu.edu>
Source record: 232400

Hello Stefan,
Thank you very much for the information about GE Soft and thier
host adapter software. And also for the addresses and telephone number. I
really appreciate the reply. Bye.....

Luis

--
"""""""

3738. Re: Cal 4.7 - problems with 'save'?exit

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 19:42:51 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <5188.28256b6b@miavx1.acs.muohio.edu>
Source record: 232392

I had problems with it and Gemini (or GDOS). I tried to use the program,
but with GDOS loaded, I get an error FROM GDOS about some invalid
handle, and then it hangs. Any ideas? (This is with AMCLITE.PRG, not
Atari GDOS.)

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3739. USENET mail order service???

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 19:45:51 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <kc9P9j600VAyI12EVd@andrew.cmu.edu>
Source record: 232394

Dear Netters:

I have recently been toying around with an idea. I have the facility to get most current ST software and hardware at wholesale, and was thinking that maybe, since there are so few dealers of ST stuff lately, and not everyone subscribes to STart or some other source of mailorder advertising, that I might offer a sort of USENET ST mail order service.

Question: Does anyone think this goes against USENET ethics about commercial advertsing, etc.?
Question: Would anyone be interseted?

This is all legal software, obtained legally, and above board. I even have a sales tax number, etc. All involved parties are reimbursed, both distributor and software publisher. My prices would be about 30%-50% below the suggested retail, and around 10%-15% below mailorder, as I am not doing this to make heaps of money, just to try and get some ST stuff out there. Also, since relatively few ST owners also have access to the Usenet, I do not think I will be taking business from the mailorder houses, or dealers, or else I would not do this.
Please respond to this account with any opinions. If there is no, or very little, objection, I will post a "sign post" in a short while, after the responses start to peter out.
Thanks in advance to all who respond.

-Mark Choi-
-Solutions: a Mac multimedia
developement company-

3740. How to do the overscan mod to a 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 20:12:02 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <5190.28257242@miavx1.acs.muohio.edu>
Source record: 232393

Can someone please help me with Overscan. I would really like to install it, but all the stuff on atari.archive is very confusing, and doesn't really explain it that well. If someone could tell me how to do it to my 1040ST I would be very appreciative!!

Thanks......

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3741. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 20:13:55 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <ODDJOB.91May6161350@oz.oz.plymouth.edu>
Source record: 232397

In article <80943@bu.edu.bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
} Jonathan Carroll writes:
[Huh ???? Not one to brag BUT I wrote the quoted material that follows]
} >...
} >My problems with Gemini are relatively solvable so I won't
} >mention them (I'm running TOS 1.0 %-0) EXCEPT -->
Meaning .. I could always get TOS 1.4 (I'm working on it (Honest :-))
} >3. How do I add icons to Gemini ?? I've done it using a resource

} Well, I don't really understand this question because, in Gemini, there is
(Actually you do :-).... You answer it later on :-))
} no need for a small icon to line up with a large icon. Gemini can display
} either large or small icons...but *not* both on the desktop. If you take a
WRONG !!!!!! If you put some program icons onto the desktop it
(Gemini) uses the current icon size (And keeps THOSE icons that size).
So you can have both large AND small icons on the desktop at the same time.

} closer look you 'll find out that there are 2 seperate trees in the resource
} file GEMINIIC.RSC, one for large icons and one for small ones.
I noticed.....
} Perhaps what you 're trying to do is to mix large icons with small icons
} _inside_ the same tree. Although you are free to do something like that it
Not quite......

} The "right" way to add icons is the following:
[I deleted this... it answers my question..... and is basically the
way I did it (except for putting ALL of the new icons at the end of
the two icon trees in the right order--Oops)]

} The whole process seems tedious, but I think that the fact that Gemini sup-
} ports variable-size icons makes it up.
Actually, I had fun doing it :-). The one thing to notice is that IF
you add a large icon in the one tree you MUST add a small icon in the
same position in the other tree. That's where I really goofed. (I also
added a couple more icons for different types of devices to the first
tree but hadn't checked them out yet.... %-))
} whaoo...the article turned out to be longer than thought..I am sorry
but chock full of info..... which is what counts around here :-)

-Andy-
--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

3742. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 20:17:01 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May6.201701.4853@jato.jpl.nasa.gov>
Source record: 232385

In article <1991May3.134817.17871@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>As a sub note, all Prospero compilers (C, Pascal, FORTRAN) can share object
>files, and have the same touchy feelie front end. Also, the C and Pascal
>(I do not know about the FORTRAN) are ANSI.
Prospero Fortran is ANSI X3.9-1978 compatible. The arithmetic is IEEE format, but doesn't work like IEEE says it should - the fraction seems to have one less bit than it ought, and there are some other quirks. I discovered this by running PARANOIA, which I got from NETLIB. A limitation I encountered was that a program unit couldn't have more than 32k of instruction space.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3743. "Install Application"

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 20:23:34 UTC
From: glens@natinst.com
Message-ID: <22871@natinst.natinst.com>
Source record: 232386

Is it good practice to Install one application for many different
file extensions ? (such as a text editor for .c .s .doc .txt)
Also, can you Install a new application for an extension that is
already used for a different application to "deinstall" the old one ?
And finally is there any limit to the number of applications you
can have installed ?

Thanks.

3744. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 20:31:39 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May6.203139.5240@jato.jpl.nasa.gov>
Source record: 232395

In article <A2664830628@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>I wasn't even able to get Supra's hard disk software to force-boot
>from a floppy; the old control-shift-alt trick had no effect
>whatsoever. (Is this a TOS 1.4 side effect?)
I think if you wait until the floppy lights flash the second time, THEN hold
ALT/SHIFT/CONTROL, Supra will force boot under TOS 1.4. Seems to work for me.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3745. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 20:37:21 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May6.203721.5391@jato.jpl.nasa.gov>
Source record: 232396

In article <1991May5.124501.14339@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>>Just out of curiosity, why would a British company last any longer than
>>an American of Canadian company? ICD is a solid company that supports
>>all of its products. They are also a thriving company.
>>
>
>Because american ST software folks are getting fewer every day. The number
>of great products that no longer have support because of bankruptcy is rather
>large, and is a shame. From the british ST magazines I read, I do not get
>"The end is near" type impressions that I get from US based publications....
>
> Mark Williams C - no more support, working on Coherent
> Wordup 3.0 - Company bankrupt
> Timeworks - No longer updating US versions (but are still updating UK ones).
> Michtron - pushing up daisys.
> . . . . .
> . . . . .
>
>Now, when I sink money into a professional application, I make sure that it is
> a. European, or
> b. Selling well in Europe.
>
What about TDI? Did you leave them off your list of bankrupt former ST software suppliers because they were European?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3746. WordPerfect update - STe support

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 21:10:34 UTC
From: larock@software.software.org
Message-ID: <1991May6.211034.20182@software.org>
Source record: 232305

I just got the latest WordPerfect update, dated April 18, 1991.
According to the release notes WP now supports the STe (TT support
was in the December release). There are also some minor bug fixes.

--
Curt Larock
Software Productivity Consortium
larock@software.org
--
--
Curt Larock
Software Productivity Consortium
larock@software.org

3747. Re: KAOS TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 21:25:31 UTC
From: apratt@atari.UUCP
Message-ID: <2929@atari.UUCP>
Source record: 232317

>Greg Granger ersys!ggranger%nro.cs.athabascau.ca at Mi, 24.04.91 13:20 in
>ATARI.SUB:
>>If anybody in Europe has the KAOS TOS 1.4 fix files, it would be greatly
>>appreciated if they could upload them to atari.archive.umich.edu. [...]

Robert_Osten@hb2.maus.de (Robert Osten) writes:
>First I have to point out that the 'KAOS 1.4.2'-Fixes are copyrighted. So an
>upload to atari.archive is illegal !

That's a laugh! This kind of thinking doesn't seem to have occurred to the
KAOS people. I believe it is a derivative of a copyrighted work, and
therefore an infringement of Atari's copyright on TOS.

>So if you'd have any problems
>with other programs you can't claim any support services, especially
>from ATARI!

Correct. You can't expect support from Atari if you're using a non-Atari,
illegally-derived operating system. It is also the case that, in general,
trouble with "other programs" should be handled by the other programs'
manufacturers, not by Atari.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3748. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 21:36:00 UTC
From: apratt@atari.UUCP
Message-ID: <2930@atari.UUCP>
Source record: 232318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
> A working ST system: Mega4, laser printer, Supra Hard disk. The SCSI
> drive contained within the Supra is set to SCSI id 1. The ST does
> not mind this at all. Everything works.

I conclude that the Supra controller responds on the ACSI bus using the unit number of the SCSI drive connected to it; see below.

> A TT system is purchased.
> The DMA cable connecting the Supra to the working ST setup is
> disconnected, and attached to the ASCI DMA port on the TT.
> The computer is booted.
> The Supra is invisible to the TT desktop, for no apparent reason.
> Nothing is stated in the manual. No error messages from the
> HDX software.

I stand corrected. I should have said, "A working system WITH ATARI DRIVERS will work when plugged into a TT." What is happening here is that on the ST, you are booting with Supra's driver off the Supra hard disk, and on the TT you are booting with Atari's driver on the TT's internal hard disk.

Supra's driver will find ACSI units which are not connected in consecutive order starting with zero, and Atari's driver won't.

The same thing would happen if you connected an ACSI drive, as ACSI unit zero, HINSTALLED with Atari's driver, to the ST: you would get Atari's driver, not Supra's. (Of course, since you now have consecutive ACSI unit numbers starting from zero, your Supra would be found; if the Supra were unit 2, it would not be.)

There is another problem which has been called to my attention, and which is covered by the same "Atari drivers" caveat: Supra uses one trick to get more than four partitions per drive, and Atari uses another. If you have a drive partitioned with Supra's trick, and you connected it to a TT (or any machine running an Atari driver) the partitions after the fourth one will not be accessible. Again, it's a question of using non-Atari drivers.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3749. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-06 23:42:26 UTC
From: steve@thelake.mn.org
Message-ID: <A2504857254@thelake.mn.org>
Source record: 232302

[In article <80943@bu.edu.bu.edu>,
harryk@bucsf.bu.edu (Harry Karayiannis) writes ...]

>>3. How do I add icons to Gemini ?? I've done it using a resource
>> editor but the small and large icons don't quite measure up/match
>> (meaning --> If I make a large icon and a small icon for the same
>> program to use, how do I put them in the resource so that they line
>> up when assigning them to a file ?)
>
> Well, I don't really understand this question because, in Gemini, there is
> no need for a small icon to line up with a large icon. Gemini can display
> either large or small icons...but *not* both on the desktop.

Hmm... Maybe I don't understand the answer, but I've had both large
and small icons on the desktop. Not in windows, of course, but definitely
outside of them.

Thanks for the explanation of how to edit icons. GEnie has a couple
of files of add-on icons. Unfortunately, I don't think you can combine
*.RSC files with the Mark Williams resource editor, which is the best
of the three I have. Are others more flexible?

Now, if I could just figure out what a compiler is supposed to look like...

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3750. One Last Wish

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 00:36:49 UTC
From: dddean@bluemoon.uucp
Message-ID: <3VwJ23w164w@bluemoon.uucp>
Source record: 232419

Hello:

I have been a user of the News Net for some time, and I know that whenever someone posts somethig totaly irrelevent to the sig that he/she gets flamed something fierce!

That is why I am donning my fire-proof suit to make this little post. It is one that I doubt anyone will flame me for, but I thought I'd be safe.

You see, there is a seven year old dying, and his one last wish was not that he get everything that everyone wants, but instead is a fairly reachable goal. I think that if you were to comletely read what I am going to show you; you too will agree.

The following is a text file that I found very touching, and thought that others could help out:

LAST WISH

A brain tumor is cutting short the life of seven-year-old Craig Shergold. His Last Wish doesn't seem very much to ask; simply that he receive some Get Well cards---hopefully enough to break The Guiness Book of World Records. If everyone reading this message could send him a card (or several!) and post this note on any bulletin boards or in any publications he/she may be in contact with, or even word of mouth, surely Craig's Last Wish will come true.

Send your card(s) to:

Craig Shergold

c/o Children's Wish Foundation

Suite 100

3200 Perimeter Center E.

Atlanta, Ga. 39346

P.S. If you are a person who believes in prayer, a prayer for this young man may, perhaps, find its way into another Book---and who knows?

He may just get a Get Well "wish" from someone else.

Please, if you can, send him at least ONE card. I know about the vastness of the net, and I think that we can all fulfill this young man's wish.

To do this, would be a kindness that eveyone can show!

Thank you for taking your time and reading this. Maybe some of us can relate to this. Maybe others can do more to help... who knows...

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

3751. Re: Postscript Converter for 1st Word +

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 00:41:01 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991May7.004101.21241@nmt.edu>
Source record: 232307

Well, there is a program that converts from regular 1st Word to
PostScript at atari.archive called 1st2ps.arc (I think.)

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

3752. Re: MENU+

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 00:46:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1190@uqcspe.cs.uq.oz.au>
Source record: 232304

>I've recently been looking through my existing software and came
>across MENU+.PRG -- a utility from METACOMCO. I think they are
>out of business now. Does anybody use this program? Are there other
>programs like it? Basically, it provides a simple language to put
>programs onto the menu bar while selecting data files.

MENU+.PRG came with a METACOMCO macro assembler I bought, but I prefer
a cli, and I don't program in assembler anymore anyway. It is excellent
if you don't like cli's, because you can set up any configuration of
menus. Something like ARCSHELL for example could be done in a few
minutes.

Warwick,
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3753. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 01:01:20 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May6.202555.12423@mailer.cc.fsu.edu>
Source record: 232306

In article <1991May6.203721.5391@jato.jpl.nasa.gov>, vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>What about TDI? Did you leave them off your list of bankrupt former ST software
>suppliers because they were European?
>

Well, since the list was supposed to show examples of _US_ software companies,
that is precisely why I left TDI off. Since I bought TDI Modula2, I will
stifle any snide comments . . . .
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

3754. Re: WordPerfect update - STe support

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 02:50:43 UTC
From: iho@cac.washington.edu
Message-ID: <1991May7.025043.13220@milton.u.washington.edu>
Source record: 232303

larock@software.software.org (Curt Larock) writes:
>I just got the latest WordPerfect update, dated April 18, 1991.
>According to the release notes WP now supports the STe (TT support
>was in the December release). There are also some minor bug fixes.

Do they still have no plans to port 5.0 (or 5.1)? Until they do, I'll
happily use MS Word under Spectre GCR. I bought a copy of WP for Atari,
WP 5.1 for DOS, and MS Word for Mac. I just use the one that works well.
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

3755. Re: "Install Application"

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 03:09:20 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May07.030920.7554@ecst.csuchico.edu>
Source record: 232389

In article <22871@natinst.natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> Is it good practice to Install one application for many different
>file extensions ? (such as a text editor for .c .s .doc .txt)

I do it with NeoDesk, and I'm sure the normal desktop will allow it as well.
On the desktop though, you'll have to edit the DESKTOP.INF manually in
a text editor. I recommend installing one application, then loading the
DESKTOP.INF file into a text editor, and copying the format it uses, but
using a different extender. Gee, I might as well just show you here. The
following is a sample of the end of a DESKTOP.INF file:

#G 03 04 C:\EDITOR\EDITOR.PRG@ *.S@
#G 03 04 C:\EDITOR\EDITOR.PRG@ *.C@
#G 03 04 C:\EDITOR\EDITOR.PRG@ *.DOC@
#G 03 04 C:\EDITOR\EDITOR.PRG@ *.TXT@

Therefore, whenever you doubleclick on a .S, .C, .DOC, or .TXT file,
the program EDITOR will load and hopefully load the document as well, if
the program is written to accomodate that feature.

Hmmm, you just wanted to know if it's good practice to use multiple
file extensions. I guess so. :^)

e Also, can you Install a new application for an extension that is
>already used for a different application to "deinstall" the old one ?

Not sure. Depending on how DESKTOP.INF is read, the old application
may be ignored or the new one may be ignored. In both cases, however,
the application and its extension will still be left in DESKTOP.INF as
I don't think the desktop deletes unused applications. You will have
two programs looking for .S for example. I still recommend editing
the DESKTOP.INF if you want to change anything. It's a little more
hassle, but it insures that everything will work the way you want it to.

> And finally is there any limit to the number of applications you
>can have installed ?

I think there is, but I don't know the number.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3756. Spectre & Panasonic 9 pin owners rejoice!

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 03:16:50 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1991May7.031650.19710@hub.cs.jmu.edu>
Source record: 232310

After years of searching, I've finally found a printer driver
for Panasonic 9 pin printers that seems to work under the Spectre
Macintosh emulator! It is available for anonymous ftp from
mac.archive.umich.edu (not the same machine as a.a.u.e), or if
you'd raher 141.211.168.70 under:
/mac/utilities/print/panasonicdriver.sit.hqx
I haven't put it through extensive testing, but I was able to
print a GIF image in WordPerfect 2.0 in low and high quality modes.
It's just a chooser file, so throw it in your system folder, select
it under the chooser, and away you go! It's even freeware, so make
copies of it for all of your friends! Seems to me that this would
make a great freebie for the next spectre PD disk, so if anyone
knows Dave Small personally, you might want to point this out to
him (he's never responded to the email messages that I've sent).

JT
Internet: bayers@hub.cs.jmu.edu
or after june 1: bayers@hub2.cs.jmu.edu
Bitnet: help_jt@vax2.acs.jmu.edu

3757. Re: How to do the overscan mod to a 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 04:20:15 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <g97J21w164w@ersys.uucp>
Source record: 232312

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> Can someone please help me with Overscan. I would really like to install
> it, but all the stuff on atari.archive is very confusing, and doesn't
> really explain it that well. If someone could tell me how to do it to my
> 1040ST I would be very appreciative!!
>
> Thanks......
>
> --
> Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
> |||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
> / || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie
> --

What I would like to know is simply how you got it? I tried to get
Overscan 3 from atari.archives.umich.edu several times, but I never get a
response. In fact, that happens alot. Here is the string I sent, just
in case the problem is with me:

sendb utilities/overscn3.arc aa,ab,ac,ad

I seem to get no response whenever I request it. I also got no response
when I requested sendb game/gnuchess.arc aa,ab,ac,ad and sendb
cli/okami12.lzh aa,ab,ac,ad for some reason. Have the files been moved,
or am I doing something wrong? I have the "Help" file and the "Master
Index" file. I also wasn't able to request "Index" from any directories.

I hope someone can help me with this problem, as I am stumped.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3758. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 04:41:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1203@uqcspe.cs.uq.oz.au>
Source record: 232311

>Unfortunately, I don't think you can combine
>*.RSC files with the Mark Williams resource editor.

You can open the Gemini rsc and the new icons rsc, then drag icons from
the new to the Gemini.

>Now, if I could just figure out what a compiler is supposed to look like...

It looks like a gigo. :-)

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3759. Re: CodeHead Software Util.s

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 06:19:18 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991May7.061918.11199@milton.u.washington.edu>
Source record: 232390

In article <42052@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>
>re. CodeKeys, if I had to give up all but one, I think I'd keep
>CodeKeys as it lets you automate any operation to a key stroke. Link
>files let you have a different set of macros for each program, and
>one macro can load another set so the number is not limited to 32.
>It's equivalent, in my opinion to Quickeys, which I just got for the
>Mac II I use at work. I paid $98 for Quickey, because I have learned
>how valuable macro keys can be by using CodeKeys, @$40. It's a
>bargain.
>
>Dave_Ninjajr_Flory@cup.portal.com

Correct me if i am wrong.. and i don't have quickeys.. but
i read that quickeys or Tempo II for the mac .. one of them
at least.. allows you to record a mouse click on a file by
scanning for the filename or something.. this you CAN"T do
with codekeys.. if your file structure changes.. since
codekeys only remembers coordinates..

someone please correctme on this...

thanks...

cheers!
gunnar
alexd@milton.u.washington.edu

3760. A correct midi interrupt routine.

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 07:28:22 UTC
From: geert@ahds.UUCP
Message-ID: <1985@ahds.UUCP>
Source record: 232319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi midi gurus,

A few weeks ago someone asks for a correct midi interrupt
routine that does get rid of the mouse interfering with midi.
I wonder if someone has written such a routine.

Here's my probem:

When changing the midi vector of the standard tos calls
to your one (I don't ment midiws or Cconin) in
the particular structure (don't know the name of it because I am
writing this all of my head), does seem to work fine.

However, when bulking some midi data to the ST I (and not
only I) found out that some data will be lost. I think
that this comes because the mouse and keyboard vectors
are on the same intterupt level (to much unfortunately)

Has anyone found out how to pass this problem?

Geert

3761. Re: Chameleon

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 08:31:13 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <3240@quepasa.cs.tu-berlin.de>
Source record: 232399

In article <ODDJOB.91May6092412@oz.oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>One other thing.....
> That Chmeleon.acc in the distribution doesn't like wm.arc (Wholly
>Macro) that's at atari.archive.umich.edu in atari/printing (?). It
>loads it but then can't unload it..... had to reboot.
>
>-Andy-

Hello Andy,

if an DA hooks into system vectors and does not follow the XBRA rules,
Chameleon can't unload it. Make a folder with 'well-behaved' DAs and
another folder with the 'bad-guys'.

A lot of people load the DMC-laserbrain with Chameleon even knowing that
they can't unload it (because it does not following the XBRA-rules...).
Loading the printer-driver at boot time costs a lot of memory. If you load
it with Chameleon, you only loose this memory if you really want to print
something... They install 2 or 3 Chameleon's, one only for the laserbain,
the other two for loading/unloading DAs.

If Chameleon is propperly installed under GEMINI, you just have to double-click
onto a DA-file or icon to load it via Chameleon.

Karsten Isakovic <SysMon, OverScan, Chameleon, ConsFix, VdiFix...>

3762. Re: Drawing, plotting, ...?

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 08:38:14 UTC
From: robin@castle.ed.ac.uk
Message-ID: <10093@castle.ed.ac.uk>
Source record: 232325

In article <1991May6.121144.4862@uni-paderborn.de> marc@uni-paderborn.de (Marc Gumbold) writes:
>As I decided to give my poor old ST yet another chance to be
>treated as a real, usable, reasonable, adult computer, I'm looking for
>(possibly from the PD realm...):
>
> (a) some kind of vector oriented drawing tool, like
> good ol' Gem Draw (perhaps improved?) or something like that.

If this isn't available perhaps someone could co-ordinate all you GEM boys out there to write such a beast..

Robin

3763. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 09:08:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2901@odin.cs.hw.ac.uk>
Source record: 232326

In article <1991May5.124501.14339@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
> Timeworks - No longer updating US versions (but are still updating UK ones).

Hardly. They just did a panic fix to make it work with the TT and maybe fixed a few horror bugs while they were at it. Timeworks is static. The PC version isn't though and they are pushing the followup Desk Press.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 upgrades!" !
+---+

3764. Professional GEM series...

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 09:44:52 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6485@baird.cs.strath.ac.uk>
Source record: 232308

At last! I apologise for the delay, but the copy of the files I was sent got deleted by accident and I've only just managed to get my backup back onto the system. Having said that the archive is just over 200K long, so it is a biggy. Anybody with ftp access can find it at atari.archive, directory: /atari/programming. The files are progem.arc and prosrc.arc.

Anybody without ftp access mail me, and I'll mail the uuencoded ZOO file to you.

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

3765. re: mwc version

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 09:45:00 UTC
From: Bill_Moore@mindlink.bc.ca
Message-ID: <5770@mindlink.bc.ca>
Source record: 232421

```
The version I have is 3.0.9.
...bill
```

3766. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 10:35:46 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91127.113447ONM07@DMSWWU1A.BITNET>
Source record: 232391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <42051@cup.portal.com>, Dave_Ninjajr_Flory@cup.portal.com says:
>
>My understanding is that the ST will read ID numbers from the lowest one to
>the highest, and it doesn't matter if some are skipped. The TT reads from 0

Wrong. The limititation is not in the BIOS, but in AHDI. The BIOS boots
from the first drive with an executable root sector (the TT takes the
SCSI drives first). But AHDI only looks for devices starting at #0 in
sequential order.

>up in SEQUENTIAL order. If you skip a number the others are invisible. If

>your TT doesn't have an internal HD then the ID 1 drive would act as you
>described and changing it to 0 would be the fix. Does this make sense or
>am I all wet? (I don't have a TT so I don't know if the manual says this. I
>picked it up somewhere, on GEnie maybe.)
>
>DAVE FLORY
>Dave_Ninjajr_Flory@cup.portal.com
>D.FLORY, A.L.E.R.T. Sys*Cop on GEnie
_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

3767. Spectre GCR - Transverter loses data.

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 11:24:46 UTC
From: johnr@cged.co.uk
Message-ID: <1991May7.112446.11373@cged.co.uk>
Source record: 232332

I am running Spectre GCR 2.65. I have a hard disc with four ST partitions and two Mac HFS partitions. When I use the Transverter program to move a file from an ST partition to a Mac floppy (MFS format), a part of the file gets lost.

The files I am moving are PostScript files of about 100K in size. Typically, I lose a few hundred bytes in one lump, somewhere in the middle of the file. I get no warnings or messages; the first I notice is that the printer doesn't understand the PostScript. It seems to happen nearly every time. I've had to switch to a different method of getting my files to the printer. Can anyone suggest what is going wrong?

Some more info: my floppy drive seems to behave itself most of the time. Occasionally, I get a Mac floppy corrupted and when I try to read it on a real Mac, it complains the disc is unreadable. Might be linked, might not. I sent off for Spectre 3.0 a few weeks ago. Might this help when I get it?
--
John Richards

3768. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 11:54:21 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91127.133914ONM07@DMSWWU1A.BITNET>
Source record: 232320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Perhaps is should be mentioned that the AHDI 3 partition scheme is well documented and that it's a problem of the other hard disk manufactures if they are not compatible. There *ARE* third-party drivers that are AHDI-3 compatible AND know about the TT's SCSI port (in fact, I am one of the authors of one of them).

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________

3769. WANTED: Disk drive for 520

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 12:24:40 UTC
From: rbeckwth@phoenix.Princeton.EDU
Message-ID: <9208@idunno.Princeton.EDU>
Source record: 232323

A student of mine is in desperate need of a disk drive
for an Atari 520. If anyone is out these who would like
to sell one of these please respond to this account.

rbeckwth@phoenix.princeton.edu

If anyone even knows where she can buy one at a good
price I would appreciate knowing where.

Thanks

Richard

3770. Alternative dialog handler...

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 12:32:40 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6486@baird.cs.strath.ac.uk>
Source record: 232327

Help! A while back an alternative dialog handler (3D type buttons I think) was posted, problem is my copy has become corrupt. So if anybody out there can tell me where to find it, or if the poster can mail it to me I'd be grateful.

Thanks.

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

3771. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 12:34:12 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91127.135129ONM07@DMSWWU1A.BITNET>
Source record: 232322

In article <ODDJOB.91May6092412@oz.oz.plymouth.edu>, oddjob@oz.plymouth.edu
(Andrew C. Stoffel) says:
>
>In article <1991May6.092622.14463@pieman.compserv.utas.edu.au>
>tgray@pieman.compserv.utas.edu.au (Tony Gray) writes:
> In article <1991May4.145058.2122@cs.mcgill.ca> jon@nabob.cc.mcgill.ca
>(Jonathan Carroll) writes:
> >In article <A2238256803@thelake.mn.org> steve@thelake.mn.org (Steve
>Yelvington)
> >writes:
> >> I unpacked and installed GEMINI from comp.binaries.atari.st last night
> >> after only a moderate amount of muttering and cursing about LZH.
>However,
>I'm having problems with ANYTHING that uses GDOS (I use G+PLUS) so I
>didn't expect it to work with Gemini. :-(.
>
>My problems with Gemini are relatively solvable so I won't
>mention them (I'm running TOS 1.0 %-0) EXCEPT -->
>
>1. Is there any way to get Mupfel (Since i have TOS 1.0) to boot the
> Venus program automatically ??? I could get the older version of it to
> do that but the newer one blew up in my face.....
>

Could you please be more specific? What does not work? Do you get bombs?
Normally, putting the command into mupfel.mup should work.

>2. That Tree* program LOOKS great but blows up my computer EVERY time
> I attempt to use it. With or without Gemini. I don't recall seeing
> anything in its docs about required TOS versions....
>

Again: please describe the problem exactly!

>3. How do I add icons to Gemini ?? I've done it using a resource

> editor but the small and large icons don't quite measure up/match
> (meaning --> If I make a large icon and a small icon for the same
> program to use, how do I put them in the resource so that they line
> up when assigning them to a file ?)
>
>
>I really like the ability to use overlays since with Mupfel & Venus
>both running I only have 450K free. Overlays make life a whole lot
>easier. ANd being able to run ACC's from the desktop....
>

>One other thing.....
> That Chmeleon.acc in the distribution doesn't like wm.arc (Wholly
>Macro) that's at atari.archive.umich.edu in atari/printing (?). It
>loads it but then can't unload it..... had to reboot.
>

Chameleon cannot unload accessories which have changed system vectors.

>-Andy-
>--
>|"The Snark WAS a Boojum, you see!"|Good : acs@unhd.unh.edu |
>|"Reality !?! Isn't that something |Better : ANDYS@psc.plymouth.edu |
>| you sprinkle on ice ??" |Best : oddjob@oz.plymouth.edu |

3772. Re: How to do the overscan mod to a 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 13:11:51 UTC
From: miked@syscon
Message-ID: <1991May7.131151.10393@syscon>
Source record: 232324

ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes:

>What I would like to know is simply how you got it? I tried to get
>Overscan 3 from atari.archives.umich.edu several times, but I never get a
>response. In fact, that happens alot. Here is the string I sent, just
>in case the problem is with me:

>sendb utilities/overscn3.arc aa,ab,ac,ad

>I hope someone can help me with this problem, as I am stumped.
Well they don't send anything if there are any problems with the
message i.e. mispellings, wrong libary. I have never used" sendb"
just" send" since they automaticly uuencode non-text files.

3773. Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 13:19:17 UTC
From: smaal@duttnph.tudelft.nl
Message-ID: <smaal.673622357@galaxy>
Source record: 232339

What is the latest version of Mark Williams C (for the Atari ST).
I use version 1.1 updated (in '88) to 3.0.

I asked my local ST dealer, but it is unknown who is the current
distributor in Holland for Mark Williams C ...

Regards,

Wouter Smaal

E-Mail-To: smaal@duttnph.tudelft.nl
P-Mail-To: Delft Univ. of Tech., Lorentzweg 1, 2628 CJ Delft, Holland
V-Mail-To: 31-(0)15-782031, 31-(0)15-781416, Fax 31-(0)15-626740

--
Regards,

Wouter Smaal

3774. Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 13:30:31 UTC
From: smaal@duttnph.tudelft.nl
Message-ID: <smaal.673623031@galaxy>
Source record: 232340

What is the latest version of Mark Williams C (for the Atari ST).
I use version 1.1 updated (in '88) to 3.0.

I asked my local ST dealer, but it is unknown who is the current
distributor in Holland for Mark Williams C ...

Wouter Smaal

E-Mail-To: smaal@duttnph.tudelft.nl
P-Mail-To: Delft Univ. of Tech., Lorentzweg 1, 2628 CJ Delft, Holland
V-Mail-To: 31-(0)15-782031, 31-(0)15-781416, Fax 31-(0)15-626740

--
Regards,

Wouter Smaal

3775. version Mark Williams

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 13:38:08 UTC
From: smaal@duttnph.tudelft.nl
Message-ID: <smaal.673623488@galaxy>
Source record: 232341

What is the latest version of Mark Williams C (for the Atari ST).
I use version 1.1 and is updated (in '88) to 3.0.

I asked my local ST dealer, but it is unknown who is the current
distributor in Holland for Mark Williams C ...

Wouter Smaal
--
Regards,

Wouter Smaal

3776. Mark Williams

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 13:44:53 UTC
From: smaal@duttnph.tudelft.nl
Message-ID: <smaal.673623893@galaxy>
Source record: 232342

Does any body know what is the latest version for Mark Williams C (Atari ST) ? I Use version 1.1 and is upgraded to 3.0 ('88).

I asked my local ST dealer, but he doesn't know. (unknown who is the current distributor in Holland for Mark Williams C) ...

--
E-Mail-To: smaal@duttnph.tudelft.nl
P-Mail-To: Delft Univ. of Tech., Lorentzweg 1, 2628 CJ Delft, Holland
V-Mail-To: 31-(0)15-782031, 31-(0)15-781416, Fax 31-(0)15-626740

3777. Re: WordPerfect update - STe support

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 13:45:46 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May07.134546.6630@actrix.gen.nz>
Source record: 232337

In article <1991May7.025043.13220@milton.u.washington.edu> iho@akbar.cac.washington.edu (Il Oh) writes:
> larock@software.software.org (Curt Larock) writes:
> >I just got the latest WordPerfect update, dated April 18, 1991.
> >According to the release notes WP now supports the STe (TT support
> >was in the December release). There are also some minor bug fixes.
>
> Do they still have no plans to port 5.0 (or 5.1)? Until they do, I'll
> happily use MS Word under Spectre GCR. I bought a copy of WP for Atari,
> WP 5.1 for DOS, and MS Word for Mac. I just use the one that works well.
> --
> "I'm sorry. | Il Hwan Oh
> If you were right, | University of Washington, Tacoma
> I would agree with you." | iho@cac.washington.edu
> -- Dr. Malcolm Sayer, _Awakenings_ |

Well from what I have just read in Znet or was it ST-Report, that
WordPerfect has droped Atari all together...
There was some thing about the Germans did not want a USA product
bundled with Atari computers,(about 10,000 units),
they wanted a German product instead..
WordPerfect did not like this, and decided that they could no longer
afford to support the Atari Version..

Correct me if I'am wrong, but this is the way I read it..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3778. sorry

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 13:56:18 UTC
From: smaal@duttnph.tudelft.nl
Message-ID: <smaal.673624578@galaxy>
Source record: 232343

Because my mailer mails me that the (MarK Williams) posted article was
failed, I repeated it more then once (.signature problem), sorry ....

Wouter Smaal
--
E-Mail-To: smaal@duttnph.tudelft.nl
P-Mail-To: Delft Univ. of Tech., Lorentzweg 1, 2628 CJ Delft, Holland
V-Mail-To: 31-(0)15-782031, 31-(0)15-781416, Fax 31-(0)15-626740

3779. Re: USENET mail order service???

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 15:32:58 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991May7.153258.12633@ccu.umanitoba.ca>
Source record: 232335

In article <kc9P9j600VAyI12EVd@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
> I have recently been toying around with an idea. I have the facility to
>get most current ST software and hardware at wholesale, and was thinking
>that maybe, since there are so few dealers of ST stuff lately, and not
>everyone subscribes to STart or some other source of mailorder
>advertising, that I might offer a sort of USENET ST mail order service.
>
> Question: Does anyone think this goes against USENET ethics about
>commercial advertsing, etc.?
> Question: Would anyone be interseted?

This sounds like a very good idea to me. An on-line mail
order service would be a very convenient source of info on price/
availability of software etc. for all netters. If Mark can provide a
good range of stuff at decent prices, and make a few bucks in the
bargain, I think we'd all win big.
The rub is that regular posting of a mail order catalog
would violate news guidelines for commercial postings, which allow
for only 1 short announcement of a product or service. I can't see
any objection, though, to maintaining a mailing list for the catalog,
or else setting up a simple mail server that would allow people to
explicitly request it. (If you decide to go the mailing list route,
Mark, please add my name to the list. :-) Perhaps a line or two could
be added to the FAQ document informing new users of the service.
This, plus a little "word of CRT" advertising in c.s.a.st ("Hey, I
just got the latest version of Blibbleglitz from Mark Choi for $4;
great game!") should keep you in business.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

3780. Sound files...

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 16:03:33 UTC
From: johnb@gnu.ai.mit.edu
Message-ID: <15655@life.ai.mit.edu>
Source record: 232329

Greetings all..

How does one go about playing a Sun audio file on the atari st?

Also a sparc audio file?

John

```
**************************************************************************
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
**************************************************************************
--
**************************************************************************
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
```

3781. Re: CodeHead Software Util.s

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 17:01:00 UTC
From: schultzd@kira.uucp
Message-ID: <1991May7.170100.28947@msuinfo.cl.msu.edu>
Source record: 232398

Just a small defense of GDOS...

It was said that G+Plus is better than GDOS because it doesn't load all the fonts at bootup like GDOS does. Well, GDOS doesn't load all the fonts at boot-up.

From what I've heard, G+Plus is much better than GDOS. However, the loading of the fonts isn't included in that reason...

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

3782. Re: Professional GEM series...

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 17:10:21 UTC
From: rcb@netcom.COM
Message-ID: <1991May7.171021.12115@netcom.COM>
Source record: 232315

In article <6485@baird.cs.strath.ac.uk> rmacgreg@cs.strath.ac.uk (Sorcerer) writes:
>At last! I apologise for the delay, but the copy of the files I was sent
>got deleted by accident and I've only just managed to get my backup back onto
>the system. Having said that the archive is just over 200K long, so it is a
>biggy. Anybody with ftp access can find it at atari.archive, directory:
>/atari/programming. The files are progem.arc and prosrc.arc.

There is another copy of the Progem series under
'gnustuff/tos/progem.LZH'. This copy needs 'proff' to be printed out,
but it contains 17 sections (the one in the 'programming' directory
only has the first 13), the programming samples in appedices and an
index.

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

3783. Must Sell Atari COlor!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 17:22:44 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May07.172244.11376@ecst.csuchico.edu>
Source record: 232330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale,misc.wanted

Must Sell!! Atari Color Monitor!!!

SC1224: Great Picture, Better Image than the newer ones
No repairs, No problems.

$250 or best offer!,

willing to come down on price If you pay shipping.

note: I am moving to NY and I dont want to haul this with me. The monitor
has been used in a non-Smoking environment. Quite Clean (a little dust)

please call me voice, (916)898-4166, or leave me E-mail

neonman@ecst.csuchico.edu
Thanks Justin...

3784. Sounds files from Australia

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 18:31:42 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991May7.183142.16719@oz.plymouth.edu>
Source record: 232338

Hello,

I FTP a lot and have found a site in Australia which contains sound files of some sort. But the extender is .au which I assume means Australian University since that is the site. This is not an ST site, they have many GIFS and sound files though. Has anyone tried to use these files on the ST. I ask because most are very (600 - 800K) songs and I would rather ask than try and fail (2400 baud is slow). Anyone with any info, please Email.

Thanks,

Stephan

--
\/\/\/

3785. Re: lzh question

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 19:15:56 UTC
From: ue@nathan.ruhr.de
Message-ID: <6783008@nathan.ruhr.de>
Source record: 232277

In article <3236@laura.UUCP> klute@tommy.informatik.uni-dortmund.de
(Rainer Klute) writes:
[Some comments about using Arcgsh 3.5 as destop application for *.ZOO etc]
>
> This works the same for Arc and LHarc archives, and even for uuencoded files.

Hi there,
are you currently planning to support UNARJ, UNZIP or the soon coming STZip??
It seems that we ST-users are climbing up the ladder of aviable archivers,
all we need is some good gui to make life easier...
/s/ Udo

--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

3786. Curious..

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 19:55:37 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <75378@eerie.acsu.Buffalo.EDU>
Source record: 232334

Hi... I'm debating selling my 1040ST and was curious what I could get
for it... so I'm taking offers for the following:

Preferably as a system but will seperate if necessary..

1040ST 2.5 megs tos 1.4, with clock chip
sm1224 Color Monitor(One of the original color monitors..)
sm124 monochrome monitor, panasonic kxp1091 printer, atari SH204 20 meg hard
drive. Best mouse,1200 baud modem,
Timeworks Destop Publisher, WordUp, Spectre 128

3787. sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 20:04:58 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <75382@eerie.acsu.Buffalo.EDU>
Source record: 232336

Hi.. Sorry about That I forgot some software
Spectre 128 with roms, Hard Drive with lots of programs P.D. and
non P.D. will include all docs of course!
Dungeon Master, Gauntlet, Datamanager St... Haba Checkbook balancer(yes
someone still has it..)lots of spectrum pictures, HD accelerator, MT cshell
Micro C Shell, Cad3d, Regentbase 2..Zoomracks I and II, etc.. lots more..
make a bid and its yours!
Jeremy

3788. SPC <--> GIF

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 20:10:28 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.673647028.larserio@kvart.ifi.uio.no>
Source record: 232333

There are several Spectrum512 --> GIF and GIF --> Spectrum512 coverters, but does any one have programs that handles 4096 (on STE). I digitize pictures to Spectrum with 4096 colors on my STE but the SPC2GIF converter doesn't understand the extra STE color-bit and messes everything ut (of course I can save them with just 512 colors, but then the result is so much worse and the GIF picture gets worse to...) i would also like a GIF to Spectrum converter that use all 4096 colors on the STE (SPCSLIDE that comes with Spectrum does handle STE palett - Why no other programs....)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3789. Is there an ESDI adapter for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 21:14:31 UTC
From: figuei@arakis.rutgers.edu
Message-ID: <May.7.17.14.30.1991.174@arakis.rutgers.edu>
Source record: 232406

Hello! I could have the chance to get (for free or very cheap) an ESDI disk drive, and was wondering whether such a beast can be connected to an Atari ST (I have an ST1040). I know that there are SCSI adapters for the ST, but are there any ESDI adapters? I am quite hardware-ignorant, and have never programmed a disk drive but would be willing to do it if I can get a cheap, huge disk! Thanks in advance.

Francisco Figueirido
email: figuei@lutece.rutgers.edu

3790. The 16/32-bit Computer Support Team

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 21:53:13 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <9105072153.AA05743@cwns10.INS.CWRU.Edu>
Source record: 232344

INTRODUCING...



16/32-bit Computer Support Team

The 16/32-bit Computer Support Team is a group of individuals on the Cleveland Free-Net Atari SIG dedicated to bring in the most important information for your Atari ST,STe,Mega,Mega/STe,STacy, and TT computer around!

This is no joke. The 16/32-bit Computer Support Team is extremely serious in what it is trying to do and is doing it for everyone, including themselves.

The 16/32-bit Support Team's main goal is to create an information source for all Atari users.

Have you ever NEEDED reviews for certain software and hardware but didn't know where to find them?

Do you want a bulletin board that has only the MOST valuable information coming from Usenet, CompuServe, and GEnie?

How about ONLY the most valuable information taken from online magazines (with credit of course) posted to the bulletin board so you can keep up with everything without READING everything?

What about a summary section that gives you more information on a product than just the name?

And how about a Tips & Tricks section that tells you all kinds of
things that you can do with your computer that you never knew?

And lastly- would you like to see a Support Team for Atari Computers that
is so powerful that even Atari Corporation will listen to what they
have to say?

A 16/32-bit Computer Support Team is forming with goals that its members
are determined to reach. The Support Team already has a system that will
hold all of this information and it is accessible through Internet. There
is already a "16/32-bit Info & Support" area established on this system for
the Support Team.

There is no enthusiasm for computers like Atari computers.
The users are a VERY unique breed and that is why an unheard of Support Team
like this can be formed.

So, how can the Atari 16/32-bit Computer Support Team help you get the
most out of your computer?

The Support Team works by a system called synergy. Each team member
does a part to contribute to the success of the goals set by the team.
Each person in the team knows that he or she could not get A LOT of reviews
or summaries by themselves to meet their needs. If a team member has
only collected two reviews on MIDI software and there are four other
software titles that he has not read about that could satisfy his needs,
he would be missing out- especially if someone else has those reviews.
If both these people get together and post the reviews in a certain area,
they can get the most out of it by sharing information that each other
had. The more people, the more reviews that can be shared.

This is what the Atari 16/32-bit Computer Support Team is all about.
It makes sense!

If a team member goes to the Atari SIG on GEnie and another member goes
to the Atari SIG on Compuserve, they can post messages in the Cleveland
Free-Net Atari 16/32-bit Computer Support Area to trade information that
the other has not received. A person who does not call Compuserve or GEnie
but writes reviews for products can trade his reviews for their Compuserve
and GEnie information. Everyone benefits by joining the 16/32-bit
Computer Support Team.

Not a bad idea, aye? But if it is such a good idea, why hasn't it been
done before? It hasn't been done before because there was no
organization before. Now there is! And it can work like a powerful tool
for each and every one of us.

What can you do to be a part of this "Atari 16/32-bit Support Team"?
You can become a team member! As a team member, you will be contributing
a little and gaining a vast amount of information.

Can you imagine if you joined the Support Team, contributed 4 reviews
and there were nineteen other team members who did the same? There would
be 80 reviews for you to search through anything you need anytime you may need

it. This goes for EVERY SINGLE ASPECT that the Support Team has to offer-
not just reviews. Now let's take even a higher number. What if there were
fifty people that contributed 4 reviews to the Support review section?
That is 200 reviews that can be obtained by you and you only had to
give 4 reviews. The number can grow tremendously by more people joining
the Support Team without you having to do any more work.

This message is originating from the Atari SIG account on the Cleveland
Free-Net Community Computer System.

If you would like to make the most out of your Atari Computer and start
something that other computer owners could only dream about, reply to this
message and find out what you can do as a team member to reach the goals set.

Get the most, why stay with less?

Thanks,

Atari 16/32-bit Computer
Support Team

--

3791. Re: Sound files...

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 22:26:40 UTC
From: esj@harvee.UUCP
Message-ID: <7231336@harvee.UUCP>
Source record: 232309

In article <15655@life.ai.mit.edu> johnb@gnu.ai.mit.edu
(nobody:*:-2:60001:I. N. Cognito:/:) writes:
(Sender was: news@ai.mit.edu)
>
> Greetings all..
>
> How does one go about playing a Sun audio file on the atari st?
>
> Also a sparc audio file?
>
> John
>

I see another person has discovered alt.sex.sounds (which is a modem/disk
buster like alt.sex.pictures). If any one can tell us how to play sparc audio
on an st, maybe I'll get the feed turned on again (and shrink my exire to
2 days :-)
--- eric
--
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956

3792. Re: Drawing, plotting, ...?

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 22:33:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1211@uqcspe.cs.uq.oz.au>
Source record: 232349

>> (a) some kind of vector oriented drawing tool, like
>> good ol' Gem Draw (perhaps improved?) or something like that.

>If this isn't available perhaps someone could co-ordinate all you GEM
>boys out there to write such a beast..

I'll write it if someone gives me some METAFILE documentation. I am in
desperate need of a Metafile editor.

Anyone!?
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3793. TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 22:52:08 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <LPmL22w164w@ersys.uucp>
Source record: 232346

Does anyone know how to use the Pexec function so that it will take a command line longer than 80 charactes. I am writing a program that will require longer command lines, but I'm stumped on this one. The documentation that I have does not mention anything about command lines longer than 80 characters, yet they are possible...

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3794. German.sty for TeX wanted

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 22:55:09 UTC
From: marshall@cs.uq.oz.au
Message-ID: <1212@uqcspe.cs.uq.oz.au>
Source record: 232347


```
*******************************************************************************
|| Marshall Harris
Internet/CSnet: marshall@cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@cs.uq.oz.au || fax: +61 7 365 1999
*******************************************************************************
```


"If you want to make god laugh, show him your plans"
Woody Allen

3795. comp.sys.amiga.advocacy a success (Re: split up comp.sys.next (PLEASE!!))

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 23:01:25 UTC
From: zerkle@iris.ucdavis.edu
Message-ID: <8930@ucdavis.ucdavis.edu>
Source record: 232328
Cross-posted to: comp.sys.next,news.groups,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.atari.st

** Followups to news.groups **

In article <1991May7.192731.5241@zorch.SF-Bay.ORG> xanthian@zorch.SF-Bay.ORG (Kent Paul Dolan) writes:
> [assorted praises of comp.sys.amiga.advocacy in getting a lot of]
> [junk out of the other comp.sys.amiga.* groups]

Absolutely. Of the various new groups created in the comp.sys.amiga re-organization, this one was one of the most useful.

Before this newsgroup was created, there were a whole lot of posts from people saying why the Amiga was so much worse/better than some other computer. Well, it bothered me. For better or worse, I have an Amiga, and I can't toss it aside and buy another computer. I want posts that will tell me how to make it more useful, instead of telling me how dumb/stupid I was to spend all that money on one. All of those comparison posts were simply not useful to me or any of the people who already own a computer (which includes most of the readers of comp.sys.*).

After the .advocacy group was created, a lot of this moved out of the groups in which I am interested. I think there was only one persistent thread, which compared the Mac to the Amiga. This eventually went away. It was nice seeing all of the followups to .advocacy at the end of the thread. Right now, there are *none* of these threads in the groups I read. It is indeed a pleasure. In fact, if one of these threads does crop up in one of the groups I read, it's reassuring to know that I (and lots of other netters) can tell the errant posters to simply "...take it to .advocacy."

On the other hand, those people who do like to read and write about these things now have an opportunity to do so. I usually see well over 200 unexpired posts in that group. People who want to talk about those sorts of things have an audience there. Mind you, I imagine that they have an audience that is rather likely to jump all over you if you post something, but....

The .amiga.advocacy group has been such a success, I would strongly suggest that the other personal computer areas that have a problem with certain posters comparing their machines with other ones create their own .advocacy groups. The areas where I think there are likely to be problems (I don't read, sorry) are comp.sys.next, comp.sys.mac, and comp.sys.atari.st. (Is a NeXT a personal computer or a workstation, anyway? It's marketed like a personal computer but it acts

like a workstation....).

Of course, you folks can keep struggling with your kill files if you want....

Dan Zerkle zerkle@iris.eecs.ucdavis.edu (916) 754-0240
Amiga... Because life is too short for boring computers.

3796. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 23:07:38 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May07.230738.13424@ecst.csuchico.edu>
Source record: 232401

In article <1991May6.015046.13617@netcom.COM> rcb@netcom.COM (Roy Bixler) writes:
>In article <1991May6.010100.9329@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu
(James D Yegerlehner) writes:
>>Dear Netters,
>>
>>I know that the TT has a really high-res mode (more than a 1200 by
>>600? pixels), and I know that Atari is (or will be) selling a
>
>I read it was 1200x960.
>

[Picky mode on. :^)]

It's 1280x960.

[Picky mode off.]

>>monitor which takes advantage of it. My question is, is there
>>a reason why only Atari's monitor can be used with the TT high res,
>>and if so, is it available and how much does it cost?
>
>Along the same lines, does Atari sell a monitor that can take
>advantage of the 1200x960 monochrome and the 640x400 color mode? If
>there's no Atari monitor which does this, are there any multi-sync
>alternatives?
>

Atari's TTM194 is the 1280x960 monitor. There are quite a few other
vendors which use the exact same monitor, including case design. I saw
a picture of a Sparc station, I think it was, with an 'Atari TTM194.'

Atari also sells a multisync for the TT to handle all the other resolutions
(5 of them, 3 ST and 2 TT). It's called the PTC-something-or-other.

Several Atari developers, including Gadgets by Small and DoubleClick, use
Panasonic C1381s with their TTs.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3797. 3 bombs

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 23:13:18 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May7.231318.12305@lsuc.on.ca>
Source record: 232404

I've been working on a program for a few months now and it's got one "last" problem that I can't fix. I've been staring at it off and on for months now. The program is graphics oriented using GEM calls. As far as I know I've done everything I need to do for a "clean exit" back to the desktop. But I still get 3 bombs when it returns to the desktop. Functionally the program is usable as-is. But I don't like the idea of marketting a product that bombs on exit. I've compiled the program with Sozobon C and I was wonder if this is a specific problem with Sozobon. Or is there something I don't know about exiting from GEM?

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3798. TeX

Newsgroup: comp.sys.atari.st
Date: 1991-05-07 23:19:41 UTC
From: marshall@cs.uq.oz.au
Message-ID: <1216@uqcspe.cs.uq.oz.au>
Source record: 232348


```
*******************************************************************************
|| Marshall Harris
Internet/CSnet: marshall@cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@cs.uq.oz.au || fax: +61 7 365 1999
*******************************************************************************
```


"If you want to make god laugh, show him your plans"
Woody Allen

3799. Multisynch Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 00:03:09 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991May7.200309.9727@umiami.ir.miami.edu>
Source record: 232403

I am planning to upgrade this summer to a multisynch monitor from my SC1224
and was wondering what type of multisynch to get. I remember reading somehwere
that it HAS to be CGA compatable. But I am not sure about that. I am looking
at the Panasonic C-1335 or 1381. Any info would be greatly apreciated.

mark santora
dlk0ms9s@umiami.ir.miami.edu

3800. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 02:27:52 UTC
From: steve@thelake.mn.org
Message-ID: <A2876905127@thelake.mn.org>
Source record: 232408

[In article <LPmL22w164w@ersys.uucp>,
ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes ...]

> Does anyone know how to use the Pexec function so that it will take a
> command line longer than 80 charactes. I am writing a program that will
> require longer command lines, but I'm stumped on this one. The
> documentation that I have does not mention anything about command lines
> longer than 80 characters, yet they are possible...

Command lines can be up to 125 characters long.

If you need to pass more information than that, there are three currently
used methods, of which one, XARG, is currently endorsed by Atari Corp. The
file EXARG.DOC in the Gemini distribution (see comp.binaries.atari.st)
will tell you all you need to know. There's some code in the samples
folder to show how it's done.

The Sozobon C compiler and dlibs support another method called ARGV.
See the dlibs sources.

Mark Williams Co. uses a third method with its C compiler, which, as has
been mentioned, is no longer being updated.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3801. Re: Advantages of Improved Mice?

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 02:28:26 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May7.220235.2464@mailer.cc.fsu.edu>
Source record: 232407

In article <59795@aurs01.UUCP>, whitcomb@aurw04.UUCP (Jonathan Whitcomb) writes:
>
>I use the Golden Image mouse, and have had no problems. In fact I had
>terrible troubles with mouse accellerators before I bought it. The Atari
>Mouse Accellerator (1, 2 and 3) all caused my system to crash occasionally,
>or cause a reboot loop. (How do I know it was the accellerator? I took
>it out, and the problem stopped. Real scientific, huh?)

Whooops. The problem mouse was not a Golden Image, it was made by Naksha
(which is a british company, despite the name). Sorry about that . . .

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3802. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 03:15:13 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <ODDJOB.91May7231507@oz.oz.plymouth.edu>
Source record: 232409

In article <91127.135129ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:
[heavily edited... this is getting bogged down in references]
> In article <ODDJOB.91May6092412@oz.oz.plymouth.edu>, oddjob@oz.plymouth.edu
> (Andrew C. Stoffel) says:
>
> >I'm having problems with ANYTHING that uses GDOS (I use G+PLUS) so I
Well..... care to guess what the apparent solution is ???

> >1. Is there any way to get Mupfel (Since i have TOS 1.0) to boot the
> > Venus program automatically ??? I could get the older version of it to
> Could you please be more specific? What does not work? Do you get bombs?
> Normally, putting the command into mupfel.mup should work.
And it did once I got rid of G+PLUS.* .....

> >2. That Tree* program LOOKS great but blows up my computer EVERY time
> > I attempt to use it. With or without Gemini. I don't recall seeing
> > anything in its docs about required TOS versions....
> Again: please describe the problem exactly!
See below... (I don't have the time (this week) to go into more detail)

> >3. How do I add icons to Gemini ?? I've done it using a resource
Had to resort the icons a couple times before they (the big & small ones) lined up. Also had to go back and redefine what each one stood for. Guess the rules for assigning icons is based on their order in their trees and if you sort them that changes so....

Scenario --> According to sysinfo.prg [System Information version 2.72 dated Dec. 22, 1990] My computer has the following -->
TOS 1.0 (but I already mentioned that....)
GEMDOS 0.19
GEM 1.2
and the country code is USA.
(also, sysinfo (and mupfel) can't figure what driver software my hard drive uses {It's something from Supra})

For AUTO folder programs I have :
DESKMGR2.PRG (version # unknown)
QUIKSTM.PRG (the version that came in STart one month)
FOLDR100.PRG (does it have a version number ??)
Desk ACC's :
Rho Control Panel 1.2e
Chameleon

If I try and run TREEVIEW.{PRG,ACC} version 1.2i my ST crashes.
doesn't matter if G+PLUS is there or not. The only difference w/G+PLUS

installed is how it crashes. Without G+PLUS clicking on the scroll bar crashes it with 2 bombs, but the scroll bar works fine with G+PLUS. That button with the "F" in it causes crashes also. The kind depends upon which button on the dialog button you click. Clicking Metafile without G+PLUS drops you back to mupfel. With G+PLUS, it wipes out the top (menubar) part of the screen..... One of the other buttons in that dialog box gives you 4 bombs.

Now... running venus.app from mupfel.mup.
This works fine once I got rid of G+PLUS. But that's too much of a price to pay right now....
If I leave G+PLUS installed -->
None of the things in venus.inf are loaded and it blows up if I do anything. That's with Polyline mode in G+PLUS set to solid. If that is set to normal mupfel TRIES to load venus.app but just sits there spinning my hard drive and the only way out is to reset.

Miscellaneous:
The version of G+PLUS that I use is 1.3 from March 19,1989.
that vdi_fix.prg that came with gemini didn't work with my ST.
Something about an unsupported OS version.

Sorry this took so long to describe.

Now back to your regularly scheduled program(ming)....
-Andy-
--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

3803. Re: Using ST hard disks on TT's

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 03:27:43 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May08.032743.15031@ecst.csuchico.edu>
Source record: 232402
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2928@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Supra (and ICD?) use tricks that we don't use to get more than four
>partitions on a drive. We use a different trick. When you attach a
>drive with more than four partitions to a TT, you are using the hard-disk
>driver from Atari which is on the TT's internal hard disk, not the driver
>that understands Supra's trick.
>
>Since these drivers probably don't work on TT's and certainly don't know
>about the TT's SCSI port, you are stuck.

I think I heard that version 5 of ICD's software works on the TT. Can anyone
confirm of deny this claim?

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3804. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 03:46:31 UTC
From: 781105@sheoak.bcae.oz
Message-ID: <743@sheoak.bcae.oz>
Source record: 232350

In article <D'B_66~@warwick.ac.uk> csuac@warwick.ac.uk (The Juggler) writes:
>I finally parted with my cash and bought a Deskjet 500. I am very pleased with
>it but I do have a problem with drivers. At the moment I am using tempus to
>write reports and letters since I have the flexibility of adding control codes
>into my text. However this is slow and looks pretty sad on the screen. I have
>first word + but no driver for it. Ideally I am interested in purchasing a

The first thing I did for my DJ+ was to write a driver for 1st Word.
It does most things (bold, underline, super/subscript (a bit)).
I've been meaning to update it at some stage.

Someone mentioned DJ margins. They took a bit of working out. I use
Calamus which allows proper margin use. If you set the margins on the
screen to look OK they will come out off center etc. on the printout.
Just make a large box (not filled in of course, just the outline)
taking the whole page, print it in draft, adjust
it print it in draft again, adjust it (all on the same bit of paper)
until it comes out centered and no bits missing and then set the
margins to the perimiter lines of the box. Off the top of my head,
left = 2.5 cm, right = 0.5 cm, top = 3 (approx), bottom = 0.5 cm.
This will allow some space on the left for hole-punching.

Tim Knipe
781105@sheoak.bcae.oz

3805. Re: The 16/32-bit Computer Support Team

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 04:33:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42117@cup.portal.com>
Source record: 232411

Very interesting idea... sort of an "on-line" Atari user group...

Just a couple of comments/questions...

> Do you want a bulletin board that has only the MOST valuable informatio
>coming from Usenet, CompuServe, and GEnie?

Not a flame, just a caution... be careful about extracting information from commercial online services... while they don't like to make an issue of it, they DO claim a compilation copyright on the contents of the service. If you read the fine-print in the membership application, you'll see that they generally prohibit the reposting of information without express permission, generally on a case-by-case basis. The recent flap in the GEnie ST Roundtable over extracting portions of messages is a case in point.

They're in business to make money from the information on their service, and they'd naturally rather have the people come to them and pay for it.

>A person who does not call Compuserve or GEnie
>but writes reviews for products can trade his reviews for their Compuserve
>and GEnie information. Everyone benefits by joining the 16/32-bit
>Computer Support Team.

A question... would you be willing to let your reviews be re-posted to GEnie or CompuServe..?

BobR

3806. Re: 3 bombs

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 04:35:49 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May8.043549.21813@wam.umd.edu>
Source record: 232405

In article <1991May7.231318.12305@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I've been working on a program for a few months now and it's got
>one "last" problem that I can't fix. I've been staring at it off and
>on for months now. The program is graphics oriented using GEM calls.
>As far as I know I've done everything I need to do for a "clean exit"
>back to the desktop. But I still get 3 bombs when it returns to
>the desktop. Functionally the program is usable as-is. But I don't
>like the idea of marketting a product that bombs on exit. I've
>compiled the program with Sozobon C and I was wonder if this is a
>specific problem with Sozobon. Or is there something I don't know
>about exiting from GEM?

I had exactly this problem with a GEM application I wrote several years
ago. In my case, it turned out that one of my menus was too large. I
think it was 15 lines by 30 characters, which was evidently too big for
GEM to handle. Making the menu one character shorter fixed it.
(Technically speaking, the "rule" is that menus can't be bigger than
1/4th of the screen. My menu didn't look that big on the screen.)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3807. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 04:40:09 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <mT3L24w164w@ersys.uucp>
Source record: 232412

steve@thelake.mn.org (Steve Yelvington) writes:

> Command lines can be up to 125 characters long.
>
> If you need to pass more information than that, there are three currently
> used methods, of which one, XARG, is currently endorsed by Atari Corp. The
> file EXARG.DOC in the Gemini distribution (see comp.binaries.atari.st)
> will tell you all you need to know. There's some code in the samples
> folder to show how it's done.

Thanks for the information. I'll get the latest version of Gemini from atari.archives.umich.edu and see what happens. I am programming in Pascal, but C is close enough to convert back and forth. In the documentation I have, which doesn't seem to be too correct to begin with since the Pexec function they supply doesn't work at all, forces an 80 character limit on you. I'll see what the EXARG.DOC file says. Do I have to use Gemini to use the method of parameter passing? I use NeoDesk right now, and I'd like to keep using it. The last version of Gemini I saw was 1.1. Anyway, I'll take a look. Thanks.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3808. Re: Sounds files from Australia

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 05:50:08 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991May8.055008.2758@isc.rit.edu>
Source record: 232447

```
In article <1991May7.183142.16719@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid)
writes:
>Hello,
>
> I FTP a lot and have found a site in Australia which contains sound
>files of some sort. But the extender is .au which I assume means Australian
>University since that is the site. This is not an ST site, they have many
>GIFS and sound files though. Has anyone tried to use these files on the
>ST. I ask because most are very ( 600 - 800K ) songs and I would rather ask
>than try and fail ( 2400 baud is slow ). Anyone with any info, please Email.
>
>Thanks,
>
> Stephan
>
>
>
>--
>\/\/\/
```

3809. Re: Postscript Converter for 1st Word +

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 08:16:19 UTC
From: s883334@minyos.xx.rmit.oz.au
Message-ID: <1991May8.081619.686@minyos.xx.rmit.oz.au>
Source record: 232414

From article <HFJ_&&^@warwick.ac.uk>, by csual@warwick.ac.uk (Jason Morris):
> I seem to remember a discussion a while back about PostScript converters but I
> never followed it at the time.
>
> However, I've just been given an assignment and the lecturer insists on
> everything being laser printed and I don't have one of those! What I want
> to be able to do is write the docs etc with 1st Word + on my ST, save the
> output in PostScript format, and then I can stick it on the laser here at Uni.
>

I use a program on atari.archive called 1stw2ps.arc (in the printing dir).
It converts a 1st Word DOC into a postscript file which I save on a MSDOS
formatted 3.5 and print at Uni. Works fine.

James.

--

_____ _____
| | \ / \/\/\/\ James Hall / Mithrandir Man
| | \ / \/\/\/\ s883334@minyos.xx.rmit.oz.au Know
|_____| \/ \/\/\/\ mith@arda.pub.uu.oz.au Thyself

3810. Re: UNITERM on the TT030

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 09:49:30 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <13725@hydra.Helsinki.FI>
Source record: 232417

In article <1991May2.231728.1161@engin.umich.edu> sander@engin.umich.edu (Scott D Anderson) writes:
>does anyone know if it will work?
>
>please post, as i know of a few interested parties.
>
>scott anderson

yes it does.... at least the version 2.1e

>>>

3811. gcc, MiNT and Minix partitions

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 10:29:21 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991May8.102921.6575@cs.nott.ac.uk>
Source record: 232415

About a week ago, I upgraded my version of MiNT from 0.7.1 to 0.8, and was delighted to find 'minit' in the utility distribution. I duly backed up my HD, re-partitioned it with a small (8 meg) Minix partition, and restored everything (putting MGR on the Minix partition). Then I came to move my working directory onto the Minix partition, and, horror! I discovered that GCC parses all the filenames into UPPERCASE. Is there anything I can do about this, short of getting all the source for gcc 1.39 and fixing it myself?

I had hoped to get on with installing TeX, but I'd really like to fix this first.

Can anyone out there help me?

--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

3812. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 13:34:46 UTC
From: steve@thelake.mn.org
Message-ID: <A1146492584@thelake.mn.org>
Source record: 232422

[In article <mT3L24w164w@ersys.uucp>,
ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes ...]

> character limit on you. I'll see what the EXARG.DOC file says. Do I
> have to use Gemini to use the method of parameter passing? I use NeoDesk
> right now, and I'd like to keep using it. The last version of Gemini I
> saw was 1.1. Anyway, I'll take a look. Thanks.

All that's necessary is that the parent process and the child process agree
on whatever extended argument-passing convention is in use.

If you're programming in Pascal, I suppose it should be easy enough to
code the parent's side of things, assuming the compiler allows you to have
access to the GEMdos calls. But the child's ability to parse the command
line may be another matter entirely. Can you modify the startup code? Or
is it hardwired into the compiler? This may be a good time to switch to a
less restrictive language. :-)

While we're on the subject:

Has anybody tried writing a replacement for Sozobon's dstart.o module that
supports XARG? And is it possible to support both XARG and ARGV?

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3813. Re: Multisynch Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 13:55:01 UTC
From: miked@syscon
Message-ID: <1991May8.135501.20418@syscon>
Source record: 232418

dlk0ms9s@umiami.ir.miami.edu writes:

> I am planning to upgrade this summer to a multisynch monitor from my SC1224
>and was wondering what type of multisynch to get. I remember reading somehwere
>that it HAS to be CGA compatable. But I am not sure about that. I am looking
>at the Panasonic C-1335 or 1381. Any info would be greatly apreciated.

Well I don't know what you mean by a CGA cpmpatable. Multisyncs should handle
about everthing. They have an Analog input which is what you want and a TTL
input for CGA/EGA.Don't confuse multiscan monitors with multisync. The Sony
13xx series work as should most ohters.

3814. Latest Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 14:18:29 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May8.141829.29429@wam.umd.edu>
Source record: 232424
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's the most recent revision of the picture formats list. No changes
have been made to it since the last posting, although there are still
some substantial additions to be made in the future (when I have more time).

The list is archived on atari.archive.umich.edu, as indicated in the
comp.sys.atari.st FAQ.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

ST Picture Formats

Edited by:

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(Please report errors or additions.)

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GEM Bit Image *.IMG
STAD *.PAC
Imagic Film/Picture *.IC? ? = 1, 2, 3
IFF *.IFF
MacPaint *.MAC
PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special

information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

```
<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom
```

(i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)

}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan
line allow more colors on the screen than normally possible, but a
tremendous amount of CPU time is required to maintain the image.

The Spectrum format specifies a palette of 48 colors for each scan line.
To decode a Spectrum picture, one must be know which of these 48 colors
are in effect for a given horizontal pixel position.

Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

```
/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;

if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
```

<Spectrum 512 (Compressed)> *.SPC

```
1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
<= 50014 bytes total
```

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by

one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)

32000 bytes total

<Animatic Film> *.FLM (low resolution only)

```
1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines
-------
? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored
separately starting with plane 0. There is, however, no standard way of
storing the color palette. Some programs may save the palette in separate
files, some may extend the header. For this reason, you should never
assume the header is 8 words long, always get the header length from the
2nd word of the header. Also, the line width in the 7th word is the number
of pixels in a line. Since the data is encoded in byte-wide packets, the
actual unpacked line width is always a multiple of 8, and may be 1-7 pixels
longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.
```

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the
following record:

1 byte flag byte [$FF]
1 byte number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes to use
literally. The literal data bytes follow.

otherwise Solid run. The value of x determines
what to draw. The high bit specifies whether
the pixels are set or cleared. A 1 indicates
a byte-run using $FF, a 0 indicates a byte-run
using $00. The low 7 bits, taken as an unsigned
quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved

```
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).
```

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

```
4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk. This is the number of bytes that FOLLOW the 4 ID bytes
and size longword. The exception to this is the FORM chunk. The size
longword that follows the FORM ID is the size of the remainder of the file.
The FORM chunk must always be the first chunk in an IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

<MacPaint> *.MAC

1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if
the brush/fill patterns are present in the file. If the version is 0,
the default patterns are used. Therefore you can simply save a MacPaint
file by writing a blank header (512 $00 bytes), followed by the packed
image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The packing method is PackBits (see below). There are 72 bytes per
scan line. Each bit represents one pixel; 0 = white, 1 = black.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of Wed Dec 19 11:20:55 EST 1990
Cosmetic changes Tue Jan 29 00:17:51 EST 1991

3815. MEGA STe VS. STe

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 15:17:23 UTC
From: schultzd@kira.uucp
Message-ID: <1991May8.151723.29099@msuinfo.cl.msu.edu>
Source record: 232425

This summer, I hope to have enough money to upgrade from my lowly 520ST (which has saved my butt quite a few times in the last year) to a new STe. My question... I need prices / specs on the STe (4meg) vs MEGA STe (4meg)). Of course, since they use SIMMS for memory, the 4meg isn'y near as important. The MEGA is 16MHz while the STe is only 8, right?

Basically need PRICE along with any thing else relevant.

THIS was already hashed out earlier in the year, so stick to e-mail replies...

Later...
--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

3816. Re: Question: Pascal for the ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 15:37:26 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991May8.153726.25512@cs.wayne.edu>
Source record: 232429

In article <1991May5.214847.19224@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>
>I still recommend that anyone getting ready to put $80-$100 in a
>compiler to purchase Prospero, or Turbo, or Lattice, or any of the other
>european compilers over Laser, MWC, Personal Pascal, etc. I happen to like
>upgrades and updates :-). Of course, if an American product is better, and
>looks to already be stable, and does not inherently require lots of company
>support, I will buy it (mom, apple pie, etc). Just trying to protect my
>$$$$$.

Actually, I own MWC and have pretty much settled on it. It really depends on your use for the compiler. MWC seems to be the best Unix-compatible compiler available for the ST (this side of GCC, but I humbly put forth that only crazy people use it without 4M, and I don't have 4M). If I were developing software for GEM on the Atari, I'd probably choose something different like Prospero, Laser or Turbo C.

>The above and the previous post was IMHO. Have a nice day.
> Mickey R. Boyd | "Kirk to Enterprise. All clear

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

3817. ST zoo for Unix

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 15:43:50 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <261@daily-planet.concordia.ca>
Source record: 232426

Hello,

Does anyone know of a "zoo" for the ST which will run on Unix (Sun3
running SunOS 4.1). I have this 500k ST zoo file on a Sun which I need to d/l
to my ST. However, it would be better if I could unzoo the file on the
Sun and d/l the smaller constituents separately.

Thank-you for any help you can give.

Agostino

--
OO OO Agostino Deligia
O O O Systems Architecture
O O O Concordia University, Montreal (Canada)
O OOOO agostino@concour.cs.concordia.ca

3818. Selling:

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 15:56:12 UTC
From: jared%midiline.uucp@elroy.jpl.nasa.gov
Message-ID: <D5Xm21w164w@midiline>
Source record: 232345

MEGAFILE 30, with manual, cables, powercord, and pkging. $300 obo

3819. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 17:05:13 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <eB2m23w164w@ersys.uucp>
Source record: 232430

> All that's necessary is that the parent process and the child process agree
> on whatever extended argument-passing convention is in use.

Uh-oh. I am trying to pass long command lines to RZ.TTP (The Zmodem File Transfer Program) for batch Uploading and Downloading. The problem with the limit becomes obvious when you realize how few pathnames can be put on an 80 (or even 125) character command line. I wrote a program that will capture the command line when it is run and display it, and will try it on other programs that use SZ. I don't think that it supports the XARG convention you mentioned. Any other ideas?

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3820. Re: Multisynch Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 18:28:23 UTC
From: bill@mwca.UUCP
Message-ID: <1857@mwca.UUCP>
Source record: 232416

In article <1991May7.200309.9727@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
>
> I am planning to upgrade this summer to a multisynch monitor from my SC1224
>and was wondering what type of multisynch to get. I remember reading somehwere
>that it HAS to be CGA compatable. But I am not sure about that. I am looking
>at the Panasonic C-1335 or 1381. Any info would be greatly apreciated.

The monitor should _not_ be CGA compatible - CGA is digital, the ST needs
analog. The Pansonic C1391 should work nicely; the C1381 won't sync low
enough (15.75KHz is needed) for the ST in color. Don't know about the
C-1335. Others known to work include the NEC Multisync 3D (and presumably
4D and 5D, big bucks), the Sony 1302 and 1304; most others should also work
if they sync slowly enough.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

3821. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 18:30:54 UTC
From: harryk@bucsf.bu.edu
Message-ID: <81170@bu.edu.bu.edu>
Source record: 232431

In article <A2504857254@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <80943@bu.edu.bu.edu>,
> harryk@bucsf.bu.edu (Harry Karayiannis) writes ...]
>
> >>3. How do I add icons to Gemini ?? I've done it using a resource
> >> editor but the small and large icons don't quite measure up/match
> >> (meaning --> If I make a large icon and a small icon for the same
> >> program to use, how do I put them in the resource so that they line
> >> up when assigning them to a file ?)
> >
> > Well, I don't really understand this question because, in Gemini, there is
> > no need for a small icon to line up with a large icon. Gemini can display
> > either large or small icons...but *not* both on the desktop.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
I am sorry....I meant to write "but *not* both in the windows"
Gemini can definitely display both large & small icons on the desktop

>Thanks for the explanation of how to edit icons. GEnie has a couple
>of files of add-on icons. Unfortunately, I don't think you can combine
>*.RSC files with the Mark Williams resource editor, which is the best
>of the three I have. Are others more flexible?

You are welcome Steve. Unfortunately I don't have an account on GEnie
I cannot afford it 8*(

I think there is no resource editor combining *.RSC files...I am also
using Mark Williams' and I've worked with RCP (comes with Laser C), RCS
(from Digital Research), and MKRSC (posted to the net). None of them let
you merge *.RSC files.

But why should someone combine 2 *.RSC files in 1? I don't see any reason
for doing something like that. (I may be wrong)
Perhaps you misunderstood(?) my explanation of mixing large & small icons
in the _same_ RSC file. I said one can put large & small icons in the same
tree (e.g. FORM2 or FORM3) in the file GEMINIIC.RSC (so, it is just one
resource file). If I remember well, I also said that I don't think it would
be such a good idea. It would result in having both large & small icons in
the same window. I haven't tried it though.

BTW, are there people still using NeoDesk? 8*)

> ----
> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

==========
Harry Karayiannis Post:

|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| _____________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu

3822. USENET mail order serv

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 18:50:00 UTC
From: JIM.DEVONSHIRE@egsgate.FidoNet.Org
Message-ID: <674101570.0@egsgate.FidoNet>
Source record: 232120

To: mc4c+@andrew.cmu.edu
Think its a great idea, would you ship to Canada?

3823. USENET mail order serv

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 18:50:00 UTC
From: jim.devonshire@rose.uucp
Message-ID: <8659d00866d828286478@rose.uucp>
Source record: 232449

To: mc4c+@andrew.cmu.edu
Think its a great idea, would you ship to Canada?

3824. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 20:07:07 UTC
From: apratt@atari.UUCP
Message-ID: <2931@atari.UUCP>
Source record: 232444

>In article <1991May6.010100.9329@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>>I know that the TT has a really high-res mode (more than a 1200 by
>>600? pixels), and I know that Atari is (or will be) selling a

rcb@netcom.COM (Roy Bixler) writes:
>I read it was 1200x960.
>Along the same lines, does Atari sell a monitor that can take
>advantage of the 1200x960 monochrome and the 640x400 color mode? If
>there's no Atari monitor which does this, are there any multi-sync
>alternatives?

Enough of this misinformation.

TT high rez is 1280x960, an industry standard. This resolution requires a monitor along the lines of the Moniterm Viking. (I don't know if that particular model actually works, but you need something like it.) Atari either sells or is planning to sell such a monitor. I don't have any real information on our marketing plans in that direction: I just don't know.

This type of monitor can't show any of the other TT or ST resolutions, and no Atari monitor which can show the other resolutions of the TT can show TT High. In that respect this is like the ST:

ST
REZ X,Y,COLORS MONITOR REQUIRED
ST LOW 320,200,16 ST color monitor
ST MED 640,200,4 ST color monitor
ST HIGH 640,400,bw ST mono monitor

TT
REZ X,Y,COLORS MONITOR REQUIRED
(all ST modes above) TT color monitor
TT LOW 320,480,256 TT color monitor
TT MED 640,480,16 TT color monitor
TT HIGH 1280,960,bw high-rez monitor

I am speaking only for monitors that Atari sells and uses. I guess there are monitors which you can hook up to ST's and see all the ST modes. There may be monitors that can show all six resolutions of the TT. I suspect such a monitor would be hellishly expensive -- moreso than the 1280x960 monitor, which is not cheap.

Another note: ST HIGH on the TT is actually a color mode: you can choose any two colors, not just black and white.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3825. Info about the Windsor Atari Show

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 20:30:39 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <5227.2828199f@miavx1.acs.muohio.edu>
Source record: 232433

This past weekend I attended the Windsor Atari show, so I thought I would let everyone know what happened there. (this is all from memory, so some things might be wrong.)

Stacy's, Mega STe's, and TT's were all around. (I think I saw only three or four 1040 ST's, and they weren't doing much.) Gadgets by Small was there, showing the 33 MHz 68030 upgrade board for ST's. (Even for 1040 ST's, but it does require you to put your computer into a bigger case.) I didn't get to play with it though.

Atari had a booth there, with some ingenius "pop-up" bochures for the Mega STe and the TT.

The seminars were where most of the good stuff came from though!

Bob Brodie for US Atari and Jeff "something" from Canada Atari talked for a little while, and then held a Q&A session. Some of the key points are:

FSM GDOS will cost <$100, but I don't remember a release date. (He (Bob) didn't give a definate date though)

Atari has purchased the source code to Word Up! but Bob couldn't say what for.

All Mega STe's and TT's have the drive controller chip socketed so that a 1.44M drive upgrade would be simple. Their engineers in Israel have reverse engineered the WD1772? chip.

They plan on phasing out the Stacy in favor of the ST notebook, which will be shown at Fall Comdex.

The 8-bit computers are being phased out also. Reasons were that a 130XE with disk drive comes real close to the price of a 520STFM.

Thats about everything I can remember now, I wish I would've took a tape recorder with me, or at least a notebook!! (I will be prepared for the next one though. (In Chicago in November)

Anyway, this was my first Atari show, and it was kinda neat to be able to places faces with names.

Later.....

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3826. Re: DESKJET printer drivers

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 20:45:28 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250019@hpindda.cup.hp.com>
Source record: 232229

> longj@lonex.radc.af.mil (Jeffrey K. Long) writes...
>
>I am trying a final time to see if anyone out there knows where I can find
>a GDOS printer driver for a standard HP DeskJet printer.

[more pleas for help deleted...]

>I once hard of a product called "Turbo-Jet" (??) my NeoCept (??)
>Anone else heard of this.

TurboJet - Available from E. Arthur Brown Co. (800) 322-4405. I don't know
if they have a version for the DeskJet. I think it's LaserJet only.

DeskJet GDOS Drivers in general - Try contacting MiGraph (makers of EasyDraw
and other fine products). Sorry, don't have the number handy. I'm pretty
sure that they sell one.

Hope this helps.

3827. Re: Curious..

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 20:57:05 UTC
From: bill@sugaree.uu.net
Message-ID: <102.28282de1@sugaree.uu.net>
Source record: 232442

In article <75378@eerie.acsu.Buffalo.EDU>, v053qhyx@ubvmsb.cc.buffalo.edu
(Jeremy A Berger) writes:

[intro deleted]

> Preferably as a system but will seperate if necessary..
>
> 1040ST 2.5 megs tos 1.4, with clock chip
> sm1224 Color Monitor(One of the original color monitors..)
> sm124 monochrome monitor, panasonic kxp1091 printer, atari SH204 20 meg hard
> drive. Best mouse,1200 baud modem,
> Timeworks Destop Publisher, WordUp, Spectre 128
>

Hi,

Sorry to post this here, but can't email just yet.

Anyway, Jeremy if your still willing to breakup the system I'd like
to buy the SM1224 for 150 + shipping. If that sounds good call me
at the number in my .sig 8:30 to 5:50 EST. Thanks!

...Bill

--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

3828. Re: Timeworks DTP problems

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 21:19:15 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250020@hpindda.cup.hp.com>
Source record: 232225

On switching from color->mono w/Timeworks DTP.....

If all you want to do is run DTP in mono from now on, then the easiest thing to do is reinstall the product from the master disks. Be sure to save off anything you want first! Also, you must reinstall while using the mono monitor. DTP doesn't ask you the monitor type, it just figures out what you're using and installs the screen fonts accordingly. If you do this, you'll be able to run in mono, but not in color.

If you want to be able to switch between mono<->color (why?????) The first thing that I suggest you do is get G+plus from CodeHead Software. This little gem will allow you to set up a different assign.sys file for each GDOS application that you want to run, and these files can reside anywhere. It also allows you to select the assign.sys file on-the-fly when an application is started. More importantly, G+plus has special support for DTP that automates the switching of the publish.wid file based on the assign.sys file selected.

Hope this helps.

3829. Chq Inc. and other post-AtariFest questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 21:32:13 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991May8.213213.26999@watmath.waterloo.edu>
Source record: 232423

1) Does anyone know the status of the Clip-Art and Icon disks
that were being sold by Chq Inc. at the show?
Are they PD, shareware, or commercial?
There wasn't any readme file on any of the disks I got.

2) Is anyone associated with AIM?
I picked up the complete animation set plus the show disk and
all the ST ones work fine except for WERWELTV.SEQ which gets
a "File Format Error".

3) Is anyone associated with MAGIC?
I picked up the clip-art disks 143 and 148 and I am unable to
copy the last parts of both disks without getting
"Data on the disk in drive A: may be damaged."

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3830. Re: Can GCC treat printer like

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 22:13:50 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5614@wucc.waseda.ac.jp>
Source record: 232420

It's up to you whether to make use of the TOS Fopen() or not when you implement your own open() in your own C library. For ordinary files, the value returned will be similar to what other OS (i.e. unix) expects, but when it comes to raw devices (/dev/tty,/dev/lpt,/dev/fd0 etc), you need to be a bit inventive. What I have done is this:
(1) for keyboard/monitor, parallel port, and RS232C port, the returned value by Fopen will be respected but not used. Instead values 128, 129,130 will be given. (The returned value of fffe etc will be kept internally).
(2) for other devices e.g. disk drives and midi ports, the same trick will be applied. drive A will be assigned 256, drive B 257 etc. However, as drives are block devices, read/write and lseek can be done only in units of 512. And we must keep a file pointer for each device. There is no way of knowing the basic features of the device as read/write is normally done to disks that are physically formatted but may lack boot sector info. I simply followed the nomenclature of minix.

At any event, I needed a file descriptor table internally that keeps info to be given to stat() and fstat(). That table also keeps the name of the file descriptor (I sometimes needed to know the name of the file from the file descriptor). Read/write of raw device is necessary in such cases as reformatter(re-initialises the boot sector,FATs and directory) and TAR.

Another thing I needed to use my brain a bit is giving i-node numbers(real id number of files). I think I better keep this secret to myself so as not to bore you to death.
Dr Y. Tsuji
ytsuji@cfi.waseda.ac.jp

3831. Mega 2 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 23:16:09 UTC
From: cwc@blizzard.cs.odu.edu
Message-ID: <1991May8.231609.9116@cs.odu.edu>
Source record: 232410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari Mega 2 ST with TOS v1.4 and a Tweety Board installed. $650.
I will ship via UPS for FREE to anywhere in the continental US.

--
==========
Chris Carpinello (cwc@xanth.cs.odu.edu) /// Peace, Love, and NO CENSORSHIP
"Of all possible worlds, we only got one, we got to ride on it"__Grateful Dead

3832. Re: Can GCC treat printer like

Newsgroup: comp.sys.atari.st
Date: 1991-05-08 23:26:52 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91May8192652@acae127.cadence.com>
Source record: 232428

In article <1912@do.maus.de> Martin_Koehling@do.maus.de (Martin Koehling) writes:

> When you tell GEMDOS to Fopen("AUX:",2 /*read/write*/), it will return
> 0x0000fffeL.
> This is the "device handle" for the serial port; it's WORD-negative, but
...
> I suggest you try to find & fix it in the lib sources...
>
This problem is fixed in the lib. I belive it was first
fixed at Patchlevel 63, but the fix is certainly there at the current
Patchlevel 65.
to determine if you have a fixed version, look in fcntl.h and it
should contain the following lines at around line 81:

```
#ifdef __MSHORT__
#define __SMALLEST_VALID_HANDLE (-3)
#else
#define __SMALLEST_VALID_HANDLE (0)
#endif

#define __OPEN_INDEX(x) (((short)(x)) + 3)
```

cheers,
--
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3833. Re: WordPerfect update - STe support

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 00:10:22 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May9.001022.22275@jato.jpl.nasa.gov>
Source record: 232427

In article <1991May07.134546.6630@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1991May7.025043.13220@milton.u.washington.edu> iho@akbar.cac.washington.edu
(Il Oh) writes:
>> larock@software.software.org (Curt Larock) writes:
>> >I just got the latest WordPerfect update, dated April 18, 1991.
>> >According to the release notes WP now supports the STe (TT support
>> >was in the December release). There are also some minor bug fixes.
>>
>> Do they still have no plans to port 5.0 (or 5.1)? Until they do, I'll
>> happily use MS Word under Spectre GCR. I bought a copy of WP for Atari,
>> WP 5.1 for DOS, and MS Word for Mac. I just use the one that works well.
>
>Well from what I have just read in Znet or was it ST-Report, that
>WordPerfect has droped Atari all together...
>There was some thing about the Germans did not want a USA product
>bundled with Atari computers,(about 10,000 units),
>they wanted a German product instead..
>WordPerfect did not like this, and decided that they could no longer
>afford to support the Atari Version..
>
>Correct me if I'am wrong, but this is the way I read it..
>--
>Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

I just called WordPerfect. They're shipping the April Upgrade. They're
NOT quitting the Atari market, at least not in the U.S.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3834. Re: WordPerfect update - STe support

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 00:29:46 UTC
From: iho@cac.washington.edu
Message-ID: <1991May9.002946.2904@milton.u.washington.edu>
Source record: 232432

vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>> iho@akbar.cac.washington.edu (Il Oh) writes:
>>> larock@software.software.org (Curt Larock) writes:
>>> >I just got the latest WordPerfect update, dated April 18, 1991.
>>> >According to the release notes WP now supports the STe (TT support
>>> >was in the December release). There are also some minor bug fixes.

>>> Do they still have no plans to port 5.0 (or 5.1)? Until they do, I'll
>>> happily use MS Word under Spectre GCR. I bought a copy of WP for Atari,
>>> WP 5.1 for DOS, and MS Word for Mac. I just use the one that works well.

>>Well from what I have just read in Znet or was it ST-Report, that
>>WordPerfect has droped Atari all together...

>I just called WordPerfect. They're shipping the April Upgrade. They're
>NOT quitting the Atari market, at least not in the U.S.

It's still that brain-damaged 4.1, isn't it? WordPerfect 5.0 was a
quantum leap forward for them. As far as I'm concerned, anything prior
to that is not fully usable.
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

3835. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 00:51:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1262@uqcspe.cs.uq.oz.au>
Source record: 232434

>If you're programming in Pascal...
>This may be a good time to switch to a less restrictive language. :-)

On this subject, I have an xARG/ARGV/TOS Arguments module for Modula-2, maybe we should put these implementations together at the archive to help promote the use of these less restrictive argument passing techniques.

Oh, and what would be the best order to try accessing arguments? I try xARG, then ARGV, the finally revert to TOS if all else fails. Ideas?

>And is it possible to support both XARG and ARGV?

Yes, depending on how restrictive your language is :-).
Warwick.

Frankly, I can't think of a language that COULDN'T do all this - but then, this isn't alt.religion.computers, so I doubt I'll be told!

--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3836. Re: MEGA STe VS. STe

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 01:31:09 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May09.013109.15673@actrix.gen.nz>
Source record: 232435

In article <1991May8.151723.29099@msuinfo.cl.msu.edu> schultzd@kira.uucp (Count Zero ... Interrupt) writes:
> This summer, I hope to have enough money to upgrade from my lowly
> 520ST (which has saved my butt quite a few times in the last year) to
> a new STe. My question... I need prices / specs on the STe (4meg) vs
> MEGA STe (4meg)). Of course, since they use SIMMS for memory, the
> 4meg isn'y near as important. The MEGA is 16MHz while the STe is only
> 8, right?
>
> Basically need PRICE along with any thing else relevant.
>
> THIS was already hashed out earlier in the year, so stick to e-mail
> replies...
>
> Later...
> --
> ||| David W. Schultz |||
> ||| uunet[!rutgers!mailrus]!frith!schultzd |||
> / | \ Work Phone: (517)-353-8891 / | \
> / | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

Why not put in ICD's AdSpeed in your STE, this will give it the 16mhz cpu. speed.
From what I know in the Mega STE, its only the cpu that has the option to run at 16mhz, is this not Ataries version of AdSpeed, this would be a far cheaper alternative, about $340 from what I can remember.

Mind you I stand to be corrected on this, if my interpretation is incorrect.

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3837. ABACUS ST Graphics and Sound Book Wanted

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 01:42:36 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <24443@know.pws.bull.com>
Source record: 232438

Hello. I am interested in buying an Abacus book: Atari ST Graphics and Sound. I am willing to pay $8.00 prepaid plus shipping. If you are interested, please reply via E-mail. Thanks.

--

,----------.----------.
Jim Bernatowicz	Philosophy 101
jbernat@andy.bgsu.edu	
...!osu-cis!bgsuvax!jbernat	I think, therefore I am Single.

3838. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 01:48:27 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May09.014827.16023@actrix.gen.nz>
Source record: 232436

> Uh-oh. I am trying to pass long command lines to RZ.TTP (The Zmodem File
> Transfer Program) for batch Uploading and Downloading. The problem with
> the limit becomes obvious when you realize how few pathnames can be put
> on an 80 (or even 125) character command line. I wrote a program that
> will capture the command line when it is run and display it, and will try
> it on other programs that use SZ. I don't think that it supports the
> XARG convention you mentioned. Any other ideas?
> << ersys!mforget@nro.cs.athabascau.ca >>
> << or in the language that PEOPLE use >>
> << Michel Forget...:) >>

I thought that the German GSZRZ18 supported XARG or ARCV.

I am having the same problem with the Shells that support Zmodem, in
the number of files that can be uploaded.

The other problem that I have is SZ.TTP from ZMDM16, for some reason it
drops down to Ymodem, is this caused by the delay in starting SZ.TTP ?.
Is there a way around this ?
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3839. Re: Multisynch Monitors

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 02:14:12 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May09.021412.16928@actrix.gen.nz>
Source record: 232437

In article <1857@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
> In article <1991May7.200309.9727@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
> >
> >
> > I am planning to upgrade this summer to a multisynch monitor from my SC1224
> >and was wondering what type of multisynch to get. I remember reading somehwere
> >that it HAS to be CGA compatable. But I am not sure about that. I am looking
> >at the Panasonic C-1335 or 1381. Any info would be greatly apreciated.
>
> The monitor should _not_ be CGA compatible - CGA is digital, the ST needs
> analog. The Pansonic C1391 should work nicely; the C1381 won't sync low
> enough (15.75KHz is needed) for the ST in color. Don't know about the
> C-1335. Others known to work include the NEC Multisync 3D (and presumably
> 4D and 5D, big bucks), the Sony 1302 and 1304; most others should also work
> if they sync slowly enough.
> --
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!! #
> ######Opinions expressed are my own, though you'd be wise to adopt them!######

A friend here that was using a Philips CM1873, (JVC Japan) from memory,
this was a early Mutisync, CGA/PGA, looks like the early Amiga monitors,
and was only used in the colour modes..
Well this chap brought a STE and found that it would not sync, with a
few changes to sync signals, the Horizontal sync was replaced with the
Composite sync, it now works.
I never found out reason of the difference with the STE.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3840. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 03:33:42 UTC
From: steve@thelake.mn.org
Message-ID: <A3023378088@thelake.mn.org>
Source record: 232441

[In article <eB2m23w164w@ersys.uucp>,
ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes ...]

>> All that's necessary is that the parent process and the child process agree
>> on whatever extended argument-passing convention is in use.
>
> Uh-oh. I am trying to pass long command lines to RZ.TTP (The Zmodem File
> Transfer Program) for batch Uploading and Downloading. The problem with
> the limit becomes obvious when you realize how few pathnames can be put
> on an 80 (or even 125) character command line. I wrote a program that
> will capture the command line when it is run and display it, and will try
> it on other programs that use SZ. I don't think that it supports the
> XARG convention you mentioned. Any other ideas?

In that case you need to find out what compiler was used to make the RZ/SZ
programs. My guess would be Mark Williams, whose argument-passing scheme
is explained somewhat in the EXARG.DOC file. But that's just a guess.

If it's a correct guess:

Mark Williams passes arguments in the environment, so you need to know how
the environment is handled under GEMdos.

Remember that Pexec takes three arguments: An integer mode flag, a pointer
to a Pascal-style command string (first char of the string encodes its
length), and a pointer to the environment.

The environment is -- and somebody correct me please if I get this wrong
-- a sequence of C-style strings (simple arrays, terminated by a null
byte) with an extra null byte to terminate the environment itself. Each
entry in the environment is of the form

TAG=value

So, if 0 stands for a null byte, the environment might look like this:

PATH=A:\0USER=steve0ICECREAM=Chocolate00

If I read the MWC documentation correctly, it would pass arguments
by adding ARGV= to the environment followed by null-terminated
arguments. Example:

PATH=A:\0USER=steve0ICECREAM=Chocolate0ARGV=sz0file10file20file300

If there's no need for sz to know that the user is steve, the PATH is A:\
and the ice cream is Chocolate, I suppose you can leave that out. :-)

There are other things that can be encoded in the Mark Williams ARGV
string, but this is the basic idea.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3841. Re: The 16/32-bit Computer Support Team

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 03:47:26 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <9105090347.AA26173@cwns5.INS.CWRU.Edu>
Source record: 232440

In response to Bob's concern over the taking of Compuserve and GEnie information, any information taken from these systems will be taken legally.

Hopefully, there will be a big enough network of team members that all information will be contributed originally by team members and there would be no need for any other information source.

Thanks Bob for making the point (and do everyone a favor- join the team). :)

Even if you DO NOT have access to "telnet", send a reply anyways, I believe Marc Lombardo (leader) will be able to arrange something.

--

3842. Administrivia: "panarthea" is now "twitterpater" (comp.*.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 03:48:28 UTC
From: koreth@twitterpater.Eng.Sun.COM
Message-ID: <13032@exodus.Eng.Sun.COM>
Source record: 232439
Cross-posted to: comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st,news.groups

I've moved locations at Sun, and my machine came with me. I've moved all my moderation gear over to the new location, so comp.sources.atari.st and comp.binaries.atari.st submissions should be sent here instead of to the old addresses. The new addresses are:

atari-sources@twitterpater.eng.sun.com for comp.sources.atari.st submissions
atari-binaries@twitterpater.eng.sun.com for comp.binaries.atari.st submissions

The panarthea archive server has also been moved to twitterpater. Its address, as you can probably guess, is now

archive-server@twitterpater.eng.sun.com

The panarthea addresses for all of the above will continue to work for a while, but they'll forward everything to twitterpater. If you maintain a list of archive sites, please note the change.

Please let me know if there are any problems. I've tested everything and think I have things completely moved over, but I might have missed something.

Steven Grimm koreth@eng.sun.com Moderator, comp.{sources,binaries}.atari.st
"We must be brave, and not let them know how frightened we really are."
-- OPEN LOOK Graphical User Interface Functional Specification

3843. GCC compile error

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 04:57:06 UTC
From: bferrer@Bonnie.ICS.UCI.EDU
Message-ID: <9105082156.aa25310@Bonnie.ics.uci.edu>
Source record: 232443

After downloading the gcc compiler and getting very thing ready, I came
across another problem. When I type in gulam gcc -v hello.c, I get an error:

can't find d:\tmp/cc100000.s

or something like that. gcc created a file that has a slash in the filename
which does not exist how can i fix this error.

thanks in advance,

bill ferrer

ps thanks for your help from the previous problem.

3844. ST systems for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 05:04:34 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <154865@pyramid.pyramid.com>
Source record: 232413

I have decided to buy a TT, and need to sell the following STs. I would like
to sell everything in the two systems as listed. I will consider all ofters
on both whole systems and pieces.

System 1

-1040STf w/tos1.4 + 2.5 megs (board can be upgraded to 4 megs <$100)
-SM124 mono monitor
-Quantun Pro80S 84meg 3 1/5 drive in Supra case
-Spectre 128 w/Mac roms - Macintosh Plus emulator
-Star SG10 printer
-IMG Scan image scanner
-LDW Basic compiler
-MicroLawyer
-DC Desktop
-Beckemeyer Hard Disk Toolkit
-Supra hard disk utilities
-Why Wait? floppy & hard disk cache + print spooler + ram disk
-SGS Switch program switcher
-.ACCess CLI
-Micro Kitchen Companion recipes on disk

All software has original docs. I will leave shareware and public domain
on the hard drive. This would be a great system for someone thinking about
buying a Mac. I'm asking $1200 for the complete system.

System 2

-520ST w/1 meg + 1 meg + Z-Time clock chip + Mega keyboard
-CCC Learning Station case with 2 DS floppy drives
-SC1224 color monitor
-Rixon T212A 1200 baud modem
-ST Talk Professional telecommunications software
-Neo Desk
-pc-ditto 3.0 - IBM emulator
-Degas graphic arts system
-UMS Universal Military Simulator
-Dive Bomber
-All Aboard!
-Space Cutter
-Micro League Wrestling
-GATO
-Devon Aire

The CCC case is a metal case that holds two Atari floppy drives plus
power supplies for the computer and drives. Everything, including the

monitor, plugs into an internal power strip with an external power switch. The drives have the cheap mechanisms replaced with Epson mechs. I'm asking $600 for this system.

I also have about 10 Mega keyboards that I would like to sell. These are just the bare bones keyboards. They are a direct replacement for the keyboard in the original 520 without the internal floppy. I'm asking $40 each for the keyboards or 3 for $100.

If you are interested in any of the above, please reply with e-mail or call me at (408) 992-0131. If I'm not home, leave a message and I will get back to you.

thanks,
al

3845. ATARI ARCHIVES HELP

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 05:19:48 UTC
From: ecc_foley@ecc.tased.oz.au
Message-ID: <1991May9.151949.261@ecc.tased.oz.au>
Source record: 232446

Hi all,
I have recently tried to receive files from both panarthea and terminator
archives, but I only receive a mail message from panarthea with the subject
"Returned mail - User Unknown". I can obtain help and indexes from both
the servers but not archieved files. I have tried specifying a path name,
both ecc_foley@ecc.tased.oz.au and ecc_foley@ecc.uccp , but I still get a
massage about user unknown. Does anybody know why this is happening ?
Many Thanks
Rodney Foley (ecc_foley@ecc.tases.oz.au)
Elizabeth Computer Centre
Australia

3846. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 05:37:03 UTC
From: zerobeat@intacc.uucp
Message-ID: <1991May9.053703.1056@intacc.uucp>
Source record: 232072

I bought my MEGA STe (4 MEG RAM/50 MEG HARD DRIVE) April 2 here in Toronto.
I used to have an old 1040ST (TOS 1.0) and calculated that it would have cost
me the same money to upgrade my memory (pre-SIMMS) and buy a hard drive as it
would buying a brand new MEGA STe. Now I have brand new TOS, double speed
processor and blitter as a bonus.
I would have bought a TT030 but Notator doesn't run on it yet. However, Calamus(amazing DTP
program) is very fast on my MEGA STe compared to the 1040ST so all
is not so bad.
There is another thread which asks the question: Is a high res mouse better than
the stock Atari mouse? Well I gotta tell you that the difference is night and
day. My Golden Image GI-250 mouse takes all the sluggishness out of GEM.
Clicking is way easier and accurate. Obviously I don't mean that GEM itself is
improved; it's just that it SEEMS THAT WAY. I always admired the smooth MAC
desktop-mousing around compared to the Atari. Now it's BETTER than a MAC--the
feel that is. Spend hundreds and hundreds on a computer--why not treat yourselfto an
excellent $75 (Canadian $) mouse?

ferenc

3847. Re: MEGA STe VS. STe

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 06:06:34 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May09.060634.23657@ecst.csuchico.edu>
Source record: 232445

In article <1991May09.013109.15673@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1991May8.151723.29099@msuinfo.cl.msu.edu> schultzd@kira.uucp (Count Zero ... Interrupt) writes:
>> This summer, I hope to have enough money to upgrade from my lowly
>> 520ST (which has saved my butt quite a few times in the last year) to
>> a new STe. My question... I need prices / specs on the STe (4meg) vs
>> MEGA STe (4meg)). Of course, since they use SIMMS for memory, the
>> 4meg isn'y near as important. The MEGA is 16MHz while the STe is only
>> 8, right?
>>
>> Basically need PRICE along with any thing else relevant.
>>
>> THIS was already hashed out earlier in the year, so stick to e-mail
>> replies...
>>
>> Later...
>
>Why not put in ICD's AdSpeed in your STE, this will give it the 16mhz cpu.
>speed.
>From what I know in the Mega STE, its only the cpu that has the option
>to run at 16mhz, is this not Ataries version of AdSpeed, this would be a far
>cheaper alternative, about $340 from what I can remember.
>
>Mind you I stand to be corrected on this, if my interpretation is incorrect.
>

You're right. But there's so much more to the MegaSTe than just the 16Mhz chip. At least I think so. :^)

I recommend calling Atari at 408-745-2000 and getting a copy of their STe, MegaSTe, and TT brochures. Then again, the brochures don't really give you the feel until your sitting at the keyboard.

But they really are nice brochures.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3848. Re: MEGA STe VS. STe

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 10:13:12 UTC
From: csuab@warwick.ac.uk
Message-ID: <&&L_}^~@warwick.ac.uk>
Source record: 232448

>Why not put in ICD's AdSpeed in your STE, this will give it the 16mhz cpu.
>speed.
>From what I know in the Mega STE, its only the cpu that has the option
>to run at 16mhz, is this not Ataries version of AdSpeed, this would be a far
>cheaper alternative, about $340 from what I can remember.
>
>Mind you I stand to be corrected on this, if my interpretation is incorrect.

Has anyone got any info on this upgrade - what exaclty does it do, how
compatible is it, can it be turned of for things that don't run at 16mhz
(ie games), where can I buy one in the UK etc !

Please send any info here or by email to me.

Cheers

Steve - csuab@uk.ac.warwick.cu

PS How the hell do you get a .sig included?!

3849. Re: ATARI ARCHIVES HELP

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 13:15:40 UTC
From: miked@syscon
Message-ID: <1991May9.131540.1961@syscon>
Source record: 232450

For panarthea the format is send binaries/volumexx filename
or " " vloumexx/filename partxx partxx

This has worked for me. Also panarthea is changing its address soon.

3850. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 14:03:11 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6498@baird.cs.strath.ac.uk>
Source record: 232257

In article <80943@bu.edu.bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
[...stuff deleted...]
> Well, I don't really understand this question because, in Gemini, there is
>no need for a small icon to line up with a large icon. Gemini can display
>either large or small icons...but *not* both on the desktop. If you take a
>closer look you 'll find out that there are 2 seperate trees in the resource
>file GEMINIIC.RSC, one for large icons and one for small ones.
[...more stuff deleted...]

Sorry, but I've mixed large and small icons on the desktop quite a few times
before and it doesn't seem to mind in the slightest.

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

3851. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 14:09:11 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6499@baird.cs.strath.ac.uk>
Source record: 232258

In article <LPmL22w164w@ersys.uucp> ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes:
>Does anyone know how to use the Pexec function so that it will take a
>command line longer than 80 charactes. I am writing a program that will
>require longer command lines, but I'm stumped on this one. The
>documentation that I have does not mention anything about command lines
>longer than 80 characters, yet they are possible...
>
>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< or in the language that PEOPLE use >>
><< Michel Forget...:) >>

There are 2 methods, Xarg and Exarg, which you use depends on how you feel, cos from what I can see they do the same job. I'll leave descriptions to the experts as I cannot remember how to do either of them.

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

3852. IMPORTANT: Users of Rodney's UUCP modules / GUS

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 14:15:27 UTC
From: mathew@mantis.co.uk
Message-ID: <g5No26w164w@mantis.co.uk>
Source record: 232267

I have been fiddling around with Rodney's UUCP modules (Mercury UUCP) and the GUS GEM UUCP Shell for the past month or two, trying to decide whether to keep them or rewrite them.

I has recently been drawn to my attention that said software is generating Usenet Date: headers with the year in full -- that is, 17 Jun 1991 instead of 17 Jun 91.

THE NEW "IMPROVED" C-NEWS WILL SILENTLY DISCARD ALL SUCH ARTICLES, WITHOUT WARNING THE POSTER.

If you use your ST to post to Usenet via UUCP, it is quite likely that Cnews sites around the world have been quietly throwing away all your postings without even trying to tell you. It happened to me.

Yes, Mercury should create date fields in the proper format; but equally, Cnews should not throw away articles which it is perfectly capable of correcting the headers of and of delivering.

If you think that this Cnews behaviour is unacceptable, I would suggest complaining in news.software.b. If we all scream loudly enough, perhaps they will fix it.

mathew

3853. Re: One Last Wish

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 14:19:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <5175d1d7.20b6d@apollo.HP.COM>
Source record: 232251

In article <3VwJ23w164w@bluemoon.uucp> dddean@bluemoon.uucp (David D. Dean) writes:
>Hello:

(Sigh. UseNet is a lossless transmission medium at all the wrong times.)

> LAST WISH
>
> A brain tumor is cutting short the life of seven-year-old
>Craig Shergold. His Last Wish doesn't seem very much to ask; simply

As has been stated innumerable times within countless groups, Craig has enough cards. Send no more. Stop propagating this chain-article. Tell your friends not to propagate it. This is not a flame, just a wish that this thread would die someday. (I fully expect it'll outlive me -- some day, somewhere in a galaxy far far away, three-eyed Slobors will be faxing cards to Craig...)

--

"The goons are riding motorcycles, but WE'VE | (Steve) rehrauer@apollo.hp.com
got a whole big metal car! This will be like | Hewlett-Packard
stepping on ants..." -- Freelance Police | Massachusetts Languages Lab

3854. Re: Is there an ESDI adapter for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 14:30:45 UTC
From: paulm@dorjam.UUCP
Message-ID: <137@dorjam.UUCP>
Source record: 232052

In article <May.7.17.14.30.1991.174@arakis.rutgers.edu>, figuei@arakis.rutgers.edu (Francisco Figueirido) writes:
>
> Hello! I could have the chance to get (for free or very cheap) an ESDI
> disk drive, and was wondering whether such a beast can be connected to
> an Atari ST (I have an ST1040). I know that there are SCSI adapters
> for the ST, but are there any ESDI adapters?

I am currently using a Maxtor XT4380E 480 megabyte ESDI drive with my ST. The adapter is an Emulex MD-21 ESDI <--> SCSI adapter card. This baby cooks......
The driver I use the the Supra V2.6 driver selecting the 'other' for controller and disk type. Works fine, however I can only use 190 megs of the disk for TOS. The rest I have written some special code to use as archiving and other stuff.
Later,
Paul Moreau

UUCP: ..!ccicpg!dorjam!paulm

3855. MODEM FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 15:09:06 UTC
From: v124pba3@ubvmsd.cc.buffalo.edu
Message-ID: <75676@eerie.acsu.Buffalo.EDU>
Source record: 232254

```
MODEM FOR SALE!

Avatex 1200 baud external modem.
Includes cable.

Asking $35.

Call Rob at (716)831-9348 or reply to this user.
```

3856. ST SOFTWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 15:09:56 UTC
From: v124pba3@ubvmsd.cc.buffalo.edu
Message-ID: <75678@eerie.acsu.Buffalo.EDU>
Source record: 232256

ATARI ST SOFTWARE FOR SALE!

GFA-Basic 3.0:
a lightening fast basic compiler
many pascal like features
Asking $25.

Also for sale terminal software:
Flash! program by Antic
Best offer.

Call Rob at (716)831-9348 or reply to this user.

3857. Converting Sparcstation .au files to Mac/Atari format

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 15:42:04 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May9.154204.18726@wam.umd.edu>
Source record: 232253
Cross-posted to: comp.sys.atari.st,comp.sys.mac.programmer

In article <1991May8.055008.2758@isc.rit.edu> drp9500@isc.rit.edu (D.R. Paradis) writes:
>sound files with the .au extender are Sun Audio files.
>
>As of now I cannot figure how to convert them into ANY format that the
>ST can handle. :-(

The Atari uses the same sample data format as the Mac, so if there's
a way to convert Sparcstation samples to Mac format, you can use
them (the data forks) on the Atari as well.

Could some kind Mac wizard point me to a Sparc->Mac sample converter?
Given source for such a utility I could write an ST version and make
many Atari owners happy. (Or at least happier.)

Thanks,

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3858. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 15:43:37 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991May9.154337.17580@cs.yale.edu>
Source record: 232252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2930@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Supra's driver will find ACSI units which are not connected in consecutive
>order starting with zero, and Atari's driver won't.
> ...
>There is another problem which has been called to my attention, and which
>is covered by the same "Atari drivers" caveat: Supra uses one trick to get
>more than four partitions per drive, and Atari uses another. If you have a
>drive partitioned with Supra's trick, and you connected it to a TT (or any
>machine running an Atari driver) the partitions after the fourth one will
>not be accessible. Again, it's a question of using non-Atari drivers.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I would think it would be in Atari's best interests to provide an
upgrade path for present ST users of Supra's drives. It shouldn't
be too hard to extend AHDI so that:

1. The driver will work like Supra's driver and find ACSI units
which are not connected in consecutive order.

2. The driver will recognize Supra's extended partitions as well as
Atari's. HDX doesn't have to create them, but it would sure be nice
if AHDI and HDX understood them.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3859. info on availability of Spectr

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 15:48:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <18477@k2.maus.de>
Source record: 232103

C@>In the UK the price seems to be about 290 pounds (approx $550) and thats
C@> *without* the Mac ROMs.

That's very much... Here in Germany it costs _with_ the ROMs nearly DM1000.-,
that's about $600. In the US it's cheaper...

Ciao
Christoph

3860. STalker/VAX/Mass-11

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 16:19:42 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <24491@know.pws.bull.com>
Source record: 232255

I am one of the unfortunates in the world who has been forced into using the Mass-11 word processor on the VAX. This is a true WHAT-YOU-SEE-IS-NOT-WHAT-YOU-GET (acronym = C.R.A.P.) word processor. Well, aside from the pain of actually having to use Mass-11, I have been using UNITERM on a 1280*960 Atari TTM195 monitor on a TT. While UNITERM does work, it does not run in a GEM window so all I get to use is the top, left-hand corner of the TTM195.

Yesterday I unwrapped STalker and used it for the first time. Overall, its a good replacement for UNITERM (at least I can use the whole TTM) but not all VT100 features are implemented. I have also run into the following problem.

Mass-11 uses the top four keys on the numeric keypad as PF1..PF4 to initiate and execute commands. For example, PF1 R = replace text. If I start editing a document, all the PFn keys work fine. However, outside a document, at the Mass-11 menu level such a PP (print menu), none of the PF keys work. Why would PF keys function at one level in Mass-11 but not at another?

STalker also does not have KERMIT, which is essential for file transfers at our site. UNITERM has always been THE BEST code I have ever used for KERMITing files (I have used SmartTerm 240, Mac240, RedRyder, Crosstalk, ZSTEM (yech!), VersaTerm Pro). I know that STalker has X/YMODEM, which is popular in the 'BBS' community, however, KERMIT is the fite transfer protocol that I NEED in the scientific community (The KERMIT accessory that I bought with FLASH does not work on the TTM195, just as FLASH does not run). Do any of the PD kermit accessories work on a TT with a TTM195?

3861. Re: Timeworks DTP upgrades

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 16:20:45 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5044@syma.sussex.ac.uk>
Source record: 232261

From article <2901@odin.cs.hw.ac.uk>, by neil@cs.hw.ac.uk (Neil Forsyth):
> In article <1991May5.124501.14339@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu
> (Mickey Boyd) writes:
>> Timeworks - No longer updating US versions (but are still updating UK ones).
>
> Hardly. They just did a panic fix to make it work with the TT and maybe fixed
> a few horror bugs while they were at it. Timeworks is static. The PC version
> isn't though and they are pushing the followup Desk Press.

GST know that they've made more money out of ST Timeworks DTP in the past than they will in the future, so they're not exactly busting a gut to create new versions of it. It's still probably the quickest DTP program to learn, though, and it's OK if your requirements are simple.

I've not had much time to play with the latest UK version (it replaces v1.12, and is confusingly called 1.h12), but a couple of things I've noticed are:

It seems to need a bit more memory than the previous version. I have about half the memory on my 1040 taken up with ACCs, AUTO progs, etc. (although I can add about 150k to that when I unload NeoDesk) and when I run the latest version of Timeworks it reboots the machine when I try to open a file (of any size at all). If I take out a couple of memory-resident programs - any of them - all is well.

It always leaves behind a temporary file on exit - the old version used to clean up properly (usually).

I haven't had a chance to test whether they fixed the 12pt Dutch font, which used to print question marks (in the Atari laser version at least) upside down.

The current version of 1st Word Plus, from the same stable, does seem to be better than previous incarnations of version 3. The new version 3.20TT allows you to choose a stable or flashing cursor, lets you configure hyphenation via an exceptions dictionary, allows you to redefine the keyboard again (this ability was present in v2, but not in versions 3.1 through 3.14 - it reappeared in 3.15) and allegedly scrolls faster than before (I can't tell - I use Turbo ST so it's all faster anyway.) Oh, and it fixes a printer bug that appeared if you reformatted a doc from single to double spacing, and of course it now runs on the TT.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK

Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

3862. Re: WordPerfect update - STe support

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 16:45:25 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May9.164525.8188@jato.jpl.nasa.gov>
Source record: 232260

In article <1991May9.002946.2904@milton.u.washington.edu> iho@akbar.cac.washington.edu (Il Oh) writes:
>vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>>I just called WordPerfect. They're shipping the April Upgrade. They're
>>NOT quitting the Atari market, at least not in the U.S.
>
>It's still that brain-damaged 4.1, isn't it? WordPerfect 5.0 was a
>quantum leap forward for them. As far as I'm concerned, anything prior
>to that is not fully usable.

Unfortunately, yes. They say they're real busy porting 5.0 to lots of platforms (5 going so far). I think they must be doing something wrong if porting is so expensive. I would be trying to get 5.1 going on all platforms, and would have a "Tiger Team" focusing on portability. They must have machine-specific stuff all tangled up with stuff that ought not to be machine specific.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

3863. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 16:45:40 UTC
From: rcb@netcom.COM
Message-ID: <1991May9.164540.26103@netcom.COM>
Source record: 232259

In article <A3023378088@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <eB2m23w164w@ersys.uucp>,
> ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes ...]
>
> >> All that's necessary is that the parent process and the child process agree
> >> on whatever extended argument-passing convention is in use.
> >
> > Uh-oh. I am trying to pass long command lines to RZ.TTP (The Zmodem File
> > Transfer Program) for batch Uploading and Downloading. The problem with
> > the limit becomes obvious when you realize how few pathnames can be put
> > on an 80 (or even 125) character command line. I wrote a program that
> > will capture the command line when it is run and display it, and will try
> > it on other programs that use SZ. I don't think that it supports the
> > XARG convention you mentioned. Any other ideas?
>
>In that case you need to find out what compiler was used to make the RZ/SZ
>programs. My guess would be Mark Williams, whose argument-passing scheme
>is explained somewhat in the EXARG.DOC file. But that's just a guess.

Not correct. I compiled it with GNU C ver. 1.37. From what I've
heard, it supports the extended argument passing scheme of Atari.

> ----
> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

3864. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 16:52:04 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May09.165204.3132@chinet.chi.il.us>
Source record: 232264

Now that the Atari-supported graphics situation on the TT has been clarified, does anyone have anything to say about third-party graphics boards for the TT (or perhaps Mega STe)? Anything actually shipping? Anyone at the stage of "prototype working, artwork laid out"? Tell me (us) about the ST/TT world's answer to 8514/a and XGS (did I remember the abbreviations right?).

Steve saj@chinet.chi.il.us

3865. Re: Info about the Windsor Atari Show

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 17:02:09 UTC
From: bill@mwca.UUCP
Message-ID: <1858@mwca.UUCP>
Source record: 232283

In article <5227.2828199f@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>...Bob Brodie for US Atari and Jeff "something" from Canada Atari talked
>for a little while, and then held a Q&A session. Some of the key points
>are:

Bob spoke at a Bay Area user's group last night, here are some of his comments related to his Windsor comments:

>FSM GDOS will cost <$100, but I don't remember a release date. (He (Bob)
>didn't give a definate date though)

It will (eventually) be shipped with Mega STE's and TT's, but isn't currently. He didn't know whether current Mega STE and TT owners would get free copies. The cost is due to the fact it uses Ultrascript Type I fonts, which are owned by Imagen and need to be licensed.

>Atari has purchased the source code to Word Up! but Bob couldn't say
>what for.

He suggested to us that Atari would be making it work like "they think it should" (i.e., fix the bugs), but didn't know whether it would be sold, bundled, etc.

>...They plan on phasing out the Stacy in favor of the ST notebook, which
>will be shown at Fall Comdex.

He told us that he expects the Notebook will become the portable of choice, but there are no plans to drop or discontinue the Stacy, and that musicians really don't care about battery use, just ease of transport (for which the Stacy is fine).

>Thats about everything I can remember now, I wish I would've took a tape
>recorder with me, or at least a notebook!! (I will be prepared for the
>next one though. (In Chicago in November)

Other comments...

Efforts are being made (no details on by whom) to allow the Atari CD-ROM to use existing PC-based disks (such as Microsoft Bookshelf)...

MultiGEM is being worked on...

Atari US is going to be much more aggressive at getting the limited production of computers, many of which are now going to Atari Germany...

High-end publishers continue to be amazed by the blazing speed of an ST/TT with an Atari laser printer and Calamus...

He related an amusing anecdote of how they demonstrated Calamus at a Mac User's Group meeting, totally astounding the attendees with Calamus' speed and price, and how upset the Timeworks rep was to hear that Calamus was $199 versus Publish It's $349, and then how they went to an Atari User's Group meeting, and the attendees were outraged about how expensive Calamus was!!

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

3866. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 17:04:52 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <TyVo23w164w@ersys.uucp>
Source record: 232262

> I thought that the German GSZRZ18 supported XARG or ARCV.
>
> I am having the same problem with the Shells that support Zmodem, in
> the number of files that can be uploaded.
>
> The other problem that I have is SZ.TTP from ZMDM16, for some reason it
> drops down to Ymodem, is this caused by the delay in starting SZ.TTP ?.
> Is there a way around this ?

The shells that suppot Zmodem, namely Zflash, have problems with the command line as well. They try to send as many as thirty-two files along the command line, but the command line simply isn't big enough. Not very useful. I received a message from someone that contained a Shar archive, but I haven't been able to extract it since I don't know what a SHAR archive is...:) I'll keep looking and probably find the utility somewhere to extract it. At any rate, it explained the XARG parameter format.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3867. Re: Which monitors can use TT hires ?

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 17:55:50 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <4341132@cutie.ka.sub.org>
Source record: 232226

In article <1991May6.015046.13617@netcom.COM> rcb@netcom.COM
(Roy Bixler) writes:

> In article <1991May6.010100.9329@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu
(James D Yegerlehner) writes:
> >Dear Netters,
> >
> >I know that the TT has a really high-res mode (more than a 1200 by
> >600? pixels), and I know that Atari is (or will be) selling a
>
> I read it was 1200x960.
In fact, it's 1280x960.

> >monitor which takes advantage of it. My question is, is there
> >a reason why only Atari's monitor can be used with the TT high res,
> >and if so, is it available and how much does it cost?
>
> Along the same lines, does Atari sell a monitor that can take
> advantage of the 1200x960 monochrome and the 640x400 color mode? If
> there's no Atari monitor which does this, are there any multi-sync
> alternatives?

The difficulty in finding a monitor that can display all TT
modes relies in the fact, that the high resolution mode uses
an ECL signal for better picture quality.
This is equivalent to TTL but the same signal is lead to the
monitor twice: one time directly, one time inverted.
This way influences on the cable by other electric devices
can be eliminated by simply reinverting one and then adding the
two signals.

The signal for the lower resolutions is standard analog VGA
so any VGA monitor can be connected to the TT. I don't know
if such a monitor will synchronize to the ST-resolutions, too.
Naturally, any multisync monitor can be used and will catch
all resolutions besides 'TT high'.

The only monitor that provides _both_, ECL _and_ full multisync
capability and that is available here in Germany is the
Eizo 6500 21-inch greyscale monitor (at $ 2000, I think, at least
here it costs about DM 3500).
You need an additional switch box to connect it to the TT if
you want to display _all_ resolutions. ($ 50 or so).
The TTM194 shipped by Atari _can't_ display the lower resolutions
because it's _no_multisync_ (same story as with the SM124 on an ST).
The Atari monitor costs about DM 2000 ($ 1200 or so).

Hope, that helps.
PMH

P.S. I'm going to buy a TT and this Eizo monitor in a few weeks.
If you can aford it - get it ! The picture's great and the
2 inches larger screen really does it. Small Text is readable
much better than on Atari's 19-inch monitor.
--
Patrick M. Hausen	phone : +49 721 699234 (voice and carrier)
Gerwigstr. 11	e-mail: pmh@cutie.ka.sub.org (UUCP)
D-7500 Karlsruhe 1, Germany	uk9u@dkauni2 (BITNET)
"Oh, oh peole of the earth! 'Listen to the warning' the prophet he said.
For soon the cold of night will fall - summoned by your own hand." (QUEEN)
--
Patrick M. Hausen	phone : +49 721 699234 (voice and carrier)
Gerwigstr. 11	e-mail: pmh@cutie.ka.sub.org (UUCP)
D-7500 Karlsruhe 1, Germany	uk9u@dkauni2 (BITNET)
"Oh, oh peole of the earth! 'Listen to the warning' the prophet he said.
For soon the cold of night will fall - summoned by your own hand." (QUEEN)

3868. Tank Battle game (saw on PC)

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 18:13:06 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <6354@vela.acs.oakland.edu>
Source record: 232263

I saw a nifty little game the other day for the PC in which you
set up a certain number of players (computer or human) and each gets a
colored tank and some shells, and are dropped onto a hillscape.

The players then must calculate barrel angle and shell power
to take out the other players (taking the wind speed and direction into
effect). As you gain points (by destroying the opponent(s)) you gain
money and can buy extra and better weapons, including dirtballs, explosives,
chain reaction inducers (to eat away the landscape), and nukes. There are
even weapons quidance systems to enhance your accuracy. Destroying the enemy
can also give a wild display of sights and sounds depending on how well they
were hit, and occasionally the fall-out can even hurt yourself.

First off, has anyone seen this game that can help me with the name,
and second, is it available for the ST? I would appreciate any help that I can
get, and will be looking forward to replies.

Thanks

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3869. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 18:54:28 UTC
From: apratt@atari.UUCP
Message-ID: <2932@atari.UUCP>
Source record: 232288

>[In article <LPmL22w164w@ersys.uucp>,
> ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes ...]
>> Does anyone know how to use the Pexec function so that it will take a
>> command line longer than 80 charactes. I am writing a program that will
>> require longer command lines, but I'm stumped on this one. The
>> documentation that I have does not mention anything about command lines
>> longer than 80 characters, yet they are possible...

steve@thelake.mn.org (Steve Yelvington) writes:

>Command lines can be up to 125 characters long.

>If you need to pass more information than that, there are three currently
>used methods, of which one, XARG, is currently endorsed by Atari Corp. The
>file EXARG.DOC in the Gemini distribution (see comp.binaries.atari.st)
>will tell you all you need to know. There's some code in the samples
>folder to show how it's done.

>The Sozobon C compiler and dlibs support another method called ARGV.
>See the dlibs sources.

>Mark Williams Co. uses a third method with its C compiler [...]

This is a badly confused accounting of the extended-argument stuff going
around for TOS. ARGV and MWC's trick are nearly identical; ARGV is a
superset which adds validation that the args in your environment are really
intended for you. This is the method that's approved by Atari Corp. (at
least by THIS part of Atari) and it's the method used by Bammi's GCC tools,
Gulam (if you set env_style mw), and MiNT's shell, among others.

XARG may or may not be endorsed by Atari Germany, but nobody here at Atari
in Sunnyvale (to my knowledge) has endorsed it. The reason I hate it is
that you have to poke through your parent's data space to find your
arguments, and that is a no-no. It will be a much bigger no-no when memory
protection and/or virtual memory come along. ARGV has no such problems.

I don't know where the ARGV spec is -- I'll try to dig up a copy of it
and post it again.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3870. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 19:01:31 UTC
From: apratt@atari.UUCP
Message-ID: <2933@atari.UUCP>
Source record: 232289

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
[Atari's 1280x960 monitor is...]
>Atari's TTM194 is the 1280x960 monitor.

Thanks. I didn't know our model number for it.

>Atari also sells a multisync for the TT to handle all the other resolutions
>(5 of them, 3 ST and 2 TT). It's called the PTC-something-or-other.

You don't really need multisynch. All of the color modes use the same
timing. I believe the PTC is a little flexible, but the timings it will
accept are not wide enough to be considered "multisynch." Something which
is VGA-only is good enough, but for standard VGA the picture dimensions and
dot pitch will be off: everything comes out tall and skinny. Atari's
"near-VGA" differs from VGA in that the picture is wider and the pixels are
nearly square in 320x200 (ST LOW), 640x400 (ST HIGH), and 640x480 (TT MED).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3871. 4 meg 1040STE vs Mega4STE

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 19:25:34 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <24497@know.pws.bull.com>
Source record: 232265

Netters were asking about the difference between a 4 meg 1040STE and the Mega4STE. Since I am an Atari dealer, I feel qualified to answer this one.

I retail the 1040STE with an SM124 monitor for $CDN 679. To boost this to 4 megs costs about another $CDN200. Since external hard disks are a must, adding an ICD FA.ST 85 costs $CDN 999. Total cost for the system (8 MHz, TOS 1.6) = $1878.

I retail the Mega1STE with SM124 for $CDN1079. For an additional $CDN 699, the buyer gets an ICD host adapter, an 85 meg Seagate ST1096N and 4 megs or RAM for a total cost of $CDN1778, cheaper than the 1040 system because it costs a lot less for an internal HD. This system also has a detached keyboard, a 16 MHz CPU and TOS 2.n. Best of all, with the VME slot, there are many boards, such as video cards, that are available for the MegaSTE (see ZNET posting 91-15 or 91-16, cannot remember which one).

The Mega4STE with a 48 meg SCSI bundled from Atari sells for $CDN 1879 because it costs me more to buy this bundle from Atari than it does to build my own systems.

I recommend the purchase of a Mega STE unless the user wants to stick with a floppy system.

Finally, this posting is not for commercial purposes, therefore, I have not mentioned my company name. It was posted for information only to help netters make informed choices.

3872. Re: One Last Wish

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 20:38:35 UTC
From: henry@argosy.UUCP
Message-ID: <1335@argosy.UUCP>
Source record: 232270

In article <3VwJ23w164w@bluemoon.uucp> dddean@bluemoon.uucp (David D. Dean) writes:

<tear-jerking stuff>

> A brain tumor is cutting short the life of seven-year-old
>Craig Shergold. His Last Wish doesn't seem very much to ask; simply
>that he receive some Get Well cards---hopefully enough to break The

THIS IS A HOAX!! See alt.folklore.urban for details.

Henry Polard | REAL net address: | Reality / Virtual 17-line .sig
(408) 736-3300 | henry@maspar.com | is an allusion. \ with spiffy graphics.

3873. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 20:59:31 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May09.205931.27513@ecst.csuchico.edu>
Source record: 232269

In article <1991May09.165204.3132@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Now that the Atari-supported graphics situation on the TT has been clarified,
>does anyone have anything to say about third-party graphics boards for the TT
>(or perhaps Mega STe)? Anything actually shipping? Anyone at the stage of
>"prototype working, artwork laid out"? Tell me (us) about the ST/TT world's
>answer to 8514/a and XGS (did I remember the abbreviations right?).

ST Informer did a review of the stuff at the Cebit fair, and mentioned and showed pictures of the Matrix boards' output. There are three boards, each VME or Mega bus compatible. I don't have the specs on the boards with me, but one is 800x600 with 256 colors out of 16.7million. Another is a super-hi-res monochrome, and the final is the same super-hi-res but in 16 colors. They mentioned that Rio Computers in Las Vegas will be importing them. They also said that someone had a VGA-like board, with something like 1024x768 with 16 colors.

Lexicor software is supposed to have their own board out soon. The ISAC board has been shipping for some time. I think it may only be Megabus compatible, but I'm not sure. You can find it for around $600. BTW, there used to be a Parsec 'board' which was actually a unit by itself. Anyone know whatever became of it?

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3874. ARGV spec repost as promised

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 21:18:36 UTC
From: apratt@atari.UUCP
Message-ID: <2934@atari.UUCP>
Source record: 232290
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In a discussion about Pexec and command lines, the question of the ARGV standard came up. Here is our documentation on this convention. It dates from August 22, 1990.

GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION

Introduction

The Pexec() function of GEMDOS allows a program to pass to a child process a command line up to 125 characters long, with arguments separated by spaces. No provision is made in GEMDOS for the child to know its own name. This makes it difficult for C programs to correctly fill in argv[0], the standard place where a C program finds the command which invoked it. Because the command line arguments are separated by spaces, it is difficult to pass an argument with an embedded space. This document will specify a method of passing arguments which allows arbitrary argument length, embedded spaces, and support for argv[0].

Standard Argument Passing

The Pexec Cookbook specifies how to use Pexec() to launch a child process, passing a command tail (argument string) and an environment. Before getting into the extended argument scheme, let's review how arguments are normally passed to a child.

A parent process builds a command line into an argument string - a null terminated string whose first byte contains the length of the rest of the string - and its address is passed as one of the arguments to Pexec(). GEMDOS copies this argument string to the basepage which it creates for the child. Thus the parent is responsible for gathering all the child's arguments into one string. This is normally handled by a library exec() function. The child is responsible for parsing the string of space-separated arguments back into an array of strings. This parsing is normally handled by the child's startup code.

Evolution

Several methods of bypassing the limits imposed by Pexec() have been used by GEMDOS programs. Some allow a user to specify a file on the command line which contains the rest of the arguments. Others get a pointer to the arguments, or the arguments themselves, from the environment string. Most MS-DOS programs use a command file for the extra arguments. This can be inconvenient for a user, cluttering the file system with command files, and making the operation of batch files and makefiles more confusing.

Several "standards" have arisen on the ST which use the environment to pass arguments. While more convenient than command files, these standards have other problems. Some rely on sharing memory between parent and child processes. Some take advantage of undocumented features of the operating system to get argv[0]. Others give the child process no way to validate that the arguments it finds are intended for it.

Rationale

In order to pass more than the standard 125 characters worth of arguments to a child, or to let the child find its name, the parent must place the extra information in a place where the child can access it safely and legally. The most convenient place is in the child's environment string. An environment string is a series of null-terminated strings of the format "VARIABLE=value" (e.g. PATH=c:\bin,c:\etc, or ShellP=YES). The last null-terminated string in the environment is followed by a zero byte, thus two consecutive nulls indicates the end of the environment. The environment is allocated for the child by GEMDOS, it is owned by the child, and its contents can be specified by the parent.

The child must have some way of knowing that the arguments which it finds in its environment are intended for it. The child may have been invoked by a parent which does not conform to this specification. Such a parent would leave _its_ arguments in the environment, and could pass that environment on to the child. The child would mistakenly interpret its parent's arguments as its own.

Placing arguments in the environment passed to the child gets around all of the command line limits of the standard Pexec() command tail. Because there is no limit on the length of the environment, arbitrary length arguments are supported. Arguments placed in the environment are null terminated, so they may contain spaces. A parent can also place the name of the command with which it invokes the child in the child's environment, providing support for argv[0]. Validation of the extended arguments can be placed in the standard Pexec() command line, by assigning a special meaning to an invalid length byte.

The GEMDOS Extended Argument Specification

This specification uses the convention that the presence of an environment variable named ARGV (all upper case) indicates that extended arguments are being passed to the child in its environment. This means that ARGV is a "boolean" environment variable. For the purpose of this specification, its value is not significant, but its presence indicates that the strings following it are the arguments for the child. Implementations of this specification are free to give the ARGV environment variable any value. The ARGV environment variable must be the last one in the environment passed to the child, so that the child can truncate its environment at that point, and treat everything before the ARGV as environment, and everything after it as arguments.

The first argument to the child (argv[0]) is the first string in the environment after the ARGV variable. This argument is the "pathname" parameter passed by the parent to Pexec(). The remaining arguments are those that the child would normally find in the command tail in its basepage. Even if all of the arguments would normally fit in a child's command tail, the parent should set up the arguments in the environment to take advantage of the benefits of this extended argument scheme.

As many arguments as will fit in the command tail will be passed there as well as in the environment, to support non-conforming programs. As a flag that arguments are also in the environment, the length byte of the command tail will be 127 (hex 7f). Non-conforming programs should not have a problem with this length byte, because it is longer than the maximum 125 bytes allowed by Pexec().

As an aside, the Pexec Cookbook erroneously implies that a command line can be 126 or 127 characters long. In fact, GEMDOS only copies to the child's basepage up to 125 bytes, or until it encounters a null, from the argument string passed to Pexec(). It ignores the length byte, placing a null at the same place it found one or at the 126th byte if no null is found. This has several implications: the length byte is not validated by GEMDOS (necessitating validation in the child's startup code, but also making this extended argument spec possible), and the null terminator _can_ be located after the end of the real command tail (the Desktop places a CR character after the command tail and before the null). The ARGSTART.S startup code listing below demonstrates how to correctly validate and parse a GEMDOS command tail.

A child which finds an ARGV environment variable can use the command tail length byte value of 127 to validate that the arguments following the variable are valid, and not just left over from a non-conforming parent which left its own ARGV arguments in the environment.

Because the strings in the environment following an ARGV variable are not environment variables, a child should truncate its own environment at the ARGV variable by changing the 'A' to a null.

Implementation: Parental Responsibilities

To pass arguments in the environment, a parent must create an environment string for the child. This can be achieved by first allocating as much space as is used in the parent's own environment, plus enough room for the ARGV variable and the arguments to the child, and then copying the parent's environment to the newly allocated area. Next, the ARGV variable must be appended, since it must be the last variable in the child's environment string. Following the ARGV variable is the null-terminated pathname of the child as passed to Pexec(), then the null-terminated arguments to the child, followed by a final null byte indicating the end of the environment.

After setting up the arguments in the environment, the parent must place as many arguments as it can fit in the command tail it passes to Pexec(). This way, a child which does not conform to this

specification can still get arguments from the command tail in its basepage. When placing arguments in the environment, the parent must set the first (length) byte of the command tail to 127 (hex 7f), validating the arguments in the environment.

Here is an example execv() library routine in C. It uses three local utility routines, e_strlen(), e_strcpy(), and str0cpy() for getting environment size and copying strings into the environment created for the child.

```
/* EXECV.C - example execv() library routine
* ============================================================
* 890910 kbad
*/

long Malloc( long nbytes );
long Pexec( short mode, char *filename, char *tail, char *env );
long Mfree( void *address );

/* Return the total length of the characters and null terminators in
* an array of strings.
* `strings' is an array of pointers to strings, with a null pointer
* as the last element.
*/
static long
e_strlen( char *strings[] )
{
char *pstring;
long length = 0;

while( *strings != 0 ) { /* Until reaching null pointer, */
pstring = *strings++; /* get a string pointer, */
do { /* find the length of this string, */
++length; /* using do-while to count the */
} while( *pstring++ != 0 ); /* null terminator. */
}
return length; /* Return total length of all strings */
}

/* Copy a string, including the null terminator, and return a pointer
* to the end of the destination string.
*/
static char *
str0cpy( char *dest, char *source )
{
do { /* use do-while to include null terminator */
*dest++ = *source;
} while( *source++ != 0 );
return dest;
}
```

```
/* Copy an array of strings into an environment string, and return a pointer
* to the end of the environment string.
* `strings' is an array of pointers to strings with a null pointer
* as the last element.
* `envstring' points to the environment string.
*/
static char *
e_strcpy( char *envstring, char *strings[] )
{
while( *strings != 0 ) {
envstring = str0cpy( envstring, *strings );
++strings;
}
return envstring; /* Return end of environment string */
}

/* Run a program, passing it arguments according to the
* GEMDOS Extended Argument Spec.
*
* `childname' is the relative path\filename of the child to execute.
* `args' is an array of pointers to strings to be used as arguments
* to the child. The last array element must be a null pointer.
* `environ' is a global array of pointers to strings
* which make up the caller's environment.
*/
long
execv( char *childname, char *args[] )
{
long envsize, ret;
char *parg, *penvargs, *childenv, *pchildenv;
short lentail;
char argch, tail[128], *ptail;
static char argvar[] = "ARGV=";
extern char *environ[];

/*
* Find out how much memory we'll need for the child's environment
*/
envsize = e_strlen( environ ); /* length of environment */
envsize += e_strlen( args ); /* plus command tail args */
/* plus length of argv[0] */
parg = childname;
do { /* use do-while to include null terminator */
++envsize;
} while( *parg++ != 0 );
/* plus length of ARGV environment variable and final null */
envsize += 7;
envsize += envsize & 1; /* even # of bytes */
/*
* Allocate and fill in the child's environment
*/
ret = Malloc( envsize );
```

```
if( ret < 0 )
return ret; /* Malloc error */
childenv = (char *)ret;
pchildenv = e_strcpy( childenv, environ ); /* copy caller environment */
pchildenv = str0cpy( pchildenv, argvar ); /* append ARGV variable */
pchildenv = str0cpy( pchildenv, childname ); /* append argv[0] */
penvargs = pchildenv; /* save start of args */
pchildenv = e_strcpy( pchildenv, args ); /* append args */
*pchildenv = 0; /* terminate environment */
/* put as much in the command tail as will fit */
lentail = 0;
ptail = &tail[1];
while( (lentail++ < 126) && (penvargs < pchildenv) ) {
argch = *penvargs++;
if( argch == 0 ) {
*ptail++ = ' ';
} else {
*ptail++ = argch;
}
}
/* terminate command tail and validate ARGV */
*ptail = 0;
tail[0] = 127;
/*
* Execute child, returning the return code from Pexec()
*/
ret = Pexec( 0, childname, tail, childenv );
Mfree( childenv );
return ret;
}
/* End of execv() example code */
```

Implementation: Prenatal Responsibilities

A program's startup code must handle getting extended arguments out of the environment. The startup code should get the basepage pointer off the stack, then get the environment pointer from the basepage, and search the environment for "ARGV=". If "ARGV=" is found, the command line length byte in the basepage is checked. If the command line length byte is 127, then the arguments in the environment are valid. The first argument begins after the first null following the "ARGV=". It is important not to assume that the null follows immediately after the "ARGV=", because some implementations may assign a value to the ARGV environment variable. After setting up an array of pointers to the arguments, the startup code should set the 'A' of the "ARGV" variable to null, thus separating the environment from the argument strings (remember: a double null terminates the environment).

Here is some example C startup code which shows how a child could look for arguments in its environment:

```
* ARGSTART.S - example C startup code
* using GEMDOS Extended Argument Specification
* ================================================================
* 890910 kbad

.globl _main ; external, C entry point
.globl _argv0 ; external, name used for argv[0] if no ARGV
.globl _stksize ; external, size of application stack
.globl _basepage ; allocated here, -> program's basepage
.globl _environ ; allocated here, -> envp[]
.globl _argvecs ; allocated here, -> argv[]
.globl _stklimit ; allocated here, -> lower limit of stack
.BSS
_basepage: ds.l 1
_environ: ds.l 1
_argvecs: ds.l 1
_stklimit: ds.l 1
.TEXT
_start:
move.l 4(sp),a5 ; get basepage
move.l a5,_basepage ; save it
move.l 24(a5),a0 ; bss base
add.l 28(a5),a0 ; plus bss size = envp[] base
move.l a0,_environ ; save start of envp[]
move.l a0,a1 ; start of env/arg vectors
move.l 44(a5),a2 ; basepage environment pointer
tst.b (a2) ; empty environment?
beq.s nargv ; yes, no envp[]

lea.l (sp),a4 ; use dummy return pc on stack for ARGV test
* --- fill in the envp[] array
nxenv: move.l a2,(a1)+ ; envp[n]
move.l a2,a3
nxen1: tst.b (a2)+
bne.s nxen1 ; get the end of this variable
tst.b (a2) ; end of env?
beq.s xenv
* --- check for ARGV
move.b (a3)+,-(a4) ; get 1st 4 bytes of this var
move.b (a3)+,-(a4)
move.b (a3)+,-(a4)
move.b (a3)+,-(a4)
cmp.l #'VGRA',(a4)+ ; is it ARGV?
bne.s nxenv
cmp.b #'=',(a3) ; is it ARGV=?
bne.s nxenv
clr.b -4(a3) ; ARGV marks the end of our environment
cmp.b #127,$80(a5) ; command line validation?
bne.s nargv ; nope... and we're done with the env.
* --- got an ARGV=, create argv[] array
clr.l (a1)+ ; terminate envp[]
move.l a1,_argvecs ; save base of argv[]
```

```
nxarg: move.l a2,(a1)+ ; argv[n]
nxar1: tst.b (a2)+
bne.s nxar1
tst.b (a2)
bne.s nxarg
* --- end of environment
xenv: move.l _argvecs,d0 ; if we got an argv[]
bne.s argok ; don't parse command tail
* --- No ARGV, parse the command tail
* NOTE: This code parses the command tail IN PLACE. This can cause problems
* because the default DTA set up by GEMDOS for a program is located
* in the command tail part of the basepage. You should use Fsetdta()
* to set up your own DTA before performing any operations which could
* use the DTA if you want to preserve the arguments in the command tail.
nargv: clr.l (a1)+ ; terminate envp[]
move.l a1,_argvecs ; base of argv[]
move.l #_argv0,(a1)+ ; default name for argv[0]
lea 128(a5),a2 ; command tail
move.b (a2)+,d2 ; length byte
ext d2
moveq #125,d1 ; validate length
cmp d1,d2
bcs.s valen
move d1,d2 ; if invalid length, copy all of tail
valen: clr.b 0(a2,d2) ; null tail because desktop inserts <cr>
moveq #' ',d1 ; space terminator
get1: move.b (a2)+,d2 ; null byte?
beq.s argok ; if so, we're done
cmp.b d1,d2 ; strip leading spaces
beq.s get1
subq #1,a2 ; unstrip start char
move.l a2,(a1)+ ; and store that arg
get2: move.b (a2)+,d2 ; next char
beq.s argok ; if null, we're done
cmp.b d1,d2 ; if not space...
bne.s get2 ; keep looking
clr.b -1(a2) ; terminate argv[argc] in the command tail
bra.s get1 ; get next arg
argok: clr.l (a1)+ ; terminate argv[]
* --- allocate stack
move.l a1,_stklimit ; end of env/arg vectors is stack limit
add.l _stksize,a1 ; allocate _stksize bytes of stack
move.l a1,sp ; set initial stack pointer
* --- release unused memory
sub.l a5,a1 ; size to keep
move.l a1,-(sp)
move.l a5,-(sp) ; base of block to shrink
pea $4a0000 ; Mshrink fn code + junk word of 0
trap #1
lea 12(sp),sp ; pop args
```

```
*
* Everything beyond here depends on implementation.
* At this point, _environ points to envp[], _argvecs points to argv[],
* and _stklimit points to the end of the argv array. Thus argc can
* be calculated as ((_stklimit-_argvecs)/4)-1.
* _main could be invoked as follows:
*
move.l a5,-(sp) ; basepage
move.l _environ,-(sp) ; envp[]
move.l _argvecs,-(sp) ; argv[]
move.l _stklimit,d0 ; 4 bytes past end of argv[]
sub.l (sp),d0 ; (argc+1) * sizeof( char * )
asr.l #2,d0 ; argc+1
subq #1,d0 ; argc
move d0,-(sp)
jsr _main ; call mainline
lea 14(sp),sp ; pop args
```

A Final Note

This specification was formulated with careful deliberation, and with input from several companies and developers who have created development tools for GEMDOS. The Mark Williams extended argument passing scheme was the main influence for this specification, because it has been in use, and supported by Mark Williams and other companies for several years. This specification is very similar to the Mark Williams scheme, with the following important exceptions:

1) Under the specification, the arguments after the ARGV environment variable may be validated by checking the command tail length byte. The Mark Williams execve() library function uses the command tail length byte as a telltale, but it is not checked by the crts0 startup code. This validation is important for the reasons mentioned in the Rationale section above.

2) The specification allows the ARGV environment variable to take on any value. Mark Williams uses the value of ARGV as an iovector, which is described in the Mark Williams documentation. The iovector should no longer be needed, as its primary purpose was to simplify the MWC implementation of the C library function isatty().

3) Some versions of the MWC startup code do not require the ARGV= to have an `='. Because ARGV is an actual environment variable in the specification, the equals character is required.

3875. Extended Argument Passing Scheme

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 21:26:20 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <L38o23w164w@ersys.uucp>
Source record: 232276

Roy Bixler writes:

Not correct. I compiled it with GNU C ver. 1.37. From what I've
heard, it supports the extended argument passing scheme of Atari.

Could someone please send me a description of the Extended Argument
Passing Scheme mentioned above, along with information on how to use it.
One person sent me some information, but it was a Shar. I had no utility
to UnShar it, and then my HD crashed losing everything less than a week
old. I also lost the person's name and E-Mail address as well. If
someone could please send me the appropriate information, I would be
forever grateful.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

3876. Animations sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 21:39:40 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May09.213940.27843@ecst.csuchico.edu>
Source record: 232272

Here are some animations that I've sent to atari.archive.

247481 May 9 14:10 backflip.lzh - A skeleton doing a backflip.
231186 May 9 14:13 car.lzh - A solid-modeled racing car.
262767 May 9 14:10 dino&hel.lzh - A dinosaur and military helicopter.
202851 May 9 14:11 golf.lzh - A golfing tragedy!
227422 May 9 14:14 gunship.lzh - A view from a cockpit I think.
177908 May 9 14:14 insects.lzh - A couple of bees flying around.
64103 Sep 17 1989 lamp.lzh - A Luxo lamp a la Pixar.
45632 May 9 14:14 scanned.lzh - A series of scanned images linked for anim.
222527 May 9 14:12 starwars.lzh - An X-wing fighter destroying the Death Star.
502125 May 9 14:12 vidibat.lzh - Vidi-digitized images from Batman.

These are Cyber .SEQ animations. You can use animate.lzh in /atari/graphics
to view them.
--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3877. Mark Choi's USENET ST mail order service.....

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 21:48:06 UTC
From: scale@abode.wciu.edu
Message-ID: <1991May9.214806.2258@abode.wciu.edu>
Source record: 232271

Hi Mark,
I have a few thoughts about your idea of a "USENET
ST mail order service". It's not that I think it is a bad idea, I feel
that it raises some complicated questions though.

Mark Choi recently wrote.....

$ Question: Does anyone think this goes against USENET ethics about
$commercial advertsing, etc.?

Any way one looks at it, it still comes down to being a commercial
venture being promoted through the public networks; and granted I am not an
expert on UseNet ethics, but hasn't these types of ventures been either
frowned upon, restricted or not allowed? We've all seen many commercial
publishers here on the networks, although they have been typically
providing technical support and service information; not pitching thier
products.
Now let's assume that such a service is "allowed". Does this mean
that one vendor is selected as the singular official UseNet ST supplier; or
establish c.s.a.st as an open marketplace where any vendor can freely
provide thier services to the network? How would this be fairly decided?
I do not see any easy answers.
I'll be honest with everyone here; yes, I am biased. As a
computer dealer, I take a great interest in the subject. As I am sure that
other dealers, manufacturers and publishers; would appreciate being able to
openly and freely advertise, solicite orders and sell thier products here
on the public networks. Realistically however, I doubt that this would
happen; I am also unsure whether it good for the network or not.
Like I mentioned earlier, it is not a bad idea; I just doubt that
there would be a way to implement the idea to fairly satisfy all concerned
parties. Of course these are my own ramblings, there may be something that
I have not thought of. Any suggestions would be welcome, bye.....

Luis Outumuro

--
"""""""

3878. Re: 3 bombs

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 22:25:40 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May9.222540.13265@lsuc.on.ca>
Source record: 232273

In article <1991May7.231318.12305@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
> I've been working on a program for a few months now and it's got
>one "last" problem that I can't fix. I've been staring at it off and
>on for months now. The program is graphics oriented using GEM calls.
>As far as I know I've done everything I need to do for a "clean exit"
>back to the desktop. But I still get 3 bombs when it returns to
>the desktop. Functionally the program is usable as-is. But I don't
>like the idea of marketting a product that bombs on exit. I've
>compiled the program with Sozobon C and I was wonder if this is a
>specific problem with Sozobon. Or is there something I don't know
>about exiting from GEM?

I found the answer yesterday! Many thanks to all who responded.
In fact, though nobody identified the problem exactly, the tip off
was when someone recommended that I try compiling my "initialization"
and "clean exit" sequences separately to make sure the problem was
in that area. In fact, it made me think a bit more about my code
structure. Almost all my testing included saving a file before
exiting. Since the file saved properly, I assumed that that code
was correct. But it occurred to me that at the end of the routine
I usually 'fflush()' the buffer at the end before returning. In
fact, I was wondering if I forgot to put it in the code. Well, it
was there alright, but the problem was that it should NOT have
been there this time. 'fflush()' is only used when you have a
path that's been 'fopen()'d and is pointed to with a type FILE.
The path I was using had been openned by 'open()' and the pointer
was a type 'int'. The surprising thing is that I didn't seem to
have any crash problems when I ran my program from a text Shell.
Oh well. It's party time! :-)

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3879. Atari MegaST BUSS - Pinouts

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 22:26:49 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1991May9.222649.10034@monu6.cc.monash.edu.au>
Source record: 232274

As there has been some discussion on the Mega ST internal bus of late
the following post briefly details the bus connections and what each
pins function is. Refer to any MC68000 data book for more info.
What is presented has been abreviated slightly but no
vital information was edited out. The whole document runs for about 10
pages, most of it esoteric, dealing with Atari's reasons for the bus and
copyright info plus a lengthy Introduction on the design of the bus. No real
information. Hope this is of help. If you have any queries please don't
hesitate to call me. Best of luck.

As to whether this is legal or not - I don't know. If problems do arise
as to the legality please inform me as I don't want to cause any serious
problems. Some parts are copied (ie; typed in by hand, by myself) verbatim
from the original documents.

---------------------------<cut here>---------------------------------------

Atari Mega ST internal bus.

Mechanical Description:

Two sizes of expansion card are supported. One, the half card
is half the depth of the Mega St unit. The other, the full
card is the full depth of the unit. In either case, the card
butts up to the rear panel of the St unit which has been provided with a
removeable hatch through which connectors and/or cables can be mounted.

The expansion card connects to the St motherboard through a 64
pin connector mounted on the bottom (solder) side of the expansion board.
This connector plugs directly into its mate mounted on the motherboard.
Standoffs, 25mm in length, are mounted into the bottom case through the
motherboard. the expansion card is then screwed down to the standoffs.
The standoffs and screws are not supplied with the Mega St and thus should
be included with the expansion card. A hole located in the left rear of
the expansion card fits around a plastic stud to provide extra strain
relief for rear mounting connectors (See diagrams).

Electrical Description:

The signals provided on the 64 pin connector are essentially the
pins of the 68000 processor. These signals are all unbuffered. They are
intended to drive one LS TTL load on the expansion board. driving more than
one load or driving excessive capacitance may cause imporper St operation.
For this reason it is not acceptable to connect to the expansion connector
in any manner other than the one outlined in the previous section (e.g.
connecting directly with a cable is not acceptable.

The bus may be arbitrated away from the processor using the normal 68000 protocol. However, the bus grant signal provided on the connector is the end of the daisy chain. Response time will be effected by the DMA going on in the system (e.g. disk activity, hardware bit-blt transfers, etc). If the peripheral requires DMA to occur while interrupts are enabled, care must be taken to limit the transfers to bursts of less than about 50 bus cycles allowing adequate time between bursts to process the interupts.

The timing of the bus is that of any 8Mhz 68k processor. Since the signals provided are essentially the processor pins, connecting peripherals in the same manner as you would to any 8Mhz 68k should work with no problem. DMA is the exception. The bus cycle produced even while the bus is arbitrated away from the processor must look exactly like an 8Mhz 68k bus cycle. This constraint is necessary to provide the proper sharing of the memory between the processor and the video. In all transfers, DTACK must be provided/sampled as required by the 68k processor specification. Also, transfers may not last more than 64 clock cycles. The St will automatically generate a bus error if AS is held low for more than 64 clock cycles.

The following diagram shows a top view of the connector on the motherboard with its associated pin numbers and signal names. This connector (TRW no. 009-00002-8, JAE no. ME03-R64P-D4T2-A1 or equivalent) is the male side. The expansion board uses the female side (TRW no. 009-00005-6, JAE no. ME03-64S-D4R1-A1 or equivalent).

```
____
d4 (1) . . (2) d5
d3 (3) . . (4) d6
d2 (5) . . (6) d7
d1 (7) . . (8) d8
d0 (9) . . (10) d9
/AS (11) . . (12) d10
/UDS (13) . . (14) d11
/LDS (15) . . (16) d12
R//W (17) . . (18) d13
/DTACK (19) . . (20) d14
/BG (21) . . (22) d15
/BGACK (23) . . (24) GND
/BR (25) . . (26) a23
GND (27) . . (28) a22
CLK (29) . . (30) a21
GND (31) . . (32) GND
/HALT (33) . . (34) a20
/RESET (35) . . (36) a19
/VMA (37) . . (38) a18
E (39) . . (40) a17
/VPA (41) . . (42) a16
/BERR (43) . . (44) a15
/NMI (45) . . (46) a14
/INT-5 (47) . . (48) a13
/INT-3 (49) . . (50) a12
FC2 (51) . . (52) a11
```

FC1 (53) . . (54) a10
FC0 (55) . . (56) a9
a1 (57) . . (58) a8
a2 (59) . . (60) a7
a3 (61) . . (62) a6
a4 (63) . . (64) a5

<front of ST rear of ST>

Top view of motherboard connector.

The following is a brief description of each signal on the connector.
For more detailed info consult a 68000 processor manual.

CLK

This signal is an 8.0106Mhz TTL compatible, 50% duty cycle square wave.

/RESET, /HALT

In combination these two signals can be used to indicate a system
reset. The /RESET can be used by itself to indicate a system or s/w
reset (RESET instruction executed). These are both bidirectional
(open collector) signal terminated on the motherboard with a 1K and
a 4K7 pullup respectively. They may be driven according to standard
68000 processor timing to acheive the functions of the 68000's
/RESET and /HALT lines.

A system reset will occur at powerup and any time the reset switch
is pressed. It causes both lines to go low for at least 1ms. A
software reset will cause only the /RESET line to go low for
approximately 15us.

A1-A23

These lines provide the 23-bit address directly from the 68000
processor. Terminated with 4K7 pullups on the motherboard.

D0-D15

16 bit bidirectional data bus. Terminated with 10K pullups on the
motherboard.

FC0, FC1, FC2

These lines indicate the processor status for the current bus cycle.
They are directly driven by the 68000 processor. Terminated by 10K
pullups on the motherboard.

/AS

When low, indicates valid address on address bus. Terminated with
4K7 pullups on motherboard.

R//W

When high, processor is doing a read. When low, processor is doing
A write. Terminated with 4K7 pullups on motherboard.

/UDS, /LDS

/UDS indicates upper 8 bits, ie; D8-D15. /LDS indicates lower 8 bits,
ie; D0-D7. Terminated with 4K7 pullups on motherboard.

/DTACK

Bidirectional signal used to indicate a completed data transfer.
Terminated on motherboard with a 1K pullup

/BERR

Used to tell the processor or DMA device that no peripheral device
has reponded to the current bus cycle. The ST will automatically
generate this signal if a bus cycle does not complete within 64 clock
cycles. Terminated on motherboard with 4K7 pullup.

E

Enable clock used for 6800 peripherals. 60/40 duty cycle.

/VPA

Open collector line used to indicate that a 6800 type cycle should
be executed. Terminated by 4K7 pullup.

/VMA

This signal is used to synchronise 6800 type bus transfers with the
E clock.

/BR

Indicates that the bus will be released at the end of the current
bus cycle. This signal is daisy chained through the other DMA
devices on the motherboard, it does not come directly from the
processor.

/BGACK

Open collector signal used by a DMA device to claim bus mastership.
Terminated by 4K7 pullup on motherboard. Should also be terminated
on expansion board with another 4K7 pullup.

/NMI, /INT-5, /INT-3

These signals are used to asynchronously generate a level 7, level 5
or level 3 interrupt. These are the only levels which can be generated
externally. If they all occur simultaneously, the highest priority
(level 7) will be acknowledged first. The expansion card is responsible
for responding to any interrupt acknowledges for interrupts which it
generates. These acknowledges can be either vectored or auto-vectored.
All three lines are terminated by a 1K pullup on the motherboard.

Power:

Power is supplied to the expansion card through a pigtail cable which plugs onto a six pin connector on the motherboard. The connector on the mother-board is AMP no. 171825-6. The mating connector on the pigtail from the expansion borad is AMP no. 171822-6. The drive capabilities are as follows;

PIN 1 - +5VDC @ 750mA
PIN 2 - +5VDC
PIN 3 - GND
PIN 4 - GND
PIN 5 - GND
PIN 6 - +12VDC @ 500mA

Software Considerations:

The mediation of available addresses should not be necessary since only one expansion card may be plugged in at any one time. Atari has set aside the addresses C00000 through CFFFFF, FF0000 through FF7FFF and FFFE00 through FFFFFD for use by outside developers. Spurious accesses to FFFFFE/FFFFFF may be generated.

You can't add RAM which will work as video memory and/or will allow DMA. Also if memory is extended on the expansion card, the operating system will not clear it or allow it to be allocated.

---------------------------------<cut here>-----------------------------------

----
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

3880. 1040ST FLASHBACK backup restoration?

Newsgroup: comp.sys.atari.st
Date: 1991-05-09 23:52:53 UTC
From: terryb.bbs@shark.cs.fau.edu
Message-ID: <uueP21w163w@shark.cs.fau.edu>
Source record: 232275

A friend of mine uses an Atari 1040 ST as a POS terminal in her business. I don't know the full story, but for some reason the hard disk was reformatted by an employee. The disk had her customer mailing list, inventory, etc. on it. They tell me the drive was backed up first using a program called FLASHBACK. But the copy of FLASHBACK on the hard drive is gone.

1) Anyway to "unformat" the hard drive?
2) Anywhere to get FLASHBACK or a compatible to restore the drive?

Failing these, there is a program called RWALL.ZIP in IBMHW forum on Compuserve that says it lets a PC read and write ST disks. Could the backup up disks be read onto a PC and the customer data extracted into ASCII files somehow?

P.S.: I am completely unfamiliar with Atari machines, but familiar with IBM and compatibles.

thanx
terry

3881. Re: ST systems for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 00:37:06 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May10.003706.28794@ecst.csuchico.edu>
Source record: 232266

In article <154865@pyramid.pyramid.com> apalmer@pyrtech.pyramid.com (Albert "Earthquake" Palmer) writes:
>
>I also have about 10 Mega keyboards that I would like to sell. These are
>just the bare bones keyboards. They are a direct replacement for the
>keyboard in the original 520 without the internal floppy. I'm asking
>$40 each for the keyboards or 3 for $100.
>

Has anyone ever connected a Mega keyboard to a STFM style machine (STe, 1040, 520STFM, etc.)? Could a hack be constructed so that the original keyboard is left intact, but also have the detachable Mega keyboard?

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3882. Re: Info about the Windsor Atari Show

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 00:57:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42171@cup.portal.com>
Source record: 232201

One of the best parts of the Windsor/Detroit International Atarifest was the big, central area shared by Atari US/Canada and Sav-Tek, a large Canadian Atari dealer...

There were literally mounds of boxes of TT030s, Mega STe 1s, Mega STe 4s, STacys, STes, and much more...

The prices were simply amazing... the last TT030 went for a special price of $2195..!

In addition, support for the show from Atari Canada was very strong... they provided over 20 complete computer systems for the developers and exhibitors to use during the show, including TT030s and Mega STes.

Good show, Atari...!

BobR

3883. Re: Chq Inc. and other post-AtariFest questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 01:02:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42172@cup.portal.com>
Source record: 232203

Dani Roloson asked:
>2) Is anyone associated with AIM?
> I picked up the complete animation set plus the show disk and
> all the ST ones work fine except for WERWELTV.SEQ which gets
> a "File Format Error".

I'm not associated with them, but I'm sure they'll replace the disk, or help you figure out what's wrong..

Their phone number is (313) 973-8825 if you'd like to call them, or their address is: Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108

I'll see if I can find out if there's anything different about that one file for you...

BobR

3884. To J. R. Bammi (mail bounced, sorry)

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 01:08:25 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <270@daily-planet.concordia.ca>
Source record: 232278

Sorry to waste net bandwidth like this, but I would just like to thank J. R. Bammi for his help concerning zoo. My Email reply to him bounced twice at bammi@uunet.uu.net .

(I also thank again all the others who helped, to whom my replies got through, hopefully :-)

Agostino

--
OO OO Agostino Deligia
O O O Systems Architecture
O O O Concordia University, Montreal (Canada)
O OOOO agostino@concour.cs.concordia.ca

3885. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 02:54:43 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May10.025443.15780@actrix.gen.nz>
Source record: 232279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991May9.154337.17580@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
> In article <2930@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> >Supra's driver will find ACSI units which are not connected in consecutive
> >order starting with zero, and Atari's driver won't.
> > ...
> >There is another problem which has been called to my attention, and which
> >is covered by the same "Atari drivers" caveat: Supra uses one trick to get
> >more than four partitions per drive, and Atari uses another. If you have a
> >drive partitioned with Supra's trick, and you connected it to a TT (or any
> >machine running an Atari driver) the partitions after the fourth one will
> >not be accessible. Again, it's a question of using non-Atari drivers.
> >
> >==
> >Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> >reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
>
> I would think it would be in Atari's best interests to provide an
> upgrade path for present ST users of Supra's drives. It shouldn't
> be too hard to extend AHDI so that:
>
> 1. The driver will work like Supra's driver and find ACSI units
> which are not connected in consecutive order.
>
> 2. The driver will recognize Supra's extended partitions as well as
> Atari's. HDX doesn't have to create them, but it would sure be nice
> if AHDI and HDX understood them.
>
> --
> ==
> | Michael Fischer <fischer-michael@cs.yale.edu> |
> ==

Why don't we have a propper standard, one of the problems is that
Ataries HDX standard came out far to late.
So why don't all the other Atari developers come up with one
common standard.
Is it not posible to follow the MS-DOS standard, as our disks are
based on that standard..
It would only take a small patch program to fixup the none standard
disk partitions, and for the other developers to fixup there Booters,
or is this to simple a task.

Also are BIG partition standard ?.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3886. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 03:30:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991May10.033032.1794@wam.umd.edu>
Source record: 232280

In article <1991May09.205931.27513@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>In article <1991May09.165204.3132@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:

<stuff deleted>

>
>Lexicor software is supposed to have their own board out soon. The ISAC
>board has been shipping for some time. I think it may only be Megabus
>compatible, but I'm not sure. You can find it for around $600. BTW,
>there used to be a Parsec 'board' which was actually a unit by itself.
>Anyone know whatever became of it?
>
>--
> ||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
> ||| Video Production Major, California State University, Chico
> / | \ SysOp, Fuji BBS: 916-894-1261

I know Rio/Datel in Las Vegas was supposed to be importing it from England.
I do know they were charging $1495 for the ParSec alone, which is a bit steep for a 1024x768x16 color display (granted it is TI34010 based and runs off any ST and has VRAM, expandability, SCSI ports, and RS432 (?) ports, etc... making it a computer in its own right, kind of like Video Toaster)

3887. 8 Bit Atari 800xl for sale!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 05:35:50 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May10.053550.560@ecst.csuchico.edu>
Source record: 232268
Cross-posted to: comp.sys.atari.st,misc.wanted,misc.forsale

I want to get rid of this thing!!

One Atari 800xl
one 1050 5.25 single sided drive
Power cables, an TV switch box.

oh yah and an a xm301 300baud modem.
also a adaptor to hook it to any RS232 printer.

misc software,,

make an offer, no resonable offer refused, "you pay shipping"

thanks Justin neonman@ecst.csuchico.edu

3888. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 07:53:34 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May10.075334.19165@cs.ucla.edu>
Source record: 232286
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991May10.025443.15780@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
[Quotes lots of people]
>
>Why don't we have a propper standard, one of the problems is that
> Ataries HDX standard came out far to late.
>So why don't all the other Atari developers come up with one
>common standard.
> Is it not posible to follow the MS-DOS standard, as our disks are
>based on that standard..
>It would only take a small patch program to fixup the none standard
>disk partitions, and for the other developers to fixup there Booters,
>or is this to simple a task.
>
>Also are BIG partition standard ?.
>--
>Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

Well, there's not point in adopting yet another standard now. Atari has
released the details of their standard for adding partitions and for
creating large (big GEM - BGM) partitions. Registered developers can get
this document right now. The new driver comes with all TTs so we might as
well use its standard.

--Steve

--
Steve Whitney - UCLA CS Grad Student ((\))_-_((\))
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3889. Re: Is there an ESDI adapter for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 07:54:52 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.673862092@krypton>
Source record: 232295

figuei@arakis.rutgers.edu (Francisco Figueirido) writes:

>Hello! I could have the chance to get (for free or very cheap) an ESDI
>disk drive, and was wondering whether such a beast can be connected to
>an Atari ST (I have an ST1040). I know that there are SCSI adapters
>for the ST, but are there any ESDI adapters? I am quite
>hardware-ignorant, and have never programmed a disk drive but would be
>willing to do it if I can get a cheap, huge disk! Thanks in advance.

> Francisco Figueirido
> email: figuei@lutece.rutgers.edu

I don't know whether this would work, but there is a SCSI to ESDI converter.
The ADAPTEC 4525 controller does this. And as some drives already use an
ADAPTEC 4070 or 4000 controller to convert SCSI to ST506, this may be a
feasible solution. I'd contact ICD or Supra and find out whether there boards
support the ADAPTEC 4525. I do know for a fact that they support 4000/4070.

Let me know how this goes ....

Alan Hourihane

email : alanh@logitek.co.uk

3890. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 08:02:31 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May10.080231.19384@informatik.uni-erlangen.de>
Source record: 232281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

fischer-michael@cs.yale.edu (Michael Fischer) writes:

>In article <2930@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>upgrade path for present ST users of Supra's drives. It shouldn't
>be too hard to extend AHDI so that:
>1. The driver will work like Supra's driver and find ACSI units
>which are not connected in consecutive order.
>2. The driver will recognize Supra's extended partitions as well as
>Atari's. HDX doesn't have to create them, but it would sure be nice
>if AHDI and HDX understood them.

Perhaps they don't want the two formats to be mixed up by users.
Anyway, the two points you made are two of the reasons I wrote my own
driver. Especially (1) is extremely annoying.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3891. crosscompiling on sun/hp

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 08:54:32 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991May10.085432.20109@daimi.aau.dk>
Source record: 232291

Hi.

I would like to set up a (gcc) cross-compiling environment on the workstations at my university. I would like to know how to do that. If there is a description on atari.archive please point me to the file containing the info, as there is quite a lot of files to search through. None of those I have tried gave me anything.

Christian Lynbech

DAIMI
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

3892. GCC-Compiler 1.39 -- Where can I get it?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 09:48:23 UTC
From: PATZEL@mathematik.uni-ulm.de
Message-ID: <1991May10.114947.9142@rusmv1.rus.uni-stuttgart.de>
Source record: 232284

Does someone know where I can ftp a complete package of the gcc 1.39
compiler for the Atari-ST/TOS?

I've downloaded a package from terminator.cc.umich.edu, but there
only gcc-cc1 has the version number 1.39. The gcc command has 1.37.
Gdb and sym-ld are missing. Who can help?

Martin

Martin Patzel preferred: patzel@mathematik.uni-ulm.de
Promenadeweg 15 fido: Martin Patzel @ 2:241/7902.3
D-7905 Dietenheim 1 other: patzel@rzmain.rz.uni-ulm.de
bitnet: patzel@dulruu51.bitnet

3893. Wanted: Mass-spectra program for ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 10:37:14 UTC
From: HUTTER@rzmain.rz.uni-ulm.de
Message-ID: <1991May10.124058.21116@rusmv1.rus.uni-stuttgart.de>
Source record: 232285

Does anyone have a program that is able to help in assigning mass
spectra - or at least: does anyone know where to get one? If possible
I'd prefer a public-domain program, but if there is a commercial program
just let me know...

Thnks a lot!

Wolfgang

3894. GEM source code (also:Re: 3 bombs)

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 11:18:02 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1991May10.131802@cs.utwente.nl>
Source record: 232202

In article <1991May7.231318.12305@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:
|>
|> I've been working on a program for a few months now and it's got
|> one "last" problem that I can't fix. I've been staring at it off and
|> on for months now. The program is graphics oriented using GEM calls.
|> As far as I know I've done everything I need to do for a "clean exit"
|> back to the desktop. But I still get 3 bombs when it returns to
|> the desktop. Functionally the program is usable as-is. But I don't
|> like the idea of marketting a product that bombs on exit. I've
|> compiled the program with Sozobon C and I was wonder if this is a
|> specific problem with Sozobon. Or is there something I don't know
|> about exiting from GEM?

I think you will have to post the text of your entry- and exit code,
because there is no problem with sozobon, I compiled some GEM programs
with sozobon and they run without problems.

and now something completely different:
The Larch

Some time ago people asked for example GEM programs. To get a bit used
to GEM I wrote a relatively small and not very useful text-viewer.
Because it is small I think other people can understand it, it contains
comments.
Subjects covered:
evnt_multi, wind_..., vst_height, v_gtext, vro_cpfm, etc.
multiple windows with the 8x8 font
keystrokes do not necessarily go to the top windiw, but to the
one under the mouse.

Another program simulates the Xwindow style of multi clicking.
(Ever tried to three-double click with GEM :-(.)

If anyone is interested I will send they to comp.sources.a.s

3895. Re: IMPORTANT: Users of Rodney's UUCP modules / GUS

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 11:55:54 UTC
From: jan@janhh.hanse.de
Message-ID: <1352.05.91@janhh.hanse.de>
Source record: 232238

From article <g5No26w164w@mantis.co.uk>, by mathew@mantis.co.uk (CNEWS MUST DIE!):
> I has recently been drawn to my attention that said software is generating
> Usenet Date: headers with the year in full -- that is, 17 Jun 1991 instead
> of 17 Jun 91.
>
> THE NEW "IMPROVED" C-NEWS WILL SILENTLY DISCARD ALL SUCH ARTICLES, WITHOUT
> WARNING THE POSTER.

The problem is fixed in a new veersion of GUS (now HERMES). Try to get an
update.

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3896. Re: Cal 4.7 - problems with 'save'?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 12:17:05 UTC
From: marc@uni-paderborn.de
Message-ID: <1991May10.121705.8483@uni-paderborn.de>
Source record: 232287

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

>In article <1991May6.115950.4773@uni-paderborn.de>, marc@uni-paderborn.de (Marc Gumbold) writes:

>>[...]

>I helped to beta test the program. For one thing, when you say "save", it
>does not immediately write to the disk. What it does is save THAT particular
>event into it's database uniquely. If you hit "repl", it replaces the one
>you edited with the new one. Only when you exit the program does it actually
>save to disk (after asking you).

Ok. That was clear to me. Fine.

>>[...]
>>It would really be a pity if I couldn't use that nifty program just
>>because of some stupid misbehaviour like this...

>I have a real funny feeling that it is something else in your setup, or that
>it was working fine but you did not understand what it was doing. I am getting
>ready to post the latest version (5.0), which has a rewritten manual. I
>suggest you get it from atari.archive (in a couple of days). In the mean time,
>why don't you try putting it on a floppy and running without any auto or
>other acc's. I am unsure if the program locked up, or just did not "save" the
>way you thought it should (from your above description). If it is the
>second, the program was working fine (you just need to exit all the way out
>for it to write to disk, after all editing is done). If it is the first,
>I would say it is another acc or something. Personally, I use it renamed as
>a .prg, since I don't trust accs :-).

It's the first one. The program locked up _after_ pressing the "real" (the
last one) exit button and _before_ the file select box comes up.

I renamed it to .prg, too. It did work fine, then. I entered all my
birthdays, got all saved and now I'm happy. For the .acc, I'll try it
with a blank environment next days as soon as I find the time.

>>
>>Any ideas? Is the author reading this? (forgot your name, boy, my ST's
>>at home)
>>

>His name is Bill Aycock. Great guy.

Yep. Don't know him, but his program is really nice. If you meet him,
tell him my regards. Perhaps I'll send a postcard then...

Cheers, Marc

--

Marc Gumbold EMail: marc@uni-paderborn.de Phone(home): +49 5234 5319
grad CS stud Snail(home): Nordstr. 29, 4934 Horn-Bad Meinberg, Germany
------ "Forty-two," said Deep Thought, with infinite majesty and calm. -------

3897. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 12:55:11 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91130.112854ONM07@DMSWWU1A.BITNET>
Source record: 232292

In article <LPmL22w164w@ersys.uucp>, ersys!mforget@nro.cs.athabascau.ca (Michel Forget) says:
>
>Does anyone know how to use the Pexec function so that it will take a
>command line longer than 80 charactes. I am writing a program that will
>require longer command lines, but I'm stumped on this one. The
>documentation that I have does not mention anything about command lines
>longer than 80 characters, yet they are possible...
>
>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< or in the language that PEOPLE use >>
><< Michel Forget...:) >>

The true limit for Pexec() is 124 characters. If you need more, should use the ARGV method, as documented by Atari and used in many *nix-like shells.

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

3898. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 12:55:14 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91130.115223ONM07@DMSWWU1A.BITNET>
Source record: 232293

In article <A1146492584@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
>While we're on the subject:
...stuff deleted...
>
>Has anybody tried writing a replacement for Sozobon's dstart.o module that
>supports XARG? And is it possible to support both XARG and ARGV?
>
> ----
> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

This is no problem at all. Gemini and Mupfel are using both ARGV and xARGs
when launching programs.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

3899. Re: Info about the Windsor Atari Show

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 14:31:29 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May10.143129.1@simvax.labmed.umn.edu>
Source record: 232213

For all those with glowing comments about the recent show:

Did you see a demonstration of HyperLink? If so, what did you think of it?

(Or were you all sworn to secrecy?)

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3900. Re: Bash - does it work?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 14:36:05 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May10.143605.1@simvax.labmed.umn.edu>
Source record: 232215

> In article <1304@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Does the bash.ttp (The Bourne Again Shell) in "utilities/bash-bin.lzh" of
>>atari.archive work? All I get is a useless prompt - I can't even cd.

BASH doesn't have much in the way of built-in utilities. For example, the
rather simple 'ls' or 'cat' commands are missing. When I tested BASH under
MINT, I was thankful that I had Allan Pratt's 'MINT'-ized utilities (available
on the atari.archive server as AKPUTIL7.ZOO in the mint directory.)

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3901. Bash - does it work?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 14:52:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1304@uqcspe.cs.uq.oz.au>
Source record: 232205

Does the bash.ttp (The Bourne Again Shell) in "utilities/bash-bin.lzh" of atari.archive work? All I get is a useless prompt - I can't even cd.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3902. Re: One Last Wish

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 15:07:36 UTC
From: stevedc@syma.sussex.ac.uk
Message-ID: <5059@syma.sussex.ac.uk>
Source record: 232210

From article <5175d1d7.20b6d@apollo.HP.COM>, by rehrauer@apollo.HP.COM (Steve Rehrauer):
> In article <3VwJ23w164w@bluemoon.uucp> dddean@bluemoon.uucp (David D. Dean) writes:
>>Hello:
>
> (Sigh. UseNet is a lossless transmission medium at all the wrong times.)
>
>> LAST WISH
>>
>> A brain tumor is cutting short the life of seven-year-old
>>Craig Shergold. His Last Wish doesn't seem very much to ask; simply
>
> As has been stated innumerable times within countless groups, Craig has
> enough cards. Send no more. Stop propagating this chain-article. Tell
> your friends not to propagate it. This is not a flame, just a wish that
> this thread would die someday. (I fully expect it'll outlive me -- some
> day, somewhere in a galaxy far far away, three-eyed Slobors will be faxing
> cards to Craig...)
> --
> "The goons are riding motorcycles, but WE'VE | (Steve) rehrauer@apollo.hp.com
> got a whole big metal car! This will be like | Hewlett-Packard
> stepping on ants..." -- Freelance Police | Massachusetts Languages Lab

Agreed agreed and agreed again. It is even in Spaf's regular new user
questions postings!

Craig is now 11, so this thing has been going for 4 years.

If the bonehead CEO's at the place that first posted this want to ring
me (in the UK) for verificattion of this then my number is below.

(Perhaps we should all send cards to Cliff Stoll? :-)

Stephen Carter, Systems Manager, The Administration,
The University of Sussex, Falmer, Brighton BN1 9RH, UK
Tel: +44 273 678203 Fax: +44 273 678335 JANET: stevedc@uk.ac.sussex.syma
EARN/BITNET : stevedc@syma.sussex.ac.uk UUCP: stevedc@syma.uucp
ARPA/INTERNET: stevedc%syma.sussex.ac.uk@nsfnet-relay.ac.uk

A few lines for the newsreader

3903. Arcgsh (was: lzh question)

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 15:40:11 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3244@laura.UUCP>
Source record: 232204

In article <6783008@nathan.ruhr.de>, ue@nathan.ruhr.de (Udo Erdelhoff) writes:
|> are you currently planning to support UNARJ, UNZIP or the soon coming
|> STZip??
|> It seems that we ST-users are climbing up the ladder of aviable
|> archivers,
|> all we need is some good gui to make life easier...

The next release of Arcgsh will offer a graphical user interface for tar
and compress. Futher Arcgsh versions may provide support for additional
archivers, provided of course that running versions of the archivers in
question exist for the ST.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3904. TOS Versions

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 16:25:25 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1991May10.182733.14793@rusmv1.rus.uni-stuttgart.de>
Source record: 232207

Is the TOS Version 1.04 the same as the TOS Version 1.4? Same with 1.06
and 1.6. Is there a difference?

! ccc_ball@dulruu51.bitnet ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 D-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

3905. Re: Tos 1.4 Bugs

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 17:04:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May10.170436.7521@ecst.csuchico.edu>
Source record: 232214

In article <1991May10.130926.28727@qut.edu.au> lunnon@qut.edu.au writes:
>Yet another bug in TOS 1.4
>
>
> It has been brought to my attention that the new desktop formatter
>in TOS 1.4 does not mark bad blocks correctly according to the IBM media.
>It seems that TOS gets the nybbles wrong. (you know that wierd 12 bit
>fat they have), anyone else have experience with this one. While I'm
>on the subject, most formatters I have don't cope well with bad sectors,
>does anyone know of one that does do bad sector mapping properly ???
>

The old TOS doesn't map the bad sectors either. Actually, I heard that
it does recognize the bad sectors, but it doesn't actually 'save the
bad sector configuration' to disk; so, it knows they're there, but
doesn't permanently write them. Anyway, I wonder if this is fixed in
TOS >1.4.

DC Format 3.02 does good bad sector mapping.

I asked Dan Wilga about adding a bad sector mapping feature to NeoDesk's
formatter, and he told me just to throw out the disk. :^)

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3906. Re: Mark Choi's USENET ST mail order service.....

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 17:08:10 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991May10.170810.24497@ccu.umanitoba.ca>
Source record: 232217

In article <1991May9.214806.2258@abode.wciu.edu> scale@abode.wciu.edu (Luis Outumuro) writes:
> Any way one looks at it, it still comes down to being a commercial
>venture being promoted through the public networks; and granted I am not an
>expert on UseNet ethics, but hasn't these types of ventures been either
>frowned upon, restricted or not allowed? We've all seen many commercial
>publishers here on the networks, although they have been typically
>providing technical support and service information; not pitching thier
>products.
> Now let's assume that such a service is "allowed". Does this mean
>that one vendor is selected as the singular official UseNet ST supplier; or
>establish c.s.a.st as an open marketplace where any vendor can freely
>provide thier services to the network? How would this be fairly decided?
>I do not see any easy answers.

Using c.s.a.st or any other newsgroup as a source of free advertising would be a definite no-no. But what's the objection to operating a mail-order business entirely via email (i.e., catalogs mailed only to people who have explicitly requested them; all orders, confirmations, inquiries handled through email)? So far as I can see, Usenet commercial guidelines would have no bearing at all on such a service. (Individual sites might have objections about their users using email resources in this fashion, but that's up to them to deal with.)

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

3907. Re: GEM source code (also:Re: 3 bombs)

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 17:24:55 UTC
From: johnb@geech.gnu.ai.mit.edu
Message-ID: <JOHNB.91May10132455@geech.gnu.ai.mit.edu>
Source record: 232298

Mark,

Please post you source.. I would love to lock at it..

Thanx..

John
--
****
* John Bunch * 610 Morris St. * I don't want the world, *
* johnb@gnu.ai.mit.edu * Albany,NY * I just want your half... *
* * 12208 * -TMBG *
****

3908. Re: Bash - does it work?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 17:25:32 UTC
From: plinio@boole.seas.ucla.edu
Message-ID: <2716@lee.SEAS.UCLA.EDU>
Source record: 232297

In article <1304@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Does the bash.ttp (The Bourne Again Shell) in "utilities/bash-bin.lzh" of
>atari.archive work? All I get is a useless prompt - I can't even cd.

Most likely your problem is that you are trying to run bash without mint.
--
To mak wridin mo eficiend, i sujes de folouin janjs: drop deleder 'k', as
'c' uil du jus fin. gt rid of endn 'e', sinc ids nevr proncd aniuai. als,
't' is nevr nedd; us 'd'. repedv cnsnts shd b rdcd t 1, nls bp ngbl r...

3909. Re: ST zoo for Unix

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 17:44:17 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991May10.174417.4565@cs.yale.edu>
Source record: 232299

```
In article <261@daily-planet.concordia.ca>
agostino@concour.cs.concordia.ca (Agostino Deligia) writes:
>
>Hello,
>
> Does anyone know of a "zoo" for the ST which will run on Unix (Sun3
>running SunOS 4.1). I have this 500k ST zoo file on a Sun which I need to d/l
>to my ST. However, it would be better if I could unzoo the file on the
>Sun and d/l the smaller constituents separately.

The programs in atari/gnustuff/tos/zoo201.zoo on
atari.archive.umich.edu can be compiled to run under Unix. Of course,
you have to unzoo it first.
--
================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
================================================
```

3910. Tos 1.4 Bugs

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 18:09:26 UTC
From: lunnon@qut.edu.au
Message-ID: <1991May10.130926.28727@qut.edu.au>
Source record: 232282

Yet another bug in TOS 1.4

It has been brought to my attention that the new desktop formatter
in TOS 1.4 does not mark bad blocks correctly according to the IBM media.
It seems that TOS gets the nybbles wrong. (you know that wierd 12 bit
fat they have), anyone else have experience with this one. While I'm
on the subject, most formatters I have don't cope well with bad sectors,
does anyone know of one that does do bad sector mapping properly ???

BOB
R.Lunnon@qut.edu.au

3911. Re: One Last Wish

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 18:23:48 UTC
From: esj@harvee.UUCP
Message-ID: <1062478@harvee.UUCP>
Source record: 232221

In article <3VwJ23w164w@bluemoon.uucp> dddean@bluemoon.uucp
(David D. Dean) writes:
[stuff about Craig Shergold wanting get well cards.]

as the potted petunia said in the hitchhikers guide to the galaxy "oh
no, not again"

DON'T SEND CARDS! craig has gotten enough cards to win several
times over, Guiness has closed the category, and everyone associated
with craig and the card request, would like the cards to stop coming.
You might say his last request is to not get any more Get Well cards :-)

For more info, I suggest folks check into alt.folklore.urban for the
FAQ list of over discussed urban legends which include the Craig Shergold
card request.

--- eric
--
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956

3912. MAS 0.6 sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 18:25:49 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14833@ccncsu.ColoState.EDU>
Source record: 232211

The MAS 0.6 offered in Europe FTP site 132.231.10.1 has been uploaded to
Atari.archive.umich.edu for North American access.
It's now in new and will be move to approviate directory later.
following files included:
mas6st.arc ----- the binaries.
mastut.arc ----- the tex documents and additional.
mashelp.arc ----- the help file.
masdef.arc
It looks like a good package for Algebra, the people in University of Passau
has done a very good job, and the TeX document provide a very good guide.
Tang
sytang@lamar.colostate.edu

3913. Publishers

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 18:56:52 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May10.185652.19983@lsuc.on.ca>
Source record: 232239

I've just finished a program and magazine article and I sent it off to STart Magazine. So right now, I'm planning my next bit of work and I'm wondering which direction I'm going to work towards. The biggest problem is deciding marketing methods.

1. Shareware: I'm getting more and more convinced that this is a bad idea. It's not just a matter of how little money most shareware publishers are getting. I think there's a much more important problem. For the last decade, "the big lie" in the computer field was the availability of tons and tons of "Public Domain" software. Ask yourself whether you were told this by somebody back when you were deciding whether to buy your first computer. "There's so much you can do" and "all you have to do is buy a computer!" Absolute B*llsh*t! You had to do *much* more than just buy a computer. And furthermore, if you looked into the situation, there simply wasn't "tons and tons of Public Domain" software. Oh, there was a lot of software that people were telling you was Public Domain, but if you really looked into it, and did some digging around, like phoning some of the authors of so-called Public Domain software, often it was "ripped off" software or software with specific limitations on how you could use it. Some of the authors I've contacted were irate about the mis-use of their software. Shareware just succeeds in muddying the water even more. There are so many variations of restrictions on re-distribution and usage of software, most BBS sysops who care at all about legalities are even reaching the point where they can't be bothered worrying about it anymore. This could get so bad that we'll see the publishers getting the police out confiscating equipment. They already have been to a small extent.

On Usenet, this is even more obnoxious. The basic concept of all networks is "you scratch my back and I'll scratch yours." That is to say, I'll do you the favour of carrying your files to other people and you do the same for me. In the News style systems this goes further: "I'll help you with your problems, and give you valuable information, if you'll help me, someday." That is to say we share the information because we *all* get something out of it, or at least expect to. Stating it further, we should expect to get equal "benefit" for the help we give others -- both in terms of advice and in terms of files. When you demand payment from people based on whether they are a "commercial site", for example, you're really snubbing them. It's like your saying "you are 'allowed' to see me picking your pocket as you pay for the transfer and storage of my file, but if you want any 'benefit' for having done so, you'll have to pay me extra!" And the

bigger joke is that this "commercial" site may be some individual working hard just to make ends meet getting a small time consulting company off the ground with less disposable cash than some student sitting in an EDU site paid for by his/her parents!

In the long run, there's no real justification for having *any* restrictions on *any* files posted to a newsgroup. Even the GNU "copyleft" is nothing by hypocritical masterbation in that sense. I will do my best to "respect" such restrictions, but I believe it is only right to post TRUE PUBLIC DOMAIN files in Usenet Newsgroups.

2. Traditional Publishers: The cost of packaging an "store shelf" product is pretty high. It seems to me that only the most widely popular products are worth marketting this way.

3. Magazines: Magazines can justify the inclusion of much small programs and programs of less general interest because over a year a subscriber can count on finding *some* programs of interest.

STart Magazine, for all the criticism levelled against it, has paid good rates to writers, making many of the lesser programs viable. Furthermore, because it integrated a "store shelf" publishing business with its "magazine disk" business, it was possible for people like Tom Hudson and Jim Kent to develop large bodies of programs which they might not have had the opportunity to develop in other ways.

Many other magazines crow about their "Public Domain" disks, but they don't *pay*. As such, they survive off the scroungings from BBS files and "crippleware" demo files. As such, they are really not doing much to promote real development. Don't expect to see the "next Tom Hudson" working for them. At best they may get some good stuff from people living off the money of others -- more students living off their parents and such. Now if you're a student you might want to submit something to them, but what good is it *really* going to do you? Reputation? To an extent, you can take your reputation from such publications and a buck and buy a cuppa coffee. A career? Forget it. I've done so much free work over the years you could wallpaper a shopping mall with the printouts. The only thing it gets you is more requests to do more free work.

Anyway, as you can see, my belief is clearly that the only "good" ways to market software are either "store shelf" or magazine, and if by magazine, one that *pays*.

But that leads me to wonder who's left in the Atari Publishing world? In particular, which magazines are paying for programs and what happens if I want to develop a program further? All I've seen lately in North America for paying work is STart Magazine. The other stuff seem to all be "fanzine" and beg for contributions. Pay? Money? "Why aren't you glad for the opportunity to do something for others? [#define others the-publisher]"

Also, exactly what *did* happen at STart? Did they sell off
all their "store shelf" business or is "The Catalogue" still
part of their overall business? I haven't seen ads for it lately.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3914. NeoDesk 3.01 -> 3.02 Upgrade: Where ?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 19:45:58 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991May10.194558.14865@cs.cmu.edu>
Source record: 232216

Is the upgrade patch file to convert NeoDesk 3.01 into version 3.02
available at any ftp sites ?

If it isn't, could some one who has it please upload it (preferably
to atari.archive) ?

Thanks in advance,

Red/.

3915. USENET email service

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 19:55:38 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <0c_jeuy00WAu0_4o0s@andrew.cmu.edu>
Source record: 232296

O.K., here's the scoop, for all those interested. Although I only got three messages frowning on this, and at least twenty that wanted me to do it right away, the problems with the idea, both those of ethics and policy, and those put forward by Luis Outomuro seem to indicate that this is not the best way to go about this. This does not mean that I have abandoned the idea, if only to get more Atari product out there. Profit? Huh? For the amount of time I will have to put into this, I will be losing money, but here goes:
several folks suggested that I have a mailing list, and that I put together a catalogue. The problem with this is that then I would just be a true mail order service, and might as well jack up prices and just go for it. I do not have the time or inclination to go into hard/software retail anymore (I almost became an ST authorized business center, a while back). But here is what I will do. I will not have a catalogue. I do not have the time to compile one, nor do I have them time to write reviews. You will have to rely on what info you can get. You are on USENET, so use it. subscribe to Z-net's fine online mag! However, I will keep my e-mail address available for people to ask for prices, and I will e-mail them my responses. I may even post my real address and phone, if that becomes necessary. You can email me for a specific thing, or you can get on my mailing list for my "news brief". Unlike a real catalogue, it will contain only new things, and things of great interest. Bit by bit, I may add older things to the list, to eventually have a more catalogue like list, but not right away. Rest assured that I probably can get whatever old title you need, in my news brief or not, if it is still being distributed by the publisher. I will have some hardware: cpu's, modems, etc. as well. But like I said, this is not a business venture, just a favor to those who can not find a dealer. In fact, I would appreciate it if those who live near dealers would buy stuff from them. If you don't like their price, haggle it down, but buy it from them! I doubt that I will really affect them at all, though. In fact, if it ever got so large that it looked like it might, I would probably stop altogether. I have other things to do, you know. I really only expect a few orders a week.

So.... As I wait for my neural network to settle into the correct pattern of activations so I can take a screen snapshot, and finish my real work, I shall finish this post. If you are interested on getting on this list, e-mail me. It may take a while to compile, though. If you want something specific, ask, and I'll see. All those who expressed their desire for me to do this are already on the list. I will not advertise on the net. I agree with Luis that this is a mistake, and I never intended to do so. If no one minds, I will just post a "Anyone need something they can't find type of message every now and then. No

prices, not specific products, etc. I will also read "xxx Wanted" posts. Any advertising at all will have to come from "word of finger" from satisfied folks out there, or advice for those who ask for something. I will not solicit this, though, as I would rather spend my time riding my bike!
Now, is there any problem for anyone out there with this method? Please tell me about it. I do not wish to offend anyone. Not the users of c.s.a.st, especially not those who are themselves dealers (hi Luis!) and not the "powers that be. Please e-mail me with any problems any of you may have with this.

3916. re: GEM source code

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 20:05:33 UTC
From: bill@sugaree.uu.net
Message-ID: <108.282ac4cd@sugaree.uu.net>
Source record: 232236

In article <1991May10.131802@cs.utwente.nl>, ramaer@cs.utwente.nl
(Mark Ramaer) writes:
>
> Some time ago people asked for example GEM programs. To get a bit used
> to GEM I wrote a relatively small and not very useful text-viewer.
> Because it is small I think other people can understand it, it contains
> comments.
> Subjects covered:
> evnt_multi, wind_..., vst_height, v_gtext, vro_cpfm, etc.
> multiple windows with the 8x8 font
> keystrokes do not necessarily go to the top windiw, but to the
> one under the mouse.
>
> Another program simulates the Xwindow style of multi clicking.
> (Ever tried to three-double click with GEM :-(.)
>
> If anyone is interested I will send they to comp.sources.a.s

I am, please post. Thanks!

...Bill

--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

3917. 520 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 21:13:23 UTC
From: defrain@ei.ecn.purdue.edu
Message-ID: <1991May10.211323.26705@noose.ecn.purdue.edu>
Source record: 232206

Hello,

I'm considering the purchase of a 520 ST with only 1/2 meg. of ram and
I would require at least a full 1 meg for MIDI applications. Can anyone
supply details of this upgrade and approx. cost?

thanks for any assistance,

-- Paul (defrain@ecn.purdue.edu)

3918. Re: Bash - does it work?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 21:22:31 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91May10212231@wookumz.gnu.ai.mit.edu>
Source record: 232222

In article <2716@lee.SEAS.UCLA.EDU> plinio@boole.seas.ucla.edu (Plinio Barbeito) writes:

>In article <1304@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Does the bash.ttp (The Bourne Again Shell) in "utilities/bash-bin.lzh" of
>>atari.archive work? All I get is a useless prompt - I can't even cd.

>Most likely your problem is that you are trying to run bash without mint.

The particular version he is trying to use is a TOS port of bash. It
doesn't work too well, so I'm not surprised he's having trouble.

The point is still the same, though: I highly recommend using (the
MiNT version of) bash along with MiNT. If you have lots of memory.
Lots. And if you don't mind using ~250K every time you spawn a
subshell...

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

3919. Re: Tos 1.4 Bugs

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 21:28:53 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5630@wucc.waseda.ac.jp>
Source record: 232212

===== bad sector on formatting ====
Some formatters particularly the ones for hard disks writes FATs with bad sector locations. But new floppy disks are usually guaranteed to be all right and if you couldn't format them correctly, why not return them to the dealer? Or your drive mechanism may be dusty. Then why not take it to a service centre? I think it is a bad practice to allow bad sectors to exist right from the start.

But if there was a bad sector on your precious disk, then mark the location as bad using your favorite disk editor.

I would throw away the bad disk right away if that ever occurred. And if the drive does not work well, I'll just install a new one. Travelling and communication expenses are far greater.
Cheers.
ytsuji@cfi.waseda.ac.jp

3920. Window_close bombs

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 22:47:47 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991May10.174747.3574@desire.wright.edu>
Source record: 232074

Wanna know how to bomb TOS 1.4 (and maybe others)? Put two windows on the screen, and click the close box on the top one three times EXTREMELY quickly. I can just get in three clicks before AES (or whoever) says it's not there anymore. Bam. Top window closes, lower gets the raise signal. Bam. It closes. Boomity boom boom, can't close any more windows, can we?

Seriously, has anybody else been able to do this? I'm using the (much-maligned) Naksha mouse, with the double click speed and key rates cranked way up, and I can usually only do it when I've got a few liters of caffiend in me :-). Standard desktop, 2.5 megs, and a rev. c 520. Is it me, or is it memorex? If anybody out there has dug into the ROMs, like say one of the programmers of TOS (hi a.p.), what happens internally when there's another close window event on a valid close box, *but when the time comes to close it, IT AIN'T THERE?

Flames off, please. Come visit me and I'll demo it for you (and I'll spend the next six hours unborrowing sody pop :-).

Bob The Schulze

3921. Re: NeoDesk 3.01 -> 3.02 Upgrade: Where ?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 23:23:31 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May10.232331.10117@ecst.csuchico.edu>
Source record: 232223

In article <1991May10.194558.14865@cs.cmu.edu> redmond+@cs.cmu.edu (Redmond English) writes:
>Is the upgrade patch file to convert NeoDesk 3.01 into version 3.02
>available at any ftp sites ?
>
>If it isn't, could some one who has it please upload it (preferably
>to atari.archive) ?

It's already at atari.archive, as PATCH302.LZH and NEOQUEUE.LZH.

Thanks to the person who uploaded it!

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

3922. Wordflair II note

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 23:25:03 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May10.190738.23455@mailer.cc.fsu.edu>
Source record: 232209

Heehee, my buddy with the shiny new TT has received his Wordflair II. The funny thing is, the "print" item is grayed out because 2mb is not enough memory for the program to print (to his Atari laser). Sheesh!

As a side note, he says that Wordflair II looks great (on the screen).

--

---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3923. Re: Tank Battle game (saw on PC)

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 23:25:10 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May10.191446.23491@mailer.cc.fsu.edu>
Source record: 232300

In article <6354@vela.acs.oakland.edu>, swood@vela.acs.oakland.edu (EVENSONG) writes:
>
> I saw a nifty little game the other day for the PC in which you
>set up a certain number of players (computer or human) and each gets a
>colored tank and some shells, and are dropped onto a hillscape.
>
> The players then must calculate barrel angle and shell power
>to take out the other players (taking the wind speed and direction into
>effect). As you gain points (by destroying the opponent(s)) you gain
>money and can buy extra and better weapons, including dirtballs, explosives,
>chain reaction inducers (to eat away the landscape), and nukes. There are

There is a mono-only game for the ST called Baller that is something like
what you are describing. You shoot cannon, and must determine angle and
powder charge. It is German, quite fun, and should be on atari.archive.
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

3924. Re: Publishers (copyrights are a _real_ good idea)

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 23:42:30 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May10.234230.4721@wam.umd.edu>
Source record: 232208

In article <1991May10.185652.19983@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
>1. Shareware: I'm getting more and more convinced that this is a
>bad idea. It's not just a matter of how little money most shareware
>publishers are getting.
> [...]
> In the long run, there's no real justification for having
>*any* restrictions on *any* files posted to a newsgroup. Even the
>GNU "copyleft" is nothing by hypocritical masterbation in that sense.
>I will do my best to "respect" such restrictions, but I believe
>it is only right to post TRUE PUBLIC DOMAIN files in Usenet Newsgroups.

These days, as you point out, "Shareware" is essentially the same as freeware, in that the author gets about enough money to buy a sandwich as thanks for distributing the software. However, you have to be careful about equating shareware/freeware with so-called "public domain" software and documents. "Public domain," of course, implies that anyone can do whatever they want with it, including use it verbatim in their own programs, magazine, etc. (At least that's impression I get.)

It only takes one company/person/group "stealing" the fruits of your labors (where "stealing" could be a lot of different things) before you realize how important copyright notices, distribution restrictions, etc. are.

I've mentioned this before, but I'll restate it for the benefit of those who are relatively new to this group: As many readers know, I've been editing the "ST Picture Formats List" since 1988. It has involved a great deal of work on the part of lots of Usenet folks (by no means just me). If it weren't for the cooperation and generosity of the contributors, there would be NO reference guide to picture formats on the ST.

But until 1990, I had no copyright on there, no distribution restrictions, etc. because I assumed that anyone printing the list would give us all credit. After all, what's the big deal in saying, "This was created by the following Atari Usenet readers: [names]"? Or for that matter, why edit out the credits in the first place?

Well, someone (nameless) plagiarzed it outright. They printed it, made money off it, and didn't give any of us credit. In fact, they implied they'd written it out of the goodness of their hearts. How sweet.

The point is, there _are_ people out there who are unethical. Even something as "simple" as an electronically published FREE document must

be protected.

So there is ABSOLUTELY good reason to put distribution restrictions
and copyright notices on would-be public domain materials, even
documents. The fact that "legal wording" muddies the water is
no excuse to ignore it.

I don't want people stealing stuff I write/edit/distribute for FREE
and making money off it. Period. If I wanted people to have to
pay money for it, I would have distributed it through commercial
channels. As an example, I'm sure a magazine would have bought
the Picture Formats List as a serial or mini-column, and I could
have made some $$$ off it. That, however, was not my intention;
I just wanted to help out other ST programmers. The thanks we
all got for our efforts was to have someone plagiarze it and
charge other people for the information. So there are two
sides to the issue, and the issue is by no means simple.

> Many other magazines crow about their "Public Domain" disks,
>but they don't *pay*. As such, they survive off the scroungings
>from BBS files and "crippleware" demo files. As such, they are
>really not doing much to promote real development.

Agreed. But do they have any responsibility to encourage
development? I view magazines that don't encourage software
development (and/or steal things outright) as rags. I'm sure
I'm not alone there, and that's one of the things that separates
a rag from a quality publication, in my opinion.

>Don't expect to see the "next Tom Hudson" working for them.

The whole Antic Software/STart magazine thing struck me as
conflict of interest. While I don't remember any blatant
STart magazine plugs of Antic Software, it's still hard
to imagine a magazine claiming to be unbiased when it has
a 14 page catalog of its own software. Again, just my opinion.

> I've done so much free work
>over the years you could wallpaper a shopping mall with the
>printouts. The only thing it gets you is more requests to do
>more free work.

If you do free work for reputation or money or pretty much anything in
the "personal gain" category, you're doing it for the wrong reason,
IMHO. If you help others in the hope that your attitude will encourage
the others whom you've helped to do the same, then you're probably
going to be happier about the whole situation. I still think that kind
of attitude is contagious; maybe I just haven't been doing it long
enough to become cynical about it.

Of course there is some satisfication just in seeing other people
use your software/documentation as well.

> Anyway, as you can see, my belief is clearly that the only
>"good" ways to market software are either "store shelf" or magazine,
>and if by magazine, one that *pays*.

I can see why one would have that feeling, but I don't think it has to be quite so black-and-white. If you whip up a little utility to convert FOO to BAR, or turn the screen sideways, then what's the big deal about making it available for free? If you put many hours of work into something, then perhaps you'll be willing to go to the trouble of writing it up for a magazine. I usually prefer to have immediate distribution, instead of waiting N+1 months for the final product to appear in stores/magazines.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3925. Re: NeoDesk 3.01 -> 3.02 Upgrade: Where ?

Newsgroup: comp.sys.atari.st
Date: 1991-05-10 23:55:54 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May10.192108.23620@mailer.cc.fsu.edu>
Source record: 232219

In article <1991May10.194558.14865@cs.cmu.edu>, redmond+@cs.cmu.edu (Redmond English) writes:
>Is the upgrade patch file to convert NeoDesk 3.01 into version 3.02
>available at any ftp sites ?
>

Hey, what was wrong with Neodesk 3.01? I am a registered owner, and I have not gotten any word of an upgrade? What did the patch fix?

--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |

3926. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 00:11:11 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May11.001111.4584@daffy.cs.wisc.edu>
Source record: 232228

Anybody want to sell me there Spectre GCR for $180? Without ROMS please.

As I have my own ROMS, thanks.

Fling me some mail my way if your interested.

--Gregory

3927. GNU Emacs on an Atari Mega 2 - Lisp Storage

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 04:00:50 UTC
From: jsh44765@uxa.cso.uiuc.edu
Message-ID: <1991May11.040050.4669@ux1.cso.uiuc.edu>
Source record: 232060
Cross-posted to: comp.sys.atari.st,gnu.emacs.bug

I just managed to squeeze GNU Emacs 18.55 onto my
Atari Mega ST2's drive, and when I ran it, it loaded the
elisp files through keydefs.el and then printed:
"Exhausted Pure Lisp Storage".
Can anyone help me squash this annoying message? This also
seemingly prevents a ^Z suspend, ^X^C Kill emacs, and
M-x suspend-emacs. (In other words, the only way I can
leave Emacs is to reboot the system.) Please?

-Scott Hofmann
hofmann@sumter.cso.uiuc.edu

3928. Re: Wordflair II note

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 04:23:31 UTC
From: aq009@cleveland.Freenet.Edu
Message-ID: <9105110423.AA01187@cwns10.INS.CWRU.Edu>
Source record: 232233

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

> Heehee, my buddy with the shiny new TT has received his Wordflair II. The
> funny thing is, the "print" item is grayed out because 2mb is not enough
> memory for the program to print (to his Atari laser). Sheesh!
>
> As a side note, he says that Wordflair II looks great (on the screen).

I assume he has GDOS (or G+PLUS) installed before he runs WordFlair II.
(It _is_ required in order to print, but I'm sure that he realizes this.)

When the Atari laser needs to print, it snatches 1 meg of memory from the
computer. Thus if he wants to print to his laser printer on a two meg
system, he in effect is limited to using only one meg for the program
itself. Tell him to remove all desk accessories and all the fonts he
doesn't need in order to conserve memory. The manual gives details on how
to do these things to save memory.

Of course, you could also suggest that he add more RAM to his system.
Really, a TT shouldn't have only two megs of memory... It's quite
limiting. The nice thing about having lots of memory is not having to
worry about those things. :-)

--
__ David Johnson Michigan State University
/ \ ___ ___
/ //__/| //__ aq009@cleveland.freenet.edu
/___// / |_//__ djohnson@ibm.cl.msu.edu

3929. Re: NeoDesk 3.01 -> 3.02 Upgrade: Where ?

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 05:11:20 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May11.051120.11917@ecst.csuchico.edu>
Source record: 232244

In article <1991May10.192108.23620@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>In article <1991May10.194558.14865@cs.cmu.edu>, redmond+@cs.cmu.edu (Redmond English) writes:
>>Is the upgrade patch file to convert NeoDesk 3.01 into version 3.02
>>available at any ftp sites ?
>>
>
>Hey, what was wrong with Neodesk 3.01? I am a registered owner, and I have
>not gotten any word of an upgrade? What did the patch fix?

Not much. It fixes a few minor bugs, and installs the hooks for Gribnif's new NeoDesk Accessories. One lets you open up a NeoDesk desktop inside any GEM application. I ordered it for $10 from Gribnif.

I got word of the upgrade from ST Informer, and I think ZNET and STR both had press releases on it.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

3930. Phantom Typist Sighting! (Only Elvis has more...)

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 06:31:23 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May11.063123.12427@ecst.csuchico.edu>
Source record: 232249

While writing to Dieter Fiebelkorn to tell him how great his GEM-View program is, the phantom typist appeared, so I played around with it a while. For those who like following this guy (the phantom, not Dieter :^), here's some info: I have an STe, with no special stuff except for a lot in the AUTO folder. I knew I had struck the phantom when I typed something in STeno and the computer typed it again. I typed some more stuff on the keyboard, but it didn't appear on the screen. I moved the mouse and the stuff I typed appeared on the screen. I typed some more, moved the mouse, and the letters appeared. The only way I could get keyboard input to work is when I moved the mouse afterwards.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

3931. Re: PD Fido Software?

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 06:32:49 UTC
From: buggs@cup.portal.com
Message-ID: <42214@cup.portal.com>
Source record: 232232

The Atari ST Fido ware can be had from Trans World BBS @ Ft. Bliss, Texas.
1-915-566-9100

Workit on hard as hell to set up though...

Ed June
Fido Net 1:133/308

3932. Mac Roms!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 08:57:11 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May11.085711.13042@ecst.csuchico.edu>
Source record: 232294
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I want to buy some 128K Mac Roms. please leave me a note if you
want to sell a set.
neonman@ecst.csuchico.edu

3933. Re: Arcgsh (was: lzh question)

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 13:00:35 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May11.130035.14361@actrix.gen.nz>
Source record: 232237

In article <3244@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
> In article <6783008@nathan.ruhr.de>, ue@nathan.ruhr.de (Udo Erdelhoff) writes:
> |> are you currently planning to support UNARJ, UNZIP or the soon coming
> |> STZip??
> The next release of Arcgsh will offer a graphical user interface for tar
> and compress. Futher Arcgsh versions may provide support for additional
> archivers, provided of course that running versions of the archivers in
> question exist for the ST.
> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
> Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
> Postfach 500500 |)|/ Tel.: +49 231 755-4663
> D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

Well I do hope we get better support for LZH. ie. like support for
lzh11318, or with the possibility to select the command line for the
different LZH's.

I have fould some problems Arcgsh with ZOO, things did not work and
ended up using ZooBoy

Why is it we have all these problems with LZH. like number of files
that can be lzh, and only 2 folders deep,
Are there lzh's programs that don't have such severe limitations, or is
this a design limit of lzh.?.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3934. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 13:26:49 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May11.132649.15400@actrix.gen.nz>
Source record: 232227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991May10.075334.19165@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
> In article <1991May10.025443.15780@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
> [Quotes lots of people]
> >
> >Why don't we have a propper standard, one of the problems is that
> > Ataries HDX standard came out far to late.
> >So why don't all the other Atari developers come up with one
> >common standard.
> > Is it not posible to follow the MS-DOS standard, as our disks are
> >based on that standard..
> >It would only take a small patch program to fixup the none standard
> >disk partitions, and for the other developers to fixup there Booters,
> >or is this to simple a task.
> >
> >Also are BIG partition standard ?.
> >--
> Well, there's not point in adopting yet another standard now. Atari has
> released the details of their standard for adding partitions and for
> creating large (big GEM - BGM) partitions. Registered developers can get
> this document right now. The new driver comes with all TTs so we might as
> well use its standard.
> --Steve
> Steve Whitney - UCLA CS Grad Student ())_-_())
> Soon to be working at Silicon Graphics | (* *) |
> Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
> GEnie: S.WHITNEY `-----'

I don't think you understood what I was on about, are you stating that we have to upgrade all our Programs and Hard Disk just because of the 'TT'.
The Supra standard was here far before the HDX one,
From what I have read ICD's booter is claimed to be the fastes,
I have seen boot problems with the HDX software, that where fixed by replacing the booter.
Also what states the Ataries Booter is the best..?
I don't think you should be rail roaded in what Atari gives you, I believe in freedom of choice, and not this dogmatic attitude that Atari gives you.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3935. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 13:49:08 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991May11.134908.29488@vpnet.chi.il.us>
Source record: 232059

In article <A2876905127@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
[about the Atari approved extended argument passing regime]
|If you need to pass more information than that, there are three currently
|used methods, of which one, XARG, is currently endorsed by Atari Corp.

Umm, xArgs is the scheme that Dale Schumacher, John Stanley, and yours truely came up with a while back. The MWC/Official Atari scheme is called ARGV or somesuch, I think, unless it suffered from name drift.

Anticipating a future article, here's a example of code from my C library runtime startup that will, if properly #defined, deal with either or both of the standards (I was forced to implement the MWC Xarg scheme because I've started using MiNT on my machine, and MiNT gleefully stomps all over the user-accessable genealogy of each process.

```
o /
>--------X--snip snip snip-------
O \
/*
* initargs(), for use with libc (xArgs and/or mwcArgs)
*/
#include <atari\osbind.h>

#define MWCARGS 1
#define XARGS 0

extern int _argc; /* argc/argv as globals, for easy access */
extern char **_argv;

extern char *strtok();

#if MWCARGS
extern char *_getenv();
#endif

#if XARGS
#include <atari\xarg.h>

extern BASEPAGE *_base;
extern char *getenv();

char xArgname[] = "xArg"; /* xArg environment (ick!) flag */
#endif

_initargs(tail, size)
char *tail;
{
register char *p;
```

```
register i;

#if XARGS
if (p=getenv(xArgname)) {
register struct xArg *xarg;
register totalsize;
register long addr;
register char **args;

for (addr=i=0; p[i]; i++)
if (p[i] >= '0' && p[i] <= '9')
addr = (addr<<4L) + (p[i]-'0');
else if (p[i] >= 'A' && p[i] <= 'F')
addr = (addr<<4L) + (p[i]-'A'+10);
else
goto hackline;

#if 0
if (addr&01L) /* a little bit of address checking... */
goto hackline;
#endif
xarg = (struct xArg *)addr;

if (xarg->_xmagic == XMAGIC && xarg->_xparent == _base->p_parent) {
#ifdef CORRUPT /* Use our parents dataspace - real nasty, eh? */
_argc = xarg->_xargc;
_argv = xarg->_xargv;
#else
/*
* Malloc() a bit of memory for the arguments
* to hide in...
*/
totalsize = (1+xarg->_xargc) * sizeof(char *);
for (i=0; i<xarg->_xargc; i++)
totalsize += 1+strlen(xarg->_xargv[i]);

if ((_argv = (char **)Malloc((long)totalsize)) == 0L)
_exit(-39); /* Out of memory - bye... */
_argc = xarg->_xargc;

p = &_argv[1+xarg->_xargc];

for (args=xarg->_xargv, i=0; i<xarg->_xargc; i++) {
strcpy(_argv[i] = p, *args);
p += 1+strlen(*args++);
}
_argv[i] = 0L;
return;
#endif
}
}
#endif
```

```
#if MWCARGS
/* reference Atari Corp's standard document for argument passing
*/
if ((size = 127) && (p = _getenv("ARGV"))) { /* mwc args here */
register char *mwargv;

/* truncate the environment here by making the A in ARGV into
* a null
*/
*p++ = 0;
/* advance to the next argument
*/
while (*p++)
;
/* everything from this point on is arglist
*/
mwargv = p;
_argc = 0; /* always room for one null argument */
/*
* scan the arglist in a particularly perverse way: using *p++
* to scan for nulls will always leave us on the character after
* the null: if that character is also null, we've hit the
* double-null that shows the end of the arglist.
*/
while (*p) {
while (*p++)
;
_argc++;
}
if (_argv = (char **)Malloc((long)((1+_argc)*sizeof(char*)))) {
for (i=0, p=mwargv; *p; i++) {
_argv[i] = p;
while (*p++)
;
}
_argv[i] = (char*)0;
return;
}
_exit(-39); /* out of memory - bye! */
}
#endif

hackline:
{
char *tmpargs[63]; /* 125 chars max in cmdline; 63 args... */

/*tail[size] = 0;*/ /* paranoia... */
for (i=1, p=strtok(tail, "\t "); p; p=strtok(0L, "\t "))
tmpargs[i++] = p;

_argc = i;
if ((_argv = (char **)Malloc((long)(1+i)*sizeof(char *))) == 0L)
```

```
_exit(-39); /* Out of memory - bye... */
_argv[i] = (char*)0;
while (--i > 0)
_argv[i] = tmpargs[i];
_argv[0] = "(none)";
}
} /* initargs */
```

```
o /
>--------X--snip snip snip-------
O \
```

Note that the routine _getenv() works just like getenv(), except it returns the start of the environment string (ie: given the environment string "EDITOR=vi", getenv("EDITOR") returns a pointer to "vi" and _getenv("EDITOR") returns a pointer to "EDITOR=vi". _getenv() is a internal routine to my libc, so you'll haveta poke around the guts of your libc to find the corresponding routine, if it exists.

```
__
.david parsons \/
```

3936. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 14:12:49 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991May11.141249.29718@vpnet.chi.il.us>
Source record: 232058

In article <1991May11.134908.29488@vpnet.chi.il.us> orc@vpnet.chi.il.us (me!) babbles about extended argument passing:

```
.
.
.
|#if MWCARGS
| /* reference Atari Corp's standard document for argument passing
| */
| if ((size = 127) && (p = _getenv("ARGV"))) { /* mwc args here */
^
|
```

This isn't what it should be. put a == in there and you'll defeat the evil initargs mangler.

mumble....

--
.david parsons \/

3937. Re: Wordflair II note

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 15:03:10 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991May11.150310.18488@milton.u.washington.edu>
Source record: 232231

In article <9105110423.AA01187@cwns10.INS.CWRU.Edu> aq009@cleveland.Freenet.Edu writes:
>
>boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>
>> Heehee, my buddy with the shiny new TT has received his Wordflair II. The
>> funny thing is, the "print" item is grayed out because 2mb is not enough
>> memory for the program to print (to his Atari laser). Sheesh!
>>

>to do these things to save memory.
>
>Of course, you could also suggest that he add more RAM to his system.
>Really, a TT shouldn't have only two megs of memory... It's quite
>limiting. The nice thing about having lots of memory is not having to
>worry about those things. :-)
>
>--
> __ David Johnson Michigan State University

I seem to recall "way back in time" talk about memory
upgrades on a TT. Allan Pratt said there was no easy way
to add memory, that one couldn't simply add simm modules.
To upgrade to 4 or 8 megs, you have to purchase the
Atari daughter board (populated?). I recall something like
a $1300 list difference between a TT/2 and a TT/8. Are
people actually paying this? This seems way out of proportion.
$1300 for an additional 6 megs?

Like the users above, I can't imagine using an 030 with only
2 megs of RAM. Why did ATARI even make such an option?
If the machine was designed, as ATARI says, for power users..
CAD and DTP and engineering, it doesn't make much sense.

cheers!
gunnar
alexd@milton.u.washington.edu
.

3938. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 15:14:51 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May11.151451.17475@actrix.gen.nz>
Source record: 232235

In article <2933@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> [Atari's 1280x960 monitor is...]
> >Atari's TTM194 is the 1280x960 monitor.
>
> You don't really need multisynch. All of the color modes use the same
> timing. I believe the PTC is a little flexible, but the timings it will
> accept are not wide enough to be considered "multisynch." Something which
> is VGA-only is good enough, but for standard VGA the picture dimensions and
> dot pitch will be off: everything comes out tall and skinny. Atari's
> "near-VGA" differs from VGA in that the picture is wider and the pixels are
> nearly square in 320x200 (ST LOW), 640x400 (ST HIGH), and 640x480 (TT MED).
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Are there no TV type scan modes like the ST/STE , the 320*200 and
the 640*200 on the 'TT' ?.

I ask this is because I here comments like, you only need a VGA
monitor or you need a "multisynch".

I can see the reason for not having a true "mutisynch", if
the 'TT' has the one same scan rates as the ST's mono one,for all its
colour modes, but if the 'TT' has support for the ST's 320*200 and 640*200,
then I can see the need for a "multisynch" monitor, or should I be
saying a two synch monitor ?.

Your Help would be appreciated, may be you could give us details of
the scan rates..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3939. Re: NeoDesk 3.01 -> 3.02 Upgrade: Where ?

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 15:25:59 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <42221@cup.portal.com>
Source record: 232246

In article <1991May10.192108.23620@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Micke
y Boyd) writes:
>In article <1991May10.194558.14865@cs.cmu.edu>, redmond+@cs.cmu.edu (Redmond E
nglish) writes:
>>Is the upgrade patch file to convert NeoDesk 3.01 into version 3.02
>>available at any ftp sites ?
>>
>
>Hey, what was wrong with Neodesk 3.01? I am a registered owner, and I have
>not gotten any word of an upgrade? What did the patch fix?

Well, it fixes some minor bugs in window updates (sometimes windows didn't
get updated and the desktop showed thru parts of them) and a problem where
NeoQueue didn't do form feeds between files (even when asked to).

I found out about the patch when I reported the above problems to Dan Wilga
via e-mail, and got the patch off a local BBS when it showed up there about
a week ago.

I still find a minor window update bug in NeoDesk 3.02, and reported it (but
can live with it for now).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com BIX: r.tim_coslet
California could REALLY use 40 days and 40 nights of rain right now!

3940. NT/ST module compiler send to c.b.a.s

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 18:51:47 UTC
From: micro@imada.ou.dk
Message-ID: <1991May11.185147.15710@imada.ou.dk>
Source record: 232054

Hi all,

I have just send this to comp.binaries.atari.st :

NT_COMP : a program to compile NoiseTracker/SoundTracker modules, and
play with standard samples.

The program is fully GEMmed and supports ST(e), TT and all resolutions.
The program comes with source to a player for the new segmented file
format. The player supports 8 bit samples on standard ST's and
real DMA sound on STe and TT. As bonus I have included a ST/TT com-
patible malloc (w. Mxalloc)

o The compiler uses 16 bit fractional numbers internally and sample
subsampling (interpolation) for the best possible sound!

o The segmented sample files uses no processor time when playing on
STe and TT! (even at 50KHz playing freq.)

-Klaus (micro@imada.ou.dk)

3941. Re: Publishers

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 21:18:02 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May11.211802.22320@wam.umd.edu>
Source record: 232062

[I'm posting the following on behalf of Michal Jaegermann
<NTOMCZAK@vm.ucs.UAlberta.CA>, who gets c.s.a.st through a digest. - dmb]

Return-Path: NTOMCZAK@vm.ucs.UAlberta.CA
Received: from vm.ucs.ualberta.ca by cscwam.umd.edu id <AA14025@cscwam.umd.edu>; Sat, 11 May 91 16:50:20 -0400
Message-Id: <9105112050.AA14025@cscwam.umd.edu>
Received: from VM.UCS.UALBERTA.CA by vm.ucs.UAlberta.CA (IBM VM SMTP R1.2.2MX) with BSMTP id 7998; Sat, 11 May 91 14:50:29 MDT
Received: by UALTAVM (Mailer R2.07) id 7997; Sat, 11 May 91 14:50:28 MDT
Date: Sat, 11 May 91 14:49:20 MDT
From: Michal Jaegermann <NTOMCZAK@vm.ucs.UAlberta.CA>
Posted-By: dmb%wam.umd.edu@uunet.uu.net

Jim Omura (lsuc!jimomura) posted recently in c.s.a.s. long diatribe
against different forms of software you can find on usenet, different
archives and bbs's. He is definitely against stuff where copyright
notice is included and somehow managed to convey a feeling that
nets are ripping him off.

This is exactly the same guy who just annouced that he used
copyrighted but free Sozobon C, which he got probably just from that
very net, to create a commercial (mildly commercial, mind you, but
still) application. He is also quietly forgetting that, apart of
original authors, quite a number of people chipped to the software
which he is using in by providing libraries, bug fixes, hand-holding,
storing, transfering and other form of support. Just to provide a
tool he is using and no "STart" would do that, for many diverse
reasons. On the top of it, he recently asked on the net for a help.
Even if his request really boiled down to "Help me! I don't know how
to program." he got this help and even acknowledged this. Therefore
I am finding his shrieks somewhat curious, inconsinstent with his
actions and a little bit brazen. Maybe he just had a bad day. But
why to vent somebodys bad humours all over the world?

Michal Jagermann
ntomczak@vm.ucs.ualberta.ca

3942. Disk drive on Mega 2

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 21:35:08 UTC
From: silvert@cs.dal.ca
Message-ID: <1991May11.213508.1470@cs.dal.ca>
Source record: 232218

My Mega 2 (TOS 1.2) keeps the A drive running when I boot from the hard
disk. The only way to turn off the light is to put a disk in drive A.
Any idea why? Fix? Is it a problem?
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

3943. Re: USENET email service

Newsgroup: comp.sys.atari.st
Date: 1991-05-11 22:39:39 UTC
From: scale@abode.wciu.edu
Message-ID: <1991May11.223939.805@abode.wciu.edu>
Source record: 232230

Hi Mark,
I want to commend you on the thought that you are giving to
this idea. It is a very thin line to walk, and you seem to have a balanced
perspective on how to implement it. Like I said previously, "it's not a bad
idea"; it can just be a little tricky to make the project work. I wish you
the best. Take care, bye.....

Luis

--
"""""""

3944. Has anyone heard of these games?

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 00:37:22 UTC
From: RAD2@NS.CC.LEHIGH.EDU
Message-ID: <11059119
Source record: 232247

I am trying to find out whether a few games that were for the Atari are still around. The games in question are: The Return of Heracles, Excalibur and M.U.L.E. These games came out several years ago, but I can't remember who made them. If anyone out there knows who made these and/or if they are still available, I would greatly appreciate knowing. Thanks.
Alex

3945. Re: Wordflair II note

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 03:38:22 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May11.233822.8127@mailer.cc.fsu.edu>
Source record: 232248

In article <9105110423.AA01187@cwns10.INS.CWRU.Edu>, aq009@cleveland.Freenet.Edu writes:
>boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>> Heehee, my buddy with the shiny new TT has received his Wordflair II. The
>> funny thing is, the "print" item is grayed out because 2mb is not enough
>> memory for the program to print (to his Atari laser). Sheesh!
>I assume he has GDOS (or G+PLUS) installed before he runs WordFlair II.
>(It _is_ required in order to print, but I'm sure that he realizes this.)

Yup, G+Plus.

>When the Atari laser needs to print, it snatches 1 meg of memory from the
>computer. Thus if he wants to print to his laser printer on a two meg
>system, he in effect is limited to using only one meg for the program
>itself. Tell him to remove all desk accessories and all the fonts he
>doesn't need in order to conserve memory. The manual gives details on how
>to do these things to save memory.

Nope. The program cannot be made to print on his 2 meg TT. He has burned
up many dollars (in phone bills) to Atari discussing this with them.

>Of course, you could also suggest that he add more RAM to his system.
>Really, a TT shouldn't have only two megs of memory... It's quite
>limiting. The nice thing about having lots of memory is not having to
>worry about those things. :-)

Most of said phone calls deal with a memory upgrade, which has been promised
him on several dates (all of which are in the past). My point was that if
"a TT shouldn't have only two megs of memory..." they why are they selling
them with only two megs?!? A moot point, of course. He will soon get his
memory upgrade (snicker, shall we take bets?) and be happy ever after . . . .

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3946. Re: Disk drive on Mega 2

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 03:55:39 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May11.234525.8244@mailer.cc.fsu.edu>
Source record: 232220

In article <1991May11.213508.1470@cs.dal.ca>, silvert@cs.dal.ca (Bill Silvert) writes:
>My Mega 2 (TOS 1.2) keeps the A drive running when I boot from the hard
>disk. The only way to turn off the light is to put a disk in drive A.
>Any idea why? Fix? Is it a problem?

If you put a blank (non-autobooting) disk in drive A, you will find that
a) Your problem will go away
b) Your hard disk will be seen much quicker.
This is also a perfect place for an anti-virus bootsector (see VKILLER on
atari.archive). Also, you can automate your hard disk book by using a
program like SLEEP coupled with a program like COLDBOOT (from ICD). My
"boot" floppy has the following:

"screen" type anti-virus bootsector, which flashes "virus free disk" at
bootup
an auto folder containing:
sleep05.prg - makes the computer sleep for 5 seconds
coldboot.tos - cold boots the computer.

I just turn on both computer and hard disk at the same time, and about 11
seconds later I am looking at Neodesk 3.0.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

3947. Re: Using ST hard disks on TT's

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 11:42:06 UTC
From: hvaalde@cs.vu.nl
Message-ID: <9913@star.cs.vu.nl>
Source record: 232240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:

>It is possible that HDX will not be able to format your drive, because it
>can't tell how big it is. HDX can always tell how big SCSI drives are
>(that is, drives on the SCSI bus), but it can't always tell about ACSI
>drives. It might ask you what type of drive it is, with a menu of drive
>types to choose from. In either of those cases, I can't help you -- I
>don't know which type to choose for the various Supra drives.

Suppose I have a Megafile 44 with a Quantum 105 connected to SCSI
controller in the M44 attached to a Mega 4 ST computer.

Can I use Atari HD tools to format the Quantum and/or the cartridges of the
M44?

actually we already have this configuration but we had great difficulty in
getting it to work, had to use ICD tools to format the Quantum.
The HD are know working with AHDI 3.01 as driver
but we still have the following problems:

- we cannot M44 cartridges with HDX 3.02
- On poweron off the system it takes several boot cycles before the HD's are
recognized.
After that everything works fine.

Does anybody knows a solution to our problems?
It should be possible to attach a SCSI drive to the internal SCSI controller
of the Megafile 44, shouldn't it?
(if possibly please reply by email, I can post the solution later)

Harold van Aalderen (hvaalde@cs.vu.nl) and his brother.

3948. Recent uploads at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 14:35:55 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May12.143555.10996@terminator.cc.umich.edu>
Source record: 232245

```
There's been a lot of stuff upladed lately, so I thought I'd take
a breif moment to give you a run down. There's a bit more left in new,
but it'll have to wait until tomorrow (it's mother's day, you know)

I'd also like to sya hi to my mom, who is reading this is digest format :)

weiner

25 May 2 12:41 abformat.lzh -> ../diskutils/abformat.lzh
25 May 2 12:47 arcshl25.lzh -> ../archivers/arcshl25.lzh
29 May 12 09:59 argv.txt.akp.Z -> ../programming/argv.txt.akp.Z
24 May 12 10:09 backflip.lzh -> ../graphics/backflip.lzh
19 May 12 10:09 car.lzh -> ../graphics/car.lzh
23 May 2 10:49 cc1-139.zoo -> ../gnustuff/cc1-139.zoo
24 May 2 12:45 cham119.lzh -> ../utilities/cham119.lzh
19 May 11 22:29 cli_1_0u.lzh -> ../cli/cli_1_0u.lzh
28 May 2 12:46 colacalc.lzh -> ../applications/colacalc.lzh
17 May 11 22:47 environ.arc -> ../tt/environ.arc
Apr 29 14:00 funkalrt.arc -> ../utilities/funkalrt.arc
May 2 10:57 gcc139b.zoo -> ../gnustuff/gcc139b.zoo
20 May 12 10:09 golf.lzh -> ../graphics/golf.lzh
23 May 12 10:09 gunship.lzh -> ../graphics/gunship.lzh
24 May 11 22:39 hc24_v13.lzh -> ../printing/hc24_v13.lzh
23 May 12 10:12 insects.lzh -> ../graphics/insects.lzh
20 May 12 10:09 lamp.lzh -> ../graphics/lamp.lzh
20 May 2 12:50 limerick.lzh -> ../misc/limerick.lzh
26 May 11 23:12 mas6st.arc -> ../applications/mas6st.arc
26 May 11 23:12 masdef.arc -> ../applications/masdef.arc
27 May 11 23:12 mashelp.arc -> ../applications/mashelp.arc
26 May 11 23:12 mastut.arc -> ../applications/mastut.arc
33 May 2 12:52 neoqueue.arc -> ../utilities/desktop/neoqueue.arc
28 May 11 23:14 nt_comp.lzh -> ../sound/players/nt_comp.lzh
18 May 2 11:17 omega.arc -> ../games/omega.arc
24 May 11 22:31 p_or_s_2.lzh -> ../printing/p_or_s_2.lzh
24 May 11 22:32 pan24drv.lzh -> ../printing/pan24drv.lzh
31 May 2 11:16 protect6.lzh -> ../utilities/virus/protect6.lzh
24 May 11 22:32 prtinstl.lzh -> ../printing/prtinstl.lzh
28 May 11 22:25 resound.arc -> ../sound/players/resound.arc
23 May 12 10:12 scanned.lzh -> ../graphics/scanned.lzh
24 May 11 22:35 scndrvr.lzh -> ../utilities/scndrvr.lzh
26 May 11 22:37 sim_eq.lzh -> ../applications/sim_eq.lzh
23 May 12 10:12 starwar.lzh -> ../graphics/starwar.lzh
21 May 11 22:51 treasure.lzh -> ../games/treasure.lzh
17 May 11 22:44 tt2sthi.arc -> ../tt/tt2sthi.arc
24 May 3 09:44 tt_mandl.zoo -> ../graphics/tt_mandl.zoo
```

```
23 May 12 10:10 vidibat.lzh -> ../graphics/vidibat.lzh
21 May 2 13:13 xlisp2.1 -> ../languages/xlisp2.1
24 May 2 12:50 xtakey2.lzh -> ../utilities/xtakey2.lzh
--
Jeff Weiner --- weiner@{terminator.cc, atari.archive}.umich.edu
sig under construction
```

3949. Re: Converting Sparcstation .au files to Mac/Atari format

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 17:30:27 UTC
From: dave@msb.com
Message-ID: <1991May12.173027.10784@msb.com>
Source record: 232224

Converting the .au samples is a snap. According to the audio man page on my system, the Sun audio data is 8 bit signed volume values. The high order bit is a sign bit. If set, the volume is positive (1's compliment), and if the sign bit is 0, the value is a negative volume (also 1's compliment).

In a C program reading the Sun audio data, stick this code in the middle of the conversion loop:

```
if(value & 128)
value = 128 + (127 - (value & 127));
```

See...baby food. If the sign bit isn't set, no conversion need be done. The resulting output is a volume level from 0 to 255 with 128 being the zero crossing. Multiply the result by a fraction if you want to change the volume before output.

I'll leave the headers up to you. I never monkeyed with that (the man page is rather cryptic about this), and besides, you wouldn't want me to take ALL the fun out of it, would you? ;-)
--
A tool that isn't sharp enough to cut | dave@msb.com (Dave Lockwood)
you badly isn't sharp enough to use. | UUCP: ...!uupsi!mpoint!dave
However, the sharp edges should *NOT* be | Sysop of Meetpoint Station BBS
on the handle. | cat flames | mail santa@north.pole

3950. Re: Wordflair II note

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 21:59:50 UTC
From: aq009@cleveland.Freenet.Edu
Message-ID: <9105122159.AA19366@cwns10.INS.CWRU.Edu>
Source record: 232243

I write:

>>I assume he has GDOS (or G+PLUS) installed before he runs WordFlair II.
>>(It _is_ required in order to print, but I'm sure that he realizes this.)

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

> Yup, G+Plus.

[my stuff deleted]

> Nope. The program cannot be made to print on his 2 meg TT. He has burned
> up many dollars (in phone bills) to Atari discussing this with them.

Maybe the G+Plus/TT/SLM combination just doesn't work (i.e., G+Plus isn't
fully TT-compatible). Have him try using GDOS with only one font
(and no desk accessories) to see if it will print on the laser.

--
__ David Johnson Michigan State University
/ \ ___ ___
/ //__/| //__ aq009@cleveland.freenet.edu
/___// / |_//__ djohnson@ibm.cl.msu.edu

3951. Uni-Man in ST, what requirements?

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 22:50:50 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May12.225050.2767@santra.uucp>
Source record: 232053
Cross-posted to: comp.sys.atari.st,rec.music.synth,rec.music.makers

Anyone, who is using the Uni-Man editor/librarian:

How can I get it started??? It is installed to my harddisk exactly the way manual tells me to, but when the bar that has the "Select 'Cancel' to..." appears, no file-selector appears, and after I have managed to get the drop-down bar to the screen, the drop downs do not work and the program goes sooner or later to eternal loop saying, "Something is wrong, save and try again" or something like that. Nothing sensible or useful can be done with it, it just does these things...

I have a Mega4, with two 85Mb Seagates hooked by ICD hostadapter, a HD-floppy and a DD-floppy, and the SLM 804. There is the TOS 1.4 in it. All this is installed in the Lighthouse Tower.

I have tried bootin up "clean" from floppy, but it does not work even then. Do things like harddisk-cache, extra folders, TOS bug-fix patches, HD-adapter or things like that affect?

Have you had any luck using this editor-librarian under MROS?

If I am forced to sell this program, because of compatibility problems, can you suggest any universal editor/librarian that can cope with Ensoniq VFX and Korg M3R, and runs under MROS with Cubase???
Please tell me where I can get one, I am familiar with importing things from US, Germany, UK etc...

Any help will be appreciated!!!

Jartsu
* *
* Nothing yet, but I'll keep on scanning... *
* ^^ *

3952. Re: Has anyone heard of these games?

Newsgroup: comp.sys.atari.st
Date: 1991-05-12 23:37:22 UTC
From: psurge@cs.utexas.edu
Message-ID: <1449@grit.cs.utexas.edu>
Source record: 232250

I was wondering if Wing Commander is available for the ST, or anything like it. I am sure it can be done, has anyone ever seen this game on a PC? It is really cool looking with great animation and great gameplay...been wanting to get a copy for my ST...However it takes up over 5 meg of hard disk space...

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3953. MGR: 1. Fonts? 2. Writing applications?

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 01:52:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1327@uqcspe.cs.uq.oz.au>
Source record: 232055

1.
Are there any MGR fonts anywhere? How do I use them? Is MGR a realistic
set-up to use, or is scren space too limited?

2.
Do I have to write in C, using the MGR libraries to write an MGR application?

TIA4info,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3954. FTL Modula-2 MiNT system call bindings.

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 01:56:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1328@uqcspe.cs.uq.oz.au>
Source record: 232056

I have written bindings to all the MiNT library functions, using
FTL Modula-2. It is a DEFINITION module, plus an assembler implementation,
so you'd need FTL or some sort of asm access (ie. not TDI) to use it.
It incorporates the calls Syield, etc., with appropriate data structures
and enumerated type declarations.

Mail me if you want it, then I'll know whether to post or email.

Ciao,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3955. Re: Publishers

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 03:24:00 UTC
From: kgg@zinn.MV.COM
Message-ID: <1325@zinn.MV.COM>
Source record: 232086

In article <1991May11.211802.22320@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>[I'm posting the following on behalf of Michal Jaegermann
><NTOMCZAK@vm.ucs.UAlberta.CA>, who gets c.s.a.st through a digest. - dmb]
>From: Michal Jaegermann <NTOMCZAK@vm.ucs.UAlberta.CA>
>
>Jim Omura (lsuc!jimomura) posted recently in c.s.a.s. long diatribe
>against different forms of software you can find on usenet, different
>archives and bbs's. He is definitely against stuff where copyright
>notice is included and somehow managed to convey a feeling that
>nets are ripping him off.
>
> [details edited out --Kenn]
>
> Michal Jagermann
> ntomczak@vm.ucs.ualberta.ca

Oh, I didn't get that "feeling" at all.
The message I got was that his impression is that he cannot expect to make
a living (or even a part of one) by distributing products as shareware
because of the preponderence of individuals who feel no compunctions about
paying the author for the software they use and because of the preponderence
of individuals who feel no compunctions about distributing shareware in
ways that make it hard to tell what's shareware, what's freeware, and
what's public domain.

I gather that there are some authors who even today manages to defray
a small part of their development costs from shareware revenues,
but I also gather that that is less true today than it was for a while,
and in any case that quite a different story from meeting costs and
exceeding them enough to buy a sandwich or two.
So, my impression accords with what I believe is his impression.

This is not at all to say that "the nets are ripping [people] off".
As long as one understands from the outset that the ground rules only
allow for posting stuff pro bono, and posts stuff with that understanding,
one is not being ripped off. One who does not understand that, well,
is still not being ripped off, but is caught in a misconception.

What's disconcerting to me that while I can understand that Usenet
cannot be used as a vehicle for commercial enterprise, but *must*
be maintained as a pro bono vehicle, there is no reason why this
should be true of the commercial systems such as CIS, GEnie, etc,
yet this seems to be the case. That is, there does *not* seem to
be a commercial system which can be used as a vehicle for marketing
and selling software products. (Jim's article and maybe one of the

followups mentioned STart and a couple other systems. I know nothing
about them. Maybe one or more of them fulfills this need.)

-- Kenn Goutal

CompuServe: 71117.2572 (PARTI handle: kenn)
GEnie: K.GOUTAL
Internet: kenn@zinn.MV.COM or kenn@rr.MV.COM
[The] PO!NT: kenn
Telepath: kenn
UUCP: ...decvax!zinn!kenn or ...decvax!zinn!rr!kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

3956. SALE

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 08:54:13 UTC
From: chuj@horton.colorado.edu
Message-ID: <1991May13.085413.18892@colorado.edu>
Source record: 232241

```
Must sell my atari moniters.
SC1224 ............ $235
SC124 ............. $125
or Both ............ $325

Must sell both, sell each or both.
(303) 431-9459
The SC1224 is the JVC model.
The SC124 is 5 months old.

Avatex 1200 modem external ..... $40.00

Jeff
chuj@horton.colorado.edu
```

3957. NeoDesk 3.02 upgrade - I can't find it

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 08:54:34 UTC
From: focke@gmdzi.gmd.de
Message-ID: <4695@gmdzi.gmd.de>
Source record: 232242

Hello,

I examined some directories at atari.archive but I didn't find
PATCH302.xxx. The file New3 (?) says, that it is in utilities/desktop
but it isn't.

So, is it posssible, that anyone makes this file available?

Thanks
Stefan

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

3958. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 09:54:34 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91133.113808ONM07@DMSWWU1A.BITNET>
Source record: 232061

In article <2932@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>[stuff deleted]
>XARG may or may not be endorsed by Atari Germany, but nobody here at Atari
>in Sunnyvale (to my knowledge) has endorsed it. The reason I hate it is
>that you have to poke through your parent's data space to find your
>arguments, and that is a no-no. It will be a much bigger no-no when memory
>protection and/or virtual memory come along. ARGV has no such problems.
>
>I don't know where the ARGV spec is -- I'll try to dig up a copy of it
>and post it again.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

To clear up the confusion:

(1) The only extended argument passing scheme ever supported by Atari Germany
is the ARGV specification from Ken Badertscher.
(2) Gemini 1.0 used Dale Schumachers xArgs methode, because at that time there
was no other method.
(3) Newer Gemini versions use ARGV (as documented by Atari Corp.). xArgs is
maintained for backward compatibility with older tools.
(4) The Gemini distribution contains the official ARGV documentation in
sample\exarg.doc. This, I agree, should be 'ARGV.DOC'. Sigh!

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3959. Memory upgrades, overscan.

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 11:12:39 UTC
From: seran@VMS.HUJI.AC.IL
Message-ID: <1156@shum.huji.ac.il>
Source record: 232063

take up so much. I have an old 1040 ST and an old 520 ST 1 mb and 512 k respectivly.
I would like to upgrade both thought the 1040 is a priority. My question is
which memory chips does the Atari ST use? I can get my hands on the bare chips.
Would I need a board or can I pggyback or is there room on the motherboard?
I need the chip type/nums too if anyone out there has them.
Secondly does anyone out there have Overscan installed with the actual
hardware modification? Is it worth it? What exactly does it do? And are there
any side effects possible? Could something end up not working or not displaying
write. I understand it is is irriversable. Is it perhhaps possible to install
a switch if there is any worry? I sit worht it is the bottom line?
Thats it for now. I know I will have more questiopns later...
Thanks in advance ...
Please, if possible, reply via Email it is much better for me. Thanks.
Adress:
SERAN@HUJI.VMS.AC.IL
ERan Megiddo

3960. Re: Has anyone heard of these games?

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 12:12:40 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May13.121240.6773@actrix.gen.nz>
Source record: 232064

In article <1449@grit.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
> I was wondering if Wing Commander is available for the ST, or anything like it.
> I am sure it can be done, has anyone ever seen this game on a PC? It is really
> cool looking with great animation and great gameplay...been wanting to get a
> copy for my ST...However it takes up over 5 meg of hard disk space...
>
>
> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu
>
> "You're so open minded that your brain leaked out" - Steve Taylor
>
> *>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<*

Well I did have a English Mag around here with a Review of it...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3961. OS-9 for TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 12:24:10 UTC
From: e4ct22@titan.hts.hsa.nl
Message-ID: <1436@titan.hts.hsa.nl>
Source record: 232066

At our school, we work with OS-9 for the Atari-ST. In the near future,
we want to upgrade to the Atari-TT.
The OS-9 version we use doesn't work on our TT-030/4.
Has anybody got experience with OS-9 for the TT or an adress for a
TT version ?

Mischa Koning
and
Bart van Schie

3962. RLL hard drives cheap!

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 12:47:37 UTC
From: cwc@drizzle.cs.odu.edu
Message-ID: <1991May13.124737.5459@cs.odu.edu>
Source record: 232051
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Kalok (KL-330) 32 Meg RLL hard drive. 3.5", half-height, ~50ms access time.
Slightly used (only ~100 hours of use). $115.

Seagate (157-R) 49 Meg RLL hard drive. 3.5", half-height, ~45ms access time.
NEVER USED (still in it's original box). $175.

I will ship these to anywhere in the continental US for free. I guarantee
that they will work upon arrival.

(Note: The Kalok is *full* of utilities, accessories & programming
applications for the Atari ST.)
==========
Chris Carpinello (cwc@xanth.cs.odu.edu) /// Peace, Love, and NO CENSORSHIP
"Of all possible worlds, we only got one, we got to ride on it"__Grateful Dead

3963. Re: Has anyone heard of these games?

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 13:17:01 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <33ZV22w164w@ersys.uucp>
Source record: 232070

psurge@cs.utexas.edu (Troy Carpenter) writes:

> I was wondering if Wing Commander is available for the ST, or anything like i
> I am sure it can be done, has anyone ever seen this game on a PC? It is real
> cool looking with great animation and great gameplay...been wanting to get a
> copy for my ST...However it takes up over 5 meg of hard disk space...
>
>
> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu
>
> "You're so open minded that your brain leaked out" - Steve Taylor
>
> *>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

It was stated in ST Report a few issues ago, by Origin Systems (makers of
WC), that an ST version is *not* being planned in the near future. You
could also imagine my horror & disappointment when I heard that. I
wanted so badly to see that game on the ST also. Que sera, sera!

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

3964. Re: GCC compile error

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 14:23:53 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91133.150106ZVD007@DMSWWU1C.BITNET>
Source record: 232068

In article <9105082156.aa25310@Bonnie.ics.uci.edu>, bferrer@Bonnie.ICS.UCI.EDU says:

> After downloading the gcc compiler and getting very thing ready, I came
>across another problem. When I type in gulam gcc -v hello.c, I get an error:
>
>can't find d:\tmp/cc100000.s
>
>or something like that. gcc created a file that has a slash in the filename
>which does not exist how can i fix this error.
>

Did you create the directory d:\tmp?

U.Kuehn

3965. BART and how to get binaries

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 14:33:25 UTC
From: paulm@dorjam.UUCP
Message-ID: <139@dorjam.UUCP>
Source record: 232101

I don't know if I've got the directory stuff right. I was able to get
code from BART before the shutdown but haven't been able to since. I
received help and the index but when I try to get zest... nothing.
I used the line:

sendb emulators/zest.lzh

Is this correct?
The directory structure (if any now) is not very clear with the new index
style.

Any help would be apreciated.
Thanx in advance,
Paul Moreau

UUCP: ..!ccicpg!dorjam!paulm

3966. Re: Arcgsh

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 15:40:38 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3253@laura.UUCP>
Source record: 232067

In article <1991May11.130035.14361@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz writes:
|> Well I do hope we get better support for LZH. ie. like support for
|> lzh11318, or with the possibility to select the command line for the
|> different LZH's.

Oh, well, yes, I hope that someday we get a single LHarc everybody can
agree on. Surely Arcgsh will support it. I am really frustrated about those
many different incompatible versions and won't support the whole bunch.

|> I have fould some problems Arcgsh with ZOO, things did not work and
|> ended up using ZooBoy

Could you please give me some details about your problem? It works pretty
fine for me.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3967. Prospero Software Distributors - Summary

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 16:39:37 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991May13.163937.8374@arc.ab.ca>
Source record: 232069

Here is all the information I was able to acquire.

Bob

From: Prospero Software <prosof@cix.compulink.co.uk>

The latest versions are 2.153 for Fortran, and 1.144 for C. Both fix
all known 'incompatibilities' that occurred with TOS 1.4

The cost of updating to the current versions is 30 UK pounds, and the
master disks will need to be returned with payment (either by a
cheque drawn on a UK bank or by credit card) to the address below.

Regards
Paul Hargreaves.

Prospero Software Ltd.
190 Castelnau
London
SW13 9DH
England.

From: Stephen Harold Goldstein <steveg@CSEIC.SAIC.COM>

From the back of their Autumn 1989 newsletter:

Prospero Software Inc
100 Commercial Street, Suite 306
Portland, ME 04101 USA
(207) 874-0382
(207) 874-0942 (FAX)

In Canada, 2 distributors/dealers were also listed:

PBO Development Rosoft Distribution
1847 Baile Street, Montreal, PQ 3862 Lonsdale Avenue, N Vancouver,
Canada H3H 1PS BC, Canada V7N 3K6
(514) 931-7339 (604) 980-9365

I have called the US # and it has been disconnected. I then called PBO
Development and they do still handle Prospero Software though if you didn't buy
it from them they recommend you deal with Prospero UK directly. I don't know the
status of Rosoft Distribution. Also PBO Development says that Prospero doesn't
currently have a US Distributor and that Prospero is currently in a state of

transition with regard to their North American distributors. Looks to me the best bet is to deal directly with Prospero UK for the time being.

Bob

3968. GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 17:18:35 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May13191835@orion.laas.fr>
Source record: 232071
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am trying to use GNU Make in order to control a LaTeX document.
This is GNU make v. 3.54 that comes off of atari.archive. The same
Makefile works on my Sun SPARC, but gives 2 bombs on my Mega 4 ST.
The Makefile replaces .SUFFIXES to be LaTex/TeX specific. It also
uses sub-directories:

```
PARAGRAPHS = $(patsubst %,$(DIR_P)/%.tex, $(PARAGRAPHS_LIST))
```

The rule that GNU make has trouble with seems to be the following:

```
%.bbl : %.bib $(DIR_P)/%.tex
-bibtex $*
if egrep -s "^(There were .* error messages)$$" $*.blg ; then \
touch $< ; fi
```

$DIR_P has the value "acm". When GNU make is run with -d it sees that
it should check in the subdirectory. But when wanting to do the
implicit dependencies for foobar.bbl, which are foobar.bib and
acm/foobar.tex, it tries also to look for either acm/SCCS/foobar.tex
or acm/RCS/foobar.tex. Immediately: 2 bombs! Earlier, it checked for
SCCS/foobar.tex and RCS/foobar.tex and coninued without aborting.

The problem might be the double directory structure. Has anybody else
used GNUMAKE for LaTeX and friends? Also, this GNUMAKE came with GCC
1.35 or 1.36. Maybe a more recent version is necessary.

Thanks to all,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3969. WANTED PD 3D Maze Game Source. Please.

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 17:41:05 UTC
From: Bobster@cup.portal.com
Message-ID: <42289@cup.portal.com>
Source record: 232140

I have been looking high and low for source code to a 3d maze game. I would preferably like one that randomly generates the maze. However I will take what I can get! If you have such a thing or know where I can get it, PLEASE send me a message.

Thanks in advance!

3970. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 19:14:36 UTC
From: apratt@atari.UUCP
Message-ID: <2939@atari.UUCP>
Source record: 232096

Roger.Sheppard@bbs.actrix.gen.nz writes:
> I can see the reason for not having a true "mutisynch", if
>the 'TT' has the one same scan rates as the ST's mono one,for all its
>colour modes, but if the 'TT' has support for the ST's 320*200 and 640*200,
> then I can see the need for a "multisynch" monitor, or should I be
>saying a two synch monitor ?.

Listen carefully:

>> You don't really need multisynch. All of the color modes use the same
>> timing.

All of the modes on the TT except 1280x960 use the same video timing.
All of the modes on the TT except 1280x960 use the same video timing.

They are different "resolutions" but they all pump video to the monitor
using the same horizontal and vertical timings. The 200-line modes
actually double the line data, so the monitor sees 400 lines. Because the
monitor is actually 480 lines high, there are 40-line margins at the top
and bottom. Thus, the monitor always sees 480 lines. The width of a pixel
is immeterial to the monitor, as long as it isn't smaller than the
electronics can handle: the 320-dot modes just have wider pixels than the
640-dot modes, but the timing is all the same.

Is this finally clear?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3971. Moniterm Monitor For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 20:13:09 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991May13.201309.28846@zip.eecs.umich.edu>
Source record: 232057
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently acquired a TT030, but unfortunately, my beloved
19" Moniterm will not work with it, so I must sell it to
get a large screen TT monitor.

The Moniterm is 1280 x 960,
it requires a Mega,
and TOS 1.4.
(graphics card included)

Asking $1000, list price $2000...reasonable offers
accepted, but I reserve the right to refuse any offer.

Shipping not included.

For anyone wondering, trust me, it is worth it, I paid a lot
more and still thought it was worth it, I can't live without
it now, that is why I want one for my TT...

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

3972. Re: GCC-Compiler 1.39 -- Where can I get it?

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 20:47:45 UTC
From: rcb@netcom.COM
Message-ID: <1991May13.204745.13525@netcom.COM>
Source record: 232073

```
In article <1991May10.114947.9142@rusmv1.rus.uni-stuttgart.de>
PATZEL@mathematik.uni-ulm.de (Patzel Martin) writes:
>Does someone know where I can ftp a complete package of the gcc 1.39
>compiler for the Atari-ST/TOS?
>
>I've downloaded a package from terminator.cc.umich.edu, but there
>only gcc-cc1 has the version number 1.39. The gcc command has 1.37.
>Gdb and sym-ld are missing. Who can help?

If you downloaded 'gcc139b.zoo' from 'gnustuff', everything should
have the correct version number.

>
>Martin
>
>-----
>Martin Patzel preferred: patzel@mathematik.uni-ulm.de
>Promenadeweg 15 fido: Martin Patzel @ 2:241/7902.3
>D-7905 Dietenheim 1 other: patzel@rzmain.rz.uni-ulm.de
> bitnet: patzel@dulruu51.bitnet

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"
```

3973. Re: NeoDesk 3.01 -> 3.02 Upgrade: Where ?

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 21:25:18 UTC
From: bill@sugaree.uu.net
Message-ID: <111.282ecbff@sugaree.uu.net>
Source record: 232085

In article <1991May10.194558.14865@cs.cmu.edu>, redmond+@cs.cmu.edu (Redmond English) writes:
> Is the upgrade patch file to convert NeoDesk 3.01 into version 3.02
> available at any ftp sites ?
>
> If it isn't, could some one who has it please upload it (preferably
> to atari.archive) ?
>

It's on GEnie...and I'm sure is should be on Compuserve as well.

I can't upload to atari.archive, I don't have the ability yet.

...Bill

--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

3974. Re: Publishers

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 22:44:53 UTC
From: ken@isgtec.UUCP
Message-ID: <1059@isgtec.UUCP>
Source record: 232126

In article <1991May10.185652.19983@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:

> I've just finished a program and magazine article and I sent it
> off to STart Magazine. So right now, I'm planning my next bit of
> work...
> All I've seen lately in North America for paying work is STart Magazine.

Good luck in getting your stuff published in Start. If it does by some miracle, you will not get paid for it. As far as I have been able to tell, they have not been paying authors for a long time (including me). Start is going down real fast. They are not getting any advertising money - advertisers are staying away in droves. I actually heard recently they've been running some ads *for free* just to try and keep things alive. Bob Brodie is doing his new column for free. A great pity, Start's kinda all there is left in terms of mainstream Atari magazines in North America.

- kn

3975. Re: Window_close bombs

Newsgroup: comp.sys.atari.st
Date: 1991-05-13 23:34:25 UTC
From: resst11@unix.cis.pitt.edu
Message-ID: <127745@unix.cis.pitt.edu>
Source record: 232075

I only have two questions: (1) why would you WANT to bomb your machine?
(2) Why would you click three times in the first place?
Everything I know works with one or two clicks.

This strikes me as entertainment for those who couldn't afford Dungeon Master or something...

3976. Re: Window_close bombs

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 03:12:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1355@uqcspe.cs.uq.oz.au>
Source record: 232087

> I only have two questions:
> (1) why would you WANT to bomb your machine?
> (2) Why would you click three times in the first place?
>
>Everything I know works with one or two clicks.
>

Ryk's Law:
``Buggeuty is in the eye of the beholder''

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3977. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 03:33:37 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May14.033337.1842@ecst.csuchico.edu>
Source record: 232093

In article <1991May9.053703.1056@intacc.uucp> zerobeat@intacc.uucp (Ferenc Szabo) writes:
>There is another thread which asks the question: Is a high res mouse better than
>the stock Atari mouse? Well I gotta tell you that the difference is night and
>day. My Golden Image GI-250 mouse takes all the sluggishness out of GEM.
>Clicking is way easier and accurate. Obviously I don't mean that GEM itself is
>improved; it's just that it SEEMS THAT WAY. I always admired the smooth MAC
>desktop-mousing around compared to the Atari. Now it's BETTER than a MAC--the
>feel that is. Spend hundreds and hundreds on a computer--why not treat yourselfto an
excellent $75 (Canadian $) mouse?

May I ask if you've tried the mouse that came with the MegaSTe? I think it
may be different than the mouse you had with your 1040.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

3978. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 03:56:02 UTC
From: steve@thelake.mn.org
Message-ID: <A3070301869A@thelake.mn.org>
Source record: 232095

[In article <2932@atari.UUCP>,
apratt@atari.UUCP (Allan Pratt) writes ...]

> steve@thelake.mn.org (Steve Yelvington) writes:

(omitted)

> This is a badly confused accounting of the extended-argument stuff going
> around for TOS. ARGV and MWC's trick are nearly identical; ARGV is a

Yup. I had XARG and ARGV reversed. Serves me right for playing with my
computer instead of getting enough sleep. :-)

Thanks for reposting the official description; it is the document
I was urging the original poster to obtain.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

3979. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 04:23:15 UTC
From: iho@cac.washington.edu
Message-ID: <1991May14.042315.10611@milton.u.washington.edu>
Source record: 232097

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

[re: lousy mice with Atari ST's]

>May I ask if you've tried the mouse that came with the MegaSTe? I think it
>may be different than the mouse you had with your 1040.

I think it's pretty much a crap shoot when it comes to mice. My Mega ST4
came with a really nice (almost perfect) mouse. My dad's came with a truly
ugly feeling one. The major difference is how smooth the buttons operate.
I think I'll get him a beetle mouse for father's day.
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

3980. TT problem + ST's for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 05:22:20 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <155368@pyramid.pyramid.com>
Source record: 232065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This last weekend, I purchased a TT. After reading on c.s.a.st that the latest tos was 3.05, I was shocked to discover I had tos 3.01. The TT came in a unopened box that the dealer received about 12 days ago. Why the hell is the dos over 6 months old. If somebody from Atari reads this, I would appreciate a responce. Is there a way I can get an upgrade?

The reason for my concern is problems I'm having with file systems. Hanging off the dma port, I have 2 Quantum pro 80 and 1 Micro 1375. I have had three partitions develop directories that point to themselfs. This prevents show info from working. The directories appears to be infinitely deep. The drives use 1 ICD and 1 Supra hosts. (ICD->Pro80+Micro1375 Supra->Pro80)

I'm selling two of my old systems. I would like to sell them as systems, but I will consider all offers.

System 1

-1040STf w/tos1.4 + 2.5 megs (board can be upgraded to 4 megs <$100)
-SM124 mono monitor
-Quantun Pro80S 84meg 3 1/5 drive in Supra case
-Spectre 128 w/Mac roms - Macintosh Plus emulator
-Star SG10 printer
-IMG Scan image scanner
-LDW Basic compiler
-MicroLawyer
-DC Desktop
-Beckemeyer Hard Disk Toolkit
-Supra hard disk utilities
-Why Wait? floppy & hard disk cache + print spooler + ram disk
-SGS Switch program switcher
-.ACCess CLI
-Micro Kitchen Companion recipes on disk

All software has original docs. I will leave shareware and public domain on the hard drive. This would be a great system for someone thinking about buying a Mac. I'm asking $1200 for the complete system. If you have concern about buying a used harddrive, I will swap the new 50meg TT mech for the Quantun and knock $100 off the price.

System 2

-520ST w/tos1.4 + 1 meg + Z-Time clock chip + Mega keyboard
-CCC Learning Station case with 2 DS floppy drives
-SC1224 color monitor
-Rixon T212A 1200 baud modem

-ST Talk Professional telecommunications software
-Neo Desk
-pc-ditto 3.0 - IBM emulator
-Degas graphic arts system
-UMS Universal Military Simulator
-Dive Bomber
-All Aboard!
-Space Cutter
-Micro League Wrestling
-GATO
-Devon Aire

The CCC case is a metal case that holds two Atari floppy drives plus power supplies for the computer and drives. Everything, including the monitor, plugs into an internal power strip with an external power switch. The drives have the cheap mechanisms replaced with Epson mechs. I'm asking $600 for this system.

I also have about 10 Mega keyboards that I would like to sell. These are just the bare bones keyboards. They are a direct replacement for the keyboard in the original 520 without the internal floppy. I'm asking $40 each for the keyboards or 3 for $100.

If the above systems don't match your needs, I would be willing to rearrange the hardware and software to meet your needs. Just make an offer. All the hardware is in very good condition.

If you are interested in any of the above, please reply with e-mail or call me at (408) 992-0131. If I'm not home, leave a message and I will get back to you.

thanks,
al

3981. Re: Mega STe Questions.

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 06:44:56 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May14.064456.2741@ecst.csuchico.edu>
Source record: 232098

In article <1991May14.042315.10611@milton.u.washington.edu> iho@akbar.cac.washington.edu (Il Oh) writes:
>ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>[re: lousy mice with Atari ST's]
>
>>May I ask if you've tried the mouse that came with the MegaSTe? I think it
>>may be different than the mouse you had with your 1040.
>
>I think it's pretty much a crap shoot when it comes to mice. My Mega ST4
>came with a really nice (almost perfect) mouse. My dad's came with a truly
>ugly feeling one. The major difference is how smooth the buttons operate.
>I think I'll get him a beetle mouse for father's day.

The reason I brought up the point about the MegaSTe mouse is that I think Atari is shipping a different kind of mouse with the STe and I was curious whether he thought his MegaSTe mouse was better than the one that came with his 1040.

Sheesh, I should've just said that in the first place. :^)

BTW, when did you get your MegaST4 and your dad get his?

My theory, and I have quite a few :^), is that Atari has stopped shipping different mice from different countries in their computers. It seems they have picked one manufacturer and stuck with them.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

3982. Atari-st vs Atari-tt

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 07:03:40 UTC
From: geert@ahds.UUCP
Message-ID: <1986@ahds.UUCP>
Source record: 232079

Hi ST'ers and TT'ers.

I am a proud Mega-ST owner, but I wonder what the
major and minor differences are between the TT and the Mega-ST.
That the TT is twice as fast and that it has a build in
harddrive, I already know.

Is it worth it to get rid of my mega-ST and buy an TT or
must I wait for another machine to come up? Does all
ST software run on an TT?

Geert.

3983. Re: Is there an ESDI adapter for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 08:06:20 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.674208380@cstw163>
Source record: 232080

alanh@logitek.co.uk (Alan Hourihane) writes:
>figuei@arakis.rutgers.edu (Francisco Figueirido) writes:
>>for the ST, but are there any ESDI adapters? I am quite

>I don't know whether this would work, but there is a SCSI to ESDI converter.
>The ADAPTEC 4525 controller does this. And as some drives already use an
>ADAPTEC 4070 or 4000 controller to convert SCSI to ST506, this may be a
>feasible solution. I'd contact ICD or Supra and find out whether there boards
>support the ADAPTEC 4525. I do know for a fact that they support 4000/4070.

I use the adaptec 4525 controller. It has the advantage that there is a
jumper which allows it to mimic the 4000 controller to some extend.
This jumper will allow it to work with most of the standard ST harddisk
drivers, partition software etc.

In order to get this to work you'll need something to go from
ACSI (on the DMA port) to SCSI. I use a BMS 200 from Berkeley
microsystems for that. They also sell the 4525, and are quite
helpful. As stated before ICD and Supra also offer ACSI<->SCSi
adaptors, and maybe also 4525 adaptors.
I've never done business with them.

I believe a BMS 200 with adaptec 4520 (2 boards) was something between
$250,-- and $ 300,--. Comes with the cabling.
You'll have to supply the power supply, disk and housing, and to
assemble the stuff. Not too difficult.

Good luck!
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

3984. WANTED: DTP & Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 08:20:05 UTC
From: terry@vax1.mankato.msus.edu
Message-ID: <1991May14.022005.562@vax1.mankato.msus.edu>
Source record: 232138

Looking for an ATARI SM124 monochrome monitor.
New or used (no junk).

While I'm at it: Are there any good deals to be had on used DTP software?
Or should I just get Calamus or PageStream?

Terry Partington
-< terry@vax1.mankato.msus.edu >-

3985. TOS filing system for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 08:59:38 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991May14.085938.23232@cs.nott.ac.uk>
Source record: 232100

I'm about to start work on an MeSsy-DOS filing system for MiNT, and would appreciate some advice about the way it should handle filenames. Some possabilities are:

1) Have it work just like TOS, ie. convert all names to uppercase internally.

2) Have filenames stored on disk as whatever case they were created with. This is the way the versions of MeSsy-DOS I've used work. Within the filing system, of course, all matching is case-insensitive, but programs calling Fsfirst() get mixed case.

3) As 2), but have programs running in MiNT domain get mixed case, programs in TOS domain get uppercase.

Any thoughts on the relative merits of these approaches? Any other ways of doing it?

--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

3986. GEM source at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 09:04:30 UTC
From: gkessells@cc.curtin.edu.au
Message-ID: <1991May14.170431.8126@cc.curtin.edu.au>
Source record: 232099

I have just sent the file cled122s.lzh to atari.archive (put it in ~atari/new)
This is the source code for a fully GEM based cassette box insert editor with
graphics, an executable is also included so you can see how it should work.
This is primarily posted as an example (not necesarily a good one) of how to
write a GEM based application. It uses multiple windows (with proper redraws),
the menu bar, a moveable toolbox on the background screen, dialogs, the file
selector etc. Feel free to use/modify any of my source. Compiles under both
GNU and Mark Williams C.

Rob (In my boss/lecturers account)

3987. Bad Sector on Formatting (was Re: Tos 1.4 Bugs)

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 09:18:33 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May14111833@orion.laas.fr>
Source record: 232078

It is true, other than real cheapo's, the defective floppy disk can be returned to the dealer. (Do you all save all your receipts? :-) Still, which formatters on the Atari do at least verify the formatted disk? Especially, MS-DOS compatible formatters; you get 4 extra sectors for free!

The only time I detected a defective floppy instantly was when Sector 0 was defective! Otherwise, you slowly fill up the floppy disk until you come to the defective spot. ;-(It would be nice to know that fact when the disk was formatted.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3988. Re: Phantom Typist Sighting! (Only Elvis has more...)

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 10:03:28 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2787@prles2.prl.philips.nl>
Source record: 232081

We had a small discussion of the phantom typist in c.s.a.st.tech
recently.

A more or less conclusion was that it occured after typing normal
text immediately after one or more backspace.

It seemed to be caused by inconsequent keyhandling procedures
within the application programs. However more investigation
is needed to say this for sure.

The background idea was that standard text characters were queued
when typed in while other keys like delete and backspace were not
queued within the program to help you not to delete too much.

..opions of course..
--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

3989. Re: Atari-st vs Atari-tt

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 10:04:41 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May14.100441.1@simvax.labmed.umn.edu>
Source record: 232094

In article <1986@ahds.UUCP>, geert@ahds.UUCP (Geert W.T. Jonkheer CCS/TS) writes:

> Is it worth it to get rid of my mega-ST and buy an TT or
> must I wait for another machine to come up? Does all
> ST software run on an TT?

You might want to wait for an announcement / price quote for the SST68030 from Gadgets (the folks who brought you the Spectre Macintosh emulator). For about half the cost of a TT you can get a very nice 68030 with lots of fastRAM and compatibility with the ST -and- TT software. I can see about getting a copy of the on-line session David Small gave on GEnie last Wednesday dealing with the new hardware.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3990. Re: Atari-st vs Atari-tt

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 11:59:01 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May14.115901.7750@informatik.uni-erlangen.de>
Source record: 232082

geert@ahds.UUCP (Geert W.T. Jonkheer CCS/TS) writes:

>I am a proud Mega-ST owner, but I wonder what the
>major and minor differences are between the TT and the Mega-ST.
>That the TT is twice as fast and that it has a build in
>harddrive, I already know.

Depending on the application, a TT is four to six times faster
than a standard MegaST. I think you mix this up with the MegaSTE
which is about 60% faster than a standard ST.

>Is it worth it to get rid of my mega-ST and buy an TT or
>must I wait for another machine to come up? Does all
>ST software run on an TT?

I like the TT, and I usually recommend it if you have an
application that needs the power (TeX, for example). The major
applications run fine on the TT.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3991. Re: Bad Sector on Formatting (was Re: Tos 1.4 Bugs)

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 12:01:42 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May14.120142.7994@informatik.uni-erlangen.de>
Source record: 232083

ralph@laas.fr (Ralph P. Sobek) writes:

>It is true, other than real cheapo's, the defective floppy disk can be
>returned to the dealer. (Do you all save all your receipts? :-)
>Still, which formatters on the Atari do at least verify the formatted
>disk? Especially, MS-DOS compatible formatters; you get 4 extra
>sectors for free!

Hyperformat and PumpUp (two formatters written by yours truly) verify
and mark bad spots. The Desktop formatter does this, too.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

3992. Re: Publishers

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 12:43:16 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May14.124316.29136@lsuc.on.ca>
Source record: 232147

In article <1325@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
>In article <1991May11.211802.22320@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>>[I'm posting the following on behalf of Michal Jaegermann
>><NTOMCZAK@vm.ucs.UAlberta.CA>, who gets c.s.a.st through a digest. - dmb]
>>From: Michal Jaegermann <NTOMCZAK@vm.ucs.UAlberta.CA>
>>
>>Jim Omura (lsuc!jimomura) posted recently in c.s.a.s. long diatribe
>>against different forms of software you can find on usenet, different
>>archives and bbs's. He is definitely against stuff where copyright
>>notice is included and somehow managed to convey a feeling that
>>nets are ripping him off.

...

>Oh, I didn't get that "feeling" at all.
>The message I got was that his impression is that he cannot expect to make
>a living (or even a part of one) by distributing products as shareware
>because of the preponderence of individuals who feel no compunctions about
>paying the author for the software they use and because of the preponderence
>of individuals who feel no compunctions about distributing shareware in
>ways that make it hard to tell what's shareware, what's freeware, and
>what's public domain.
>
>I gather that there are some authors who even today manages to defray
>a small part of their development costs from shareware revenues,
>but I also gather that that is less true today than it was for a while,
>and in any case that quite a different story from meeting costs and
>exceeding them enough to buy a sandwich or two.
>So, my impression accords with what I believe is his impression.

>This is not at all to say that "the nets are ripping [people] off".
>As long as one understands from the outset that the ground rules only
>allow for posting stuff pro bono, and posts stuff with that understanding,
>one is not being ripped off. One who does not understand that, well,
>is still not being ripped off, but is caught in a misconception.

Well, essentially you've understood what I was saying, but
Michal wasn't entirely wrong about what I said either. I didn't
say that *I* was being ripped off, but that to an extent, yes,
sometimes people are being denied use of material from the Net
whereas they are being put to the expense of passing it around
and to that extent, they *can* claim to being ripped off. And
they are given the opportunity to actually see it happen, which
makes it quite brazen. Let's look at a specific example. As far

as I remember, Lattice used to be on the Net. I don't know if they still are, but I'm fairly sure they were a few years ago. Now Sozobon C is not "begware" at this time. That is to say, they are not asking for money for their current distribution, so please keep in mind that this is only hypothetical. Also, the Sozobon authors are *not* on the Net and never "sent it down the Net". But let's say that one of the authors of Sozobon had sent a copy of Sozobon C down the net with a request for $30.00. Not unreasonable, and not unusual. Now the 'lattice' site would have the great joy of passing on a product that was probably taking money from their sales, and being expect to pay themselves, in terms of connections facilities and storage, as well as messages assisting people later who use Sozobon C.

Now that's an extreme case. But 1 of the points I was making was that even the least restrictive restrictions are still going be a reduction of the value of the Net to *somebody*. And to an extent, we have generally agreed that we'll live with it. Me too, obviously. But that doesn't mean that there isn't a "better way."

What's interesting is that there are so many people who are "new" to the Net that this whole argument seems to be new to a lot of people. This is one of the oldest historical arguments on the Net. It may surprise many here, but there has *always* been a disagreement with posting of binary files, for example, if you don't post the source code. Why? Well, you are *supposed* to share your material with the widest possible number of people on the Net. Posting a binary which can't be ported to other machines was (and in many peoples opinion still is) a violation of Nettiquette. And "those people" are for the most part the very people who were the main builders of the Net. What do you think "those people" think when they see a file that is Binary, Copyrighted, and *demands* money?

It was this "free exchange" of information that was the very basis of the Net. And I think it's what makes it better than FidoNet, which was *not* based on this principle so much as it was based on the fact that they saw what was happening on the InterNet and realized that such a thing was good.

>What's disconcerting to me that while I can understand that Usenet
>*cannot* be used as a vehicle for commercial enterprise, but *must*
>be maintained as a pro bono vehicle, there is no reason why this
>should be true of the commercial systems such as CIS, GEnie, etc,
>yet this seems to be the case. That is, there does *not* seem to
>be a commercial system which can be used as a vehicle for marketing
>and selling software products. (Jim's article and maybe one of the
>followups mentioned STart and a couple other systems. I know nothing
>about them. Maybe one or more of them fulfills this need.)

Exactly true! But not simply because CIS, Genie, BIX and Delphi are commercial. That has nothing to do with it. The point is that

what *you* download from CIS is something that both you and CIS have agreed to be a part of. They are *not* sending you Sozobon C by using Lattices's expenses. The only people involved are you and CIS.

What I think a lot of people should do is stick a sign on their monitors and read it every now and then:

"The Net is NOT a BBS."

Anyway, this is really not that important to me, so hopefully, unless someone else is getting something out of it, it'll end soon.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3993. Re: Bad Sector on Formatting (was Re: Tos 1.4 Bugs)

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 13:10:33 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5646@wucc.waseda.ac.jp>
Source record: 232104

In article <RALPH.91May14111833@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
> It is true, other than real cheapo's, the defective floppy disk can be
> returned to the dealer. (Do you all save all your receipts? :-)
Some disks have labels that says "lifetime guarantee", i.e. they can be changed without a receipt. We return the defective products to the manufacturers here. And they know when the lot went to the market and determine if the floppy hasn't been used long.
> Still, which formatters on the Atari do at least verify the formatted
> disk? Especially, MS-DOS compatible formatters; you get 4 extra
> sectors for free!
Very few formatters (such as those that come with a disk editor) have their own routine for the actual formatting. Most of the formatters simply feed arbitrary parameters to a TOS formattng routine, which does the verify.
>
> The only time I detected a defective floppy instantly was when Sector
> 0 was defective! Otherwise, you slowly fill up the floppy disk until
> you come to the defective spot. ;-(It would be nice to know that
> fact when the disk was formatted.
Fortunately maybe, I have never experienced using a defective disk in my life (since 1980 when I bought my own single sided 8" disks). I heard people like to spread dust (tiny rocks, they are) over their disks, use very poor drive mechanism, or are unaware of the insufficient power supply to the drive mechanism. I have experienced cases where read/write failed but neither the floppy nor the drive mechanism was to blame: the write current of previous head was too strong for the second write current to override. As long as we use the same type of drive mechanism with adequate and stable power supply, that can be avoided.
(the rest deleted)

Y Tsuji ("I 've got only one person who has positively responded to my appeal for a beta tester of an HD drive project!")

3994. Re: GNU Emacs on an Atari Mega 2 - Lisp Storage

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 13:56:19 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May14155619@orion.laas.fr>
Source record: 232092

Are you loading special stuff? Are you only loading Lisp source, or
compiled lisp code? For a standard load, plus my emacs.elc which
loaded TeX mode, I never had such problems neither on my old 1040 ST
or on my current Mega 4 ST.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

3995. Re: GFA Raytrace

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 14:38:05 UTC
From: ccsg@lut.ac.uk
Message-ID: <1991May14.143805.3888@lut.ac.uk>
Source record: 232164

Organization : Loughborough University, UK.
Keywords:

Hello everybody, I just would like to answer to Thomas
about Gfa Raytrace Package. I don`t know all the tools in this Pack
but if you are a beginner I don`t think that Gfa Raytrace could bring
you a lot of very interesting things. Let me explain why: At first
Gfa Raytrace is really specific. You know that this software uses the
Raytrace technic to show pictures. Of course the result is very nice
but the calculation is very slow (1-5 Hrs sometimes...or sometimes
all the night). Moreover Gfa Raytrace uses a lot of colors and it`s
difficult to use this process in GFA. But if you want to use the
Gfa Raytrace pictures try to find a converter from GFA Raytrace to
Spectrum (It`s exist!) and then you can use a Spectrum 512 routine
to show your pictures. If you can`t find a routine try to find
a executable binary file which load the pictures. (And if you want
make a DEMO for instance you can use the instruction EXEC or PEXEC 0
to exec the binary file... look in your Gfa basic manual).

Well, what I can say now? I could maybe introduce
myself... I`m called Samuel Grosdemange and it`s the first time
I use USENET NEWS .More other I`m French and I`m 19 (So, I beg
your pardon for the mistakes... thanks in advance). I begin to
code in Assembler 68000 some DEMOS and we have made a crew in
France (in Epinal near Nancy near Strasbourg). The name of our
crew is Passion and if you want to contact us (It`s a call to all
coders and ST users all other the world) write to the following
adress:
Samuel Grosdemange
3,Rue des Ducs de Chatel
88000 PALLEGNEY
FRANCE

Now , Thomas I hope you could receive a few letters
explaining you what Gfa Raytrace offer as a programming tool.
Good Luck with yous Atari ST and write me.Good Bye!

Sam,

3996. System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 14:52:26 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991May14.145226.26431@rodan.acs.syr.edu>
Source record: 232106

Someone just told me that System 7 for the Mac is now
officially available (this was not an official source). I
can't imagine anyone already having checked out a copy on
Spectre, but it would be great to hear from them if they did.
In any event, it would be great to hear about compatibility
if/when someone finds out.
--Gerry

3997. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 16:18:43 UTC
From: ritz@msb.com
Message-ID: <1991May14.161843.10515@msb.com>
Source record: 232111

In article <1991May09.165204.3132@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Now that the Atari-supported graphics situation on the TT has been clarified,
>does anyone have anything to say about third-party graphics boards for the TT
>(or perhaps Mega STe)? Anything actually shipping? Anyone at the stage of
>"prototype working, artwork laid out"? Tell me (us) about the ST/TT world's
>answer to 8514/a and XGS (did I remember the abbreviations right?).

Hmmm, first time I've read in a while...If the TT has an "industry standard"
NuBus slot, why not buy a NuBus compatible graphics board?

Regards,

Chris
--
-----------------------------------+--
Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

3998. Re: Which monitors can use TT high res?

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 16:22:22 UTC
From: ritz@msb.com
Message-ID: <1991May14.162222.10621@msb.com>
Source record: 232112

Oooooops, I should have said VME port on my last post. I guess I've
been using my IIci a little too long. :-)

Cheers,

Chris

--
-----------------------------------+--
Chris Mauritz |People are strange
ritz@msb.com |when you're a stranger.
Copyright (C) 1991 |The Doors-

3999. Re: BART and how to get binaries

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 16:25:00 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May14.162500.16215@terminator.cc.umich.edu>
Source record: 232107

In article <139@dorjam.UUCP> paulm@dorjam.UUCP (Owner and User) writes:
>
> I don't know if I've got the directory stuff right. I was able to get
> code from BART before the shutdown but haven't been able to since. I
> received help and the index but when I try to get zest... nothing.
> I used the line:
>
> sendb emulators/zest.lzh
>
> Is this correct?
Yes, so far so good.

However, since you're at a uucp site, you'll probably want to try
adding a path line, like the one you've listed in your .sig.

> The directory structure (if any now) is not very clear with the new index
> style.

You really don't think so? I've clearly listed the beginning
of each directory with the name and a colon (i.e.'games:'),
and I've clearly marked the end of each directory with something like
'/end of games directory/'. Are others having this trouble with the
Index? Perhaps we should just nuke the whole thing and go back to an ls -lR??
I'd be interested in any feedback anyone has on this.

>
> Any help would be apreciated.
> Thanx in advance,
> Paul Moreau
>-----
>UUCP: ..!ccicpg!dorjam!paulm
>-----

weiner
--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu
Meet my mom and dad : {tom,diane}_weiner@ub.cc.umich.edu, but be nice.....

4000. NeoDesk PATCH302

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 16:25:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May14.162529.4440@ecst.csuchico.edu>
Source record: 232110

I've been getting a lot of mail recently from people who've asked me where the PATCH302 for NeoDesk is at atari.archive, since I said it was there. Apparently, it is not there, but it was a couple of weeks ago because that's where I got my copy.

Jeff Weiner, do you know where it is?

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

4001. MiNT and Gemini...

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 16:31:56 UTC
From: jared%midiline.uucp@elroy.jpl.nasa.gov
Message-ID: <XR4X22w164w@midiline>
Source record: 232076

Can someone inform me a little bit more about these two 'system' DOS/TOS replacers, or whatever they're called. How well does MiNT do what it supposes to do, which is multi-tasking? I've played with Gemini, and love the new desktop setup, but is Gemini pirated at all, or is it truely an original new desktop replacement in the PD/Shareware distribution?

Is anyone using either of these programs as an entire replacement for their ST's OS? Tell me the differences, improvements, etc. I'm very interested in maxing out the Mega ST4 to it's capaciable limit in operation! Also, I need to know detailed instruction on how to install either of these programs into my ST, and know how to run them.

The documentation seems to point out that MiNT isn't complete in some way... some bugs or something? No longer am I interested in just the simplicity of GEM... I want P O W E R !!!

Golden Bear

P.S. Please reply to me in Email, as there are often too many messages in here to trudge through on any given day. Thanks!

4002. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 16:56:43 UTC
From: silvert@cs.dal.ca
Message-ID: <1991May14.165643.11724@cs.dal.ca>
Source record: 232077

In article <1991May14.145226.26431@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Someone just told me that System 7 for the Mac is now
>officially available (this was not an official source). I
>can't imagine anyone already having checked out a copy on
>Spectre, but it would be great to hear from them if they did.
>In any event, it would be great to hear about compatibility
>if/when someone finds out.

Looks like Apple beat Small to the punch. Has anyone got their GCR 3.0
upgrade yet? I ordered mine ages ago.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

4003. GemView and Uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 17:26:52 UTC
From: rcb@netcom.netcom.COM
Message-ID: <1991May14.172652.6795@netcom.COM>
Source record: 232114

Like many others, I've just recently downloaded GemView from c.b.a.s. and installed it as an ACC. I'm pretty impressed with it, especially the fact that it multi-tasks. However, I just noticed a problem with Uniterm which I never had before. The problem goes away if I remove GemView as an ACC.

When I move the mouse, I get the text cursor very briefly followed by the arrow cursor. With the arrow cursor, pressing a mouse button pops up the wrong menus and marking text doesn't work. Since I use the cut and paste feature of Uniterm a lot, that bothers me. Has anyone else noticed this? I post here because I'm not sure if this is a GemView problem or a Uniterm one.

Thanks,
--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

4004. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 17:32:57 UTC
From: aq009@cleveland.Freenet.Edu
Message-ID: <9105141732.AA19207@cwns10.INS.CWRU.Edu>
Source record: 232108

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

> Someone just told me that System 7 for the Mac is now
> officially available (this was not an official source). I
> can't imagine anyone already having checked out a copy on
> Spectre, but it would be great to hear from them if they did.
> In any event, it would be great to hear about compatibility
> if/when someone finds out.

At the Windsor Atari show, Dave Small said that he had tested System 7 on Spectre. It works, but he called the System 7 software "a dog." He said it was terribly slow and crashed often. I doubt that Spectre is to blame for the slowness and crashing. It may be that he was just using an unrefined pre-release version--or maybe Apple really messed up on System 7. I suppose one should check it out before getting it for their Spectre (or Mac, for that matter).

--
__ David Johnson Michigan State University
/ \ ___ ___
/ //__/| //__ aq009@cleveland.freenet.edu
/___// / |_//__ djohnson@ibm.cl.msu.edu

4005. Re: Phantom Typist Sighting! (Only Elvis has more...)

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 18:51:24 UTC
From: cjy@uafhp.uark.edu
Message-ID: <6442@uafhp.uark.edu>
Source record: 232115

In article <2787@prles2.prl.philips.nl>, johnj@knor.prl.philips.nl (John Janssen) writes:
>
> We had a small discussion of the phantom typist in c.s.a.st.tech
> recently.
>
.... explanations of conclusions deleted ....
> --
> John Janssen Check the email address in the header, as this
> J.v.Deventerstr.1 may have been filled in wrong by the system.
> Venlo Holland
> +31 77 513177 Reply to: johnj@idms.prl.philips.nl

About a year ago, I captured the phantom typist in a session saved from Revolver (the task switching program that allows you to save and restore all memory from a virtual session created by that software). Thus, the phantom typist could be loaded at any time for inspection by anyone with a 4 Meg machine and the Revolver software. I posted an article and ftp'ed a file 'phantom.arc' to 'atari.archive', hoping someone more competent than I would be able to examine the situation in detail and discover once and for all what causes the phantom to appear. I never heard from anyone who even looked at the files. Maybe if some of the interest in it has rekindled, someone will check it out.

Calvin Yockey
University of Arkansas
cjy@uafhp.uark.edu

4006. Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 19:24:58 UTC
From: bpohl@dvorak.amd.com
Message-ID: <1991May14.192458.19903@dvorak.amd.com>
Source record: 232116

Is there a parts joining script for rejoining the parts of a uuencoded binary or source file before uudecoding? I've just been doing it by hand and I'm getting tired of it, cutting out the header and comments, etc. I wand something that will take all the mailed/posted part and make one .uue file I can send to our VAX for uudecoding (the uudecode on the SUN tends not to work).

I don't want to bother doing my own if someone has one that works (UNIX is still new to me). If you have one that you like, please e-mail it or post it. I can't ftp off site so I'd need it SENT TO me.

Thanks for the help.

SLATFATF,
Bion

4007. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 20:14:43 UTC
From: chad@oscar.cs.byu.edu
Message-ID: <1991May14.201443.27626@hamblin.math.byu.edu>
Source record: 232113

```
--
In article <9105141732.AA19207@cwns10.INS.CWRU.Edu>,
aq009@cleveland.Freenet.Edu (David A. Johnson) writes:
|>ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
|>> Someone just told me that System 7 for the Mac is now
|>> officially available (this was not an official source). I
|>> can't imagine anyone already having checked out a copy on
|>> Spectre, but it would be great to hear from them if they did.
|>> In any event, it would be great to hear about compatibility
|>> if/when someone finds out.
|>At the Windsor Atari show, Dave Small said that he had tested System 7
|>on
|>Spectre. It works, but he called the System 7 software "a dog." He
|>said
|>it was terribly slow and crashed often. I doubt that Spectre is to
|>blame
|>for the slowness and crashing. It may be that he was just using an
|>unrefined pre-release version--or maybe Apple really messed up on
|>System 7.
|>I suppose one should check it out before getting it for their Spectre
|>(or
|>Mac, for that matter).

Well, I haven't gotten SYS7 yet but everyone in the Mac conferences
who has used it says it is great, more stable, and (sometimes) faster.

************************************************************
Chad Leigh
Brigham Young University / on leave from DEC
chad@yvax.byu.edu / chad@norge.enet.dec.com
************************************************************
```

4008. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 20:34:57 UTC
From: iho@cac.washington.edu
Message-ID: <1991May14.203457.5543@milton.u.washington.edu>
Source record: 232084

silvert%biome@cs.dal.ca writes:
> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>>Someone just told me that System 7 for the Mac is now
>>officially available (this was not an official source). I
>>can't imagine anyone already having checked out a copy on
>>Spectre, but it would be great to hear from them if they did.
>>In any event, it would be great to hear about compatibility
>>if/when someone finds out.

>Looks like Apple beat Small to the punch. Has anyone got their GCR 3.0
>upgrade yet? I ordered mine ages ago.

I've had mine for months. Yes, it was an upgrade and not a new purchase.
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

4009. gcc 139 from atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 20:53:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <60536@hb.maus.de>
Source record: 232018

Hi everybody,

now that the cc1 is also available at a.a. I started to test the compiler by
running the gcc.ttp.
The results weren't very satisfying.

When I run gcc with the -v Option I get the following.

```
gcc version 1.39
cpp -v -undef -D__GNUC__ -Datarist -Dgem -Dm68k -D__atarist__ -D__gem__
-D__m68k__ golforga.c /tmp/cc100000.cpp
gcc: /tmp/cc100000.cpp: file not found
```

I presume cpp tries to create the temporary file but fails because of the
slash's which should be backslash's?!?

If I use cpp directly it can't find the include files, although I've set
GNULIB and GNUINC.

What am I doing wrong?
Just to stupid or has anyone else problems like that?

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | (UUCP) bsp3@informatik.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | & Franz)

4010. Trackballs for sale!!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 20:56:08 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991May14.205608.7264@usenet.ins.cwru.edu>
Source record: 232105
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace

I am selling genuine Atari trackballs that have been modified for use with
the Atari ST or Amiga computers. They work exactly as a mouse and are
available for a limited time. These are NOT the bulky 2600 models. These
are smaller and have superior buttons to the 2600 version.

For a standard trackball (left mouse button only): $25

For a trackball plus (left and right mouse buttons and a 9 foot cord): $35

Both trackballs are totally compatable with the Atari ST or Amiga mouse.
Please specify if you want it for the ST or Amiga if you plan to order.

Please include $5 for postage and handling for each order.

If you are definately going to order, please let me know ahead of time
so I can process your order more quickly.
--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

4011. Re: BART and how to get binaries

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 21:03:18 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1991May14.210318.11489@math.lsa.umich.edu>
Source record: 232102

In article <139@dorjam.UUCP> paulm@dorjam.UUCP (Owner and User) writes:
> [problem deleted - Jeff already answered it in another article]
>
> Any help would be apreciated.

Just a reminder, if you are having problems with BART, you should send me (jon@atari.archive.umich.edu) a message. Jeff handles just about everything except BART, that's my domain.

Jon Brode -- jon@atari.archive.umich.edu brode@math.lsa.umich.edu
Meet Jeff's mom and dad : {tom,diane}_weiner@ub.cc.umich.edu, be nasty.....

4012. Patch302 mystery solved, finally.

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 21:11:30 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May14.211130.819@ecst.csuchico.edu>
Source record: 232117

Jeff Weiner@atari.archive deleted patch302.arc because someone had told
him that neoqueue.arc was a newer version. Neoqueue.arc only replaces
the neoqueue which is in patch302, not the entire patch!

Therefore, I have sent patch302.lzh to atari.archive. And it is .LZH, not
.ARC.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

4013. PATCH302 gone from atari.archive: Please upload!

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 21:33:42 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991May14.213342.10487@cs.cmu.edu>
Source record: 232109

I've been in touch with Jeff Weiner, and the file to convert NeoDesk
3.01 to version 3.02 is gone from atari.archive.
It was accidentally deleted.

Would somebody please re-upload patch302.??? to atari.archive ?

Thanks,

Red/.

4014. Re: Has anyone heard of these games?

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 21:50:40 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991May14.215040.17883@cs.wayne.edu>
Source record: 232154

In article <11059119:37:08RAD2@lehigh.bitnet> RAD2@NS.CC.LEHIGH.EDU (Raymond Alexander Dixon) writes:
>I am trying to find out whether a few games that were for the Atari are
>still around. The games in question are: The Return of Heracles,
>Excalibur and M.U.L.E.
^^^^^^^

There is a thread on GENIE about a guy writing a MULE-like game called Dromedary. Looks pretty good. I'll see if I can't upload some of his messages about his game. He's expressed an interest in makeing a demo.
--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

4015. Online Reader programs

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 22:26:56 UTC
From: revpk@cellar.UUCP
Message-ID: <L8Jy24w164w@cellar.UUCP>
Source record: 232123

I finally got Usenet access here, and I've found that it takes a LOT
of time to work with-- as well as the fact that I'd rather not read every
message that comes along, so I wind up skipping messages.
There are terminal programs for IBMs and Macs that allow one to a)
leave the program running, b) it will dial out automatically, and capture the
necessary files, and c) present them to you later on. These programs also do
something else which marks them above the standard capture buffer: they
provide for tracking replies to messages.

In a sense, they present the info to he user as though they're still
on line, get the responses, and the next day they redial out and upload the
replies.

Are there any such programs for the ST? Or, conversely, are there any
script files that will allow Flash to do this?

Brian Siano-- no signoff text yet, but I'm working on it.

4016. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 23:27:22 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May14.232722.18194@daffy.cs.wisc.edu>
Source record: 232124

Unfortuneatly, System 7.0 doesn't work with the latest version of Dave Small's software version 3.0.

Although the boot up error is quite trivial, and you don't get a crash page just a missing resource box from the installation.

--Gregory

4017. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-14 23:27:52 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991May14.232752.22583@rodan.acs.syr.edu>
Source record: 232118

In article <9105141732.AA19207@cwns10.INS.CWRU.Edu> aq009@cleveland.Freenet.Edu writes:
>At the Windsor Atari show, Dave Small said that he had tested System 7 on
>Spectre. It works, but he called the System 7 software "a dog." He said
>it was terribly slow and crashed often. I doubt that Spectre is to blame
>for the slowness and crashing. It may be that he was just using an
>unrefined pre-release version--or maybe Apple really messed up on System 7.
>I suppose one should check it out before getting it for their Spectre (or
>Mac, for that matter).
> __ David Johnson Michigan State University
> / \ ___ ___
> / //__/| //__ aq009@cleveland.freenet.edu
>/___// / |_//__ djohnson@ibm.cl.msu.edu
After my original post, I saw System 7 in a store and it
wasn't terribly slow...and I didn't see it crash. It would be
interesting to know if Dave checked it out on a "regular"
Spectre or on a machine with his 68030 board in it...after
all, I saw it on a IIci.
--Gerry
ggreenbe@rodan.acs.syr.edu

4018. Re: Trackballs for sale!!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 00:34:08 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May15.003408.2101@ecst.csuchico.edu>
Source record: 232125
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace

In article <1991May14.205608.7264@usenet.ins.cwru.edu> al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:
>
>I am selling genuine Atari trackballs that have been modified for use with
>the Atari ST or Amiga computers. They work exactly as a mouse and are
>available for a limited time. These are NOT the bulky 2600 models. These
>are smaller and have superior buttons to the 2600 version.
>
>For a standard trackball (left mouse button only): $25
>
>For a trackball plus (left and right mouse buttons and a 9 foot cord): $35
>
>Both trackballs are totally compatable with the Atari ST or Amiga mouse.
>Please specify if you want it for the ST or Amiga if you plan to order.
>
>Please include $5 for postage and handling for each order.
>
>If you are definately going to order, please let me know ahead of time
>so I can process your order more quickly.

Is this a commercial advertisement? I've seen this quite a few times in
the last several months.

In the first paragraph, he says "available for a limited time." How
limited?

In the last paragraph, he says he wants to know ahead of time so he "can
process your order more quickly."

I bring this up because of the recent discussion about the mini-e-mail-order
service Mark Choi (it was you, wasn't it?!) was going to set up.

I'll take my net.police badge off now.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

4019. is there a way to make ST disks IBM-readable?

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 01:27:49 UTC
From: millgram@husc4.harvard.edu
Message-ID: <1991May14.212750.994@husc3.harvard.edu>
Source record: 232088

I vaguely remember hearing that it was possible to do something to my ST disks that would allow me to put them into my IBM-compatible machine. Does anyone out there know how it is done, and where I can get hold of the hack that does it?

Many thanks,

Lije

--

Elijah Millgram millgram@husc4.harvard.edu
Philosophy the old fashioned way... All work done on the premises.

4020. ct GIF to IFF converter on th ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 02:20:16 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May15.022016.2792@ecst.csuchico.edu>
Source record: 232089

HELP!! I am looking for a GIF to IFF converter that will run on the ST.

If you know where to get one, let me know.

Also, If you know where to find a Giff viewer that will take from the
4906 color palet of ST STe, or ST with shifter, and convert it into a
Spc or SPu or NEO or anything that uses the 4096 color palet, Id
be interested in that too.

thanks.

4021. SCSI floppy specs

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 03:27:36 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13024@uhccux.uhcc.Hawaii.Edu>
Source record: 232127

```
Here's some specs from Teac and Brier Technology brochures:

Teac 3.5" embedded SCSI floppy drive
-------------------------------------------------------------------------------
o Built-in SCSI interface reduce host computer loads

o Built-in 30KB data buffer makes transfer rates up to 556KB/s possible

o FD-235HS offers 2MB capacity and the FD-235JS, 4MB capacity

o Single +5V DC power operation

SCSI controller specs
-----------------------
data buffer: 30KB
terminator: mounted (removable)
SCSI ID: SCSI ID = 0 (when shipped)
Parity stop: On/Off possible (Off when shipped)

Drive specs
-----------------------
data transfer: 250Kb/s, 500Kb/s, 1Mb/s
rotation: 300rpm or 300/360rpm (FD-235JS)
average access time: 94ms
track-to-track seek: 3ms
settling time : 15ms
motor start time : 480ms or less
error rate : 10e-9 soft read, 10e-12 hard read, 10e-6 seek error

General
-----------------------
MTBF: 10,000 hours or more
MTTR: 30 min or less
Power requirements: +5V DC +- 10% (+12V DC supply unnecessary)
Power consumption: .45W typical standby, 1.6/1.85W read/write (FD-235JS)
Dimensions (WxHxD): 105x42x162mm (4.125x1.625x6.375in)

===============================================================================

Brier Technology Flextra 3.5" 25MB embedded-SCSI floppy drive
-------------------------------------------------------------------------------
o Twin Tier Tracking technology records precisely-positioned magnetic signal
on a barium ferrite disk to indicate where data is recorded. This is crit-
ical to STOR/MOR's high storage capacity

o Embedded servo/voice coil actuator
```

o Fast. Data access is on a par with fixed disks:
average access time: 35ms
track-to-track : 15ms
rpm : 720
data rate : 1.25MB/s

o Large data capacity: formats to 21.4MB

o Error rate: 1 in 10e9 correctable, 1 in 10e12 uncorrectable

o Dimensions (WxHxD): 4.000x1.625x5.750in

The drive is sold to OEMs in large quantity only. Q/Cor of Norcross, GA is packaging the 25MB Flextra 3020 in internal ($849), external ($995), and PS/2 ($1195) subsystems with everything necessary to plug and play with IBM PC computers. Additional disks are $30 each.

==========

Addresses:

Teac Corp Teac Deutschland GmbH
Data Storage Division Arzbergstr. 10 D-8036
Musashino Center Bldg. Herrsching, F.R. Germany
1-19-18 Naka-cho, Musashino Ph: 08152-37080, Fax: 08152-370826
Tokyo 180, Japan
Ph: 0422-52-5041, Fax: 0422-55-2554

Teac America
7733 Telegraph Rd
Montebello, CA 90640
Ph: (213) 726-0303, Fax: (213) 727-7652

Q/Cor Brier Technology
One Meca Way Sales & Marketing Group
Norcross, GA 30093 25 Meca Drive
800-548-3420 Norcross, GA 30093
Ph: (404) 564-5550, Fax: (404) 381-2808

==========

Up-to-date specs on the Insite Floptical haven't been received, but a sales rep stated that one U.S. company, Iomega Corp (manufacturer of Bernoulli drives), has licensed their technology. The Insite drives will be manufactured in Japan by an un-named company. The question of licensing the floptical drive and embedded servo disk technology to Japanese companies was only answered by the statement that Insite is preparing to make an announcement sometime in May.

Insite Peripherals
4433 Fortran Dr.
San Jose, CA 95134
(408) 946-8080

4022. 520ST questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 03:31:41 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <42337@cup.portal.com>
Source record: 232090

I have a chance to get an Atari 520ST (ST520?) with colour monitor,
mouse, and one disk drive for $250, and am looking for general
opinions on it, and have some specific questions, as well.

For one, can I had a hard drive to it?
Is its only operating system GEM? I am unfamiliar with it...
Can I add more memory? And what memory does it have?
Software! Is there much available?

Thanx for any info, big or small, anyone can offer

Please mail me directly, as I dont (yet?) read this news group

Billy D'Augustine
Azog-Thoth@cup.portal.com

4023. 1040 ST fails ram test

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 03:37:24 UTC
From: gathings@cs.utk.edu
Message-ID: <1991May15.033724.11656@cs.utk.edu>
Source record: 232128

I have just aquired a 1040 st and for some reason, it fails
the ram test for the next 512k bank.

I have 3 questions :

- What could cause this (besides the fact that I might not have
an extra 512k in the machine)

- Is there an earlier version of the 520 st that looks like
the 1040 st (the logo on my 1040 looks 'strange')

- Is there a fool-proof ram test prg. that I can use to make
sure I am not seeing things(I am using a pd version
right now)

Any replies or hints are welcome .

Golando

4024. mac emulator kit for atari st's

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 03:53:42 UTC
From: gathings@cs.utk.edu
Message-ID: <1991May15.035342.12119@cs.utk.edu>
Source record: 232129

I am considering purchasing a mac -emulator kit for my 520 or 1040 st.
I have the following questions:

- what is the minimun system configuration one must have ?
- what are the limitations of such a system?
- what mac software will I be able to run ?
- will I need the original mac roms in order to
run the mac emulator?
- do anyone have an emulator to sell ?
- what price is too much ?
- is PC ditto (ibm emulator) a more economical
option to access a larger software base?
- will I be able to read mac disks ?

Thanks

Golando

4025. Re: ct GIF to IFF converter on th ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 04:32:08 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May15.043208.3572@ecst.csuchico.edu>
Source record: 232091

In article <1991May15.022016.2792@ecst.csuchico.edu> neonman@ecst.csuchico.edu (Justin DuBois) writes:
>HELP!! I am looking for a GIF to IFF converter that will run on the ST.
>
>If you know where to get one, let me know.
>

Check out atari.archive in the printing/pbm/ directory. There's a whole slew of graphic conversion utilities for the ST. I don't know if there's a GIF->IFF converter though. The files there are huge as well: some are greater than 300K.

>Also, If you know where to find a Giff viewer that will take from the
>4906 color palet of ST STe, or ST with shifter, and convert it into a
>Spc or SPu or NEO or anything that uses the 4096 color palet, Id
>be interested in that too.

I'm looking for one as well.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

4026. Re: Trackballs for sale!!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 04:52:07 UTC
From: disc@quads.uchicago.edu
Message-ID: <1991May15.045207.27968@midway.uchicago.edu>
Source record: 232131
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace

In article <1991May14.205608.7264@usenet.ins.cwru.edu> al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:
>
>I am selling genuine Atari trackballs that have been modified for use with
>the Atari ST or Amiga computers. They work exactly as a mouse and are
>available for a limited time. These are NOT the bulky 2600 models. These
>are smaller and have superior buttons to the 2600 version.
>
>For a standard trackball (left mouse button only): $25
>
>For a trackball plus (left and right mouse buttons and a 9 foot cord): $35
>
>Both trackballs are totally compatable with the Atari ST or Amiga mouse.
>Please specify if you want it for the ST or Amiga if you plan to order.
>
>Please include $5 for postage and handling for each order.
>

Someone shoot me if I'm wrong, but I was under the impression that a new (with warranty), out of the box, Wico trackball with two buttons, nicely prepared for the Amiga, ran about $40 at Creative Computing in Santa Monica, CA. Considering this, why would anyone pay the same price for a hack???

Further, aren't the instructions for making these devices available on ab20.larc.nasa.gov's anonymous FTP-server?

Just here to give you ALL the information in order for all you buyers out there to make a more objective decision.

Jerry Dischler
disc@quads.uchicago.edu

4027. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 04:57:40 UTC
From: iho@cac.washington.edu
Message-ID: <1991May15.045740.26923@milton.u.washington.edu>
Source record: 232130

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

[re: Dave Small's comment that System 7 was a "dog"]

>After my original post, I saw System 7 in a store and it
>wasn't terribly slow...and I didn't see it crash. It would be
>interesting to know if Dave checked it out on a "regular"
>Spectre or on a machine with his 68030 board in it...after
>all, I saw it on a IIci.

If I remember correctly, Dave has a IIfx. I don't think he'd base
his evaluation solely on his GCR on an ST (with or without a '30 board).
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

4028. Re: BART and how to get binaries

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 05:14:43 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <933y24w164w@ersys.edmonton.ab.ca>
Source record: 232133

weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
> You really don't think so? I've clearly listed the beginning
> of each directory with the name and a colon (i.e.'games:'),
> and I've clearly marked the end of each directory with something like
> '/end of games directory/'. Are others having this trouble with the
> Index? Perhaps we should just nuke the whole thing and go back to an ls -lR?
> I'd be interested in any feedback anyone has on this.

I like the new system of Indexing, but I have problems getting files from
Bart sometimes. It would be nice if their were some examples in the
"help" file that detailed how to get files through the e-mail system.
I've been using commands of the format "sendb dir/filename.ext
aa,ab,ac,ad,ae" and then hoping I would get the file. One file that I
have been consistantly unable to get is Overscan 3. I just never get a
response. The new system of indexing is quite clear, though.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

4029. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 06:28:55 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17273@chaph.usc.edu>
Source record: 232132

In article <9105141732.AA19207@cwns10.INS.CWRU.Edu> aq009@cleveland.Freenet.Edu writes:
>
>At the Windsor Atari show, Dave Small said that he had tested System 7 on
>Spectre. It works, but he called the System 7 software "a dog." He said
>it was terribly slow and crashed often. I doubt that Spectre is to blame
>for the slowness and crashing. It may be that he was just using an
>unrefined pre-release version--or maybe Apple really messed up on System 7.
>I suppose one should check it out before getting it for their Spectre (or
>Mac, for that matter).

It must have been a beta-version. Nobody (except the guys who made it)
had the "golden copy" of system7 any earlier than a week or so before the
official release. If it was the sys7b4 release, it runs like a dog on even
Mac computers :). However, this makes me wonder: will the SST and the TT be
able to take advantage of the Virtual Memory handling of sys7? I ask this
because (and someone correct me if I'm wrong) I believe that Spectre (all
versions) emulate the Mac Plus, so if the sys7 uses system calls to determine
the hardware it is being run on, then maybe it will think it is using a 68k
rather than an '030 and therefore be unable to use the PMMU of the '030.

BTW, Dave (or anyone else in the know), have you fixed the TT cart.
port problem? I _think_ that was the problem that people were having
running Spectre 3.0 on TTs ... (again, correct me if I'm wrong....).

>
>--
> __ David Johnson Michigan State University
> / \ ___ ___
> / //__/| //__ aq009@cleveland.freenet.edu
>/___// / |_//__ djohnson@ibm.cl.msu.edu

-Mike

4030. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 07:17:21 UTC
From: plinio@crowe.seas.ucla.edu
Message-ID: <2761@lee.SEAS.UCLA.EDU>
Source record: 232136

In article <1991May14.192458.19903@dvorak.amd.com> bpohl@dvorak.amd.com (Bion Pohl) writes:
>
> Is there a parts joining script for rejoining the parts of a uuencoded
>binary or source file before uudecoding? I've just been doing it by hand and

I've been using the awk script that follows on our Unix systems successfully for quite a while. If you run it on a file that has all the parts of a distribution in it in numerical order, it'll strip the extraneous stuff out of it and output a file suitable for uudecoding.

To use it, you can paste it into a file called 'stripuue.awk', copy it into your News directory, and add this line to your .cshrc:

alias strip 'awk -f ~/News/stripuue.awk'

(To be able to use the shell alias immediately, type "source .cshrc" at the csh prompt.)

Thereafter, when you save a set of binaries/sources with the 's' command, you can use the same filename for each to effectively concatenate all the parts into one file (but make sure they are cat'ed in the correct order...sometimes part03 comes before part02, etc.)

Then you can just type something like:

strip filename > stripped.filename

and you should be able to uudecode the "stripped.filename" at that point without problems.

'stripuue.awk' follows:

```
-------Delete everything above this line, inclusive----------------
BEGIN { mode=0 }
$1!="table" && mode==0 { }
$1=="table" && mode==0 { mode=1; print $0 }
mode==1 && $1!="table" && $1!="include" { print $0 }
$1=="include" && mode==1 { mode=2; }
$1=="include" && mode==0 { mode=2; }
$1=="begin" && mode==2 { mode=1 }
-------Delete everything below this line, inclusive----------------
```

plin
--
To mak wridin mo eficiend, i sujes de folouin janjs: drop deleder 'c', as 'k' uil do jus fin. gt rid of endn 'e', sins ids nevr pronncd aniuai. als, 't' is nevr nedd; us 'd'. repeddv knsnnds shd b nls bpp ngbbl rr...01011101

4031. BBS's

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 08:16:32 UTC
From: Patrick_Devine@resbbs.UUCP
Message-ID: <Patrick_Devine.3480@resbbs.UUCP>
Source record: 232137

Is there such a thing as an AtariUUCP BBS program? I've only seen FidoNet capable BBS programs, and FidoNet does not come close to the amount of support of Usenet.

Also, can someone please explain what OS/9 is? Pardon my ignorance, but I've heard a bit about it, but what does it differ from GEM?

-- Via DLG Pro v.95 Beta

[patrick_devine@resbbs.uucp] My oppinion is probably more or less not
[vancouver_bc] your oppinion. Atleast, maybe.

4032. Re: Wordflair II note

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 09:09:52 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5112@syma.sussex.ac.uk>
Source record: 232028

From article <9105122159.AA19366@cwns10.INS.CWRU.Edu>, by aq009@cleveland.Freenet.Edu (David A. Johnson):
>
> Maybe the G+Plus/TT/SLM combination just doesn't work (i.e., G+Plus isn't
> fully TT-compatible). Have him try using GDOS with only one font
> (and no desk accessories) to see if it will print on the laser.

Charles Johnson wrote to me that G+PLUS does not work quite correctly with the TT unless you have the new version - version 1.5.

CodeHead will supply upgrades to users for $10 plus the old master disk.

This may or may not fix the printing problem, but it ought to be worth a try.

Good luck!

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

4033. Re: Bash - does it work?

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 10:03:58 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91May15110358@ghiggins.hpl.hp.com>
Source record: 232145

Plinio Barbeitro writes:
++ In article <1304@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
++ >Does the bash.ttp (The Bourne Again Shell) in "utilities/bash-bin.lzh" of
++ >atari.archive work? All I get is a useless prompt - I can't even cd.

++ Most likely your problem is that you are trying to run bash without mint.

Well, there are two versions of Bash floating round. One is Eric Smith's port, one is Edgar Roeder's. Eric's requires Mint running, Edgar's doesn't.

Bash is "just" a command line interpreter, file system utilities are not built in (they aren't in Eunuchs, from whence Bash originated). Hence you must have on your $PATH, the binaries "ls.ttp" "rm.ttp" "mv.ttp", etc, etc. Edgar's version of bash requires these utilities *NOT* to have a filename extension (i.e. the files must be named "ls", "rm" & "cp"). Eric's (as is more normal) wants these files to have one of the .ttp/.prg/.tos extensions signifying its executability. Edgar's Bash is UNIXMODE sensitive and can use long filenames, filenames with capitals and "dots" are a valid filename character (allowing "Makefile.atari.st" as a valid filename for example).

The other thing about bash is that it leans heavily on environmental variables, so remember to set them as required. For Edgar's Bash, ENVIRON.PRG will set up environment variables before you double-click Bash.

Cheers,

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

4034. Re: MGR: 1. Fonts? 2. Writing applications?

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 10:13:43 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91May15111343@ghiggins.hpl.hp.com>
Source record: 232146

Warwick Allison writes:

++ 1. Are there any MGR fonts anywhere? How do I use them? Is MGR a realistic
++ set-up to use, or is scren space too limited?

?? Try "font n" where n is 1 through ~12. Check that you have font.prg in your mgr binaries. There're other fonts around. There're also files which define what fonts are available and which ones Mgr has access to. Check in $MGR/fonts (wherever that is on your system). Screen space is restrictive for anything over 12pt size, but then again, I don't have Overscan or Reflex.

++ 2. Do I have to write in C, using the MGR libraries to write an MGR
++ application?

In theory, no. The Mgr manual describes the ESC codes that can be used to communicate with Mgr. Personally, I haven't looked very closely into this yet but I managed to use Xlisp to output a few Mgr ESC codes which changed the screen somewhat.

Cheers,

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

4035. Where do I get zoo?

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 10:30:02 UTC
From: protonen@daimi.aau.dk
Message-ID: <1991May15.103002.1068@daimi.aau.dk>
Source record: 232121

Sorry for bothering you with this (I know this must be a FAQ (or perhaps
it's just me who's stupid :-))), but as the subject says:
Where can I get the zoo (un)compression program for the ST?

Thank you in advance.


```
+-------------------------------------------------------------------------+
| Lars J|dal | (put your favourite quotation here) |
| protonen@daimi.aau.dk | |
|-------------------------------------------------------------------------|
| Computer Science Department - Aarhus University - Aarhus - Denmark |
+-------------------------------------------------------------------------+
```

4036. Memory upgrades, overscan.

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 10:39:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <15590@ms.maus.de>
Source record: 232019

seran@VMS.HUJI.AC.IL wrote:

>Secondly does anyone out there have Overscan installed with the actual
>hardware modification? Is it worth it? What exactly does it do? And are there
>any side effects possible? Could something end up not working or not
>displaying
>write. I understand it is is irriversable. Is it perhhaps possible to install
>a switch if there is any worry? I sit worht it is the bottom line?

The actual version of Overscan is called AutoSwitch-OverScan because you can configurate it to switch from the overscan-res. to the standard-res. if programs are to be started which do not run with non-standard-resolutions. There aren't any incompatibilities. In Germany AS-OverScan costs DM 120.

So long,
Patrick

4037. Re: GCC compile error

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 11:54:09 UTC
From: wolfram@akela.informatik.rwth-aachen.de
Message-ID: <wolfram.674308449@akela>
Source record: 232119

bferrer@Bonnie.ICS.UCI.EDU writes:

>can't find d:\tmp/cc100000.s

I had that problem too. It seems that gcc had not fully been ported from
Unix, so some filespecs still use slashes.
However, the slashes arent really the problem since TOS can deal with
filenames containing slashes. So, the file mentioned above would have
the name `tmp/cc100000.s' and be in the root directory of drive d.
Since the part of the filename is longer than 8 chars, TOS runs into
trouble.

I didnt find a solution (maybe patching gcc.ttp could help). Try to get
hold of a newer gcc version (I have one that works).

Sorry

Wolfram

4038. Almost FREE tape drive!

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 13:11:57 UTC
From: george@electro.com
Message-ID: <1991May15.131157.356@electro.com>
Source record: 232152

(This may be a repeat, but I didn't see it on the net)

I have several of these tape machines but very little
time to work on them. I would like to give one away
in exchange for a working interface.

I propose the deal to be :
You send me $40
I send you the stuff listed below
You send me working software + cable diagrams
I send you $40

Ongoing discussions as to functionality, problem solving
would be expected. etc.

Anyone interested?
Anybody want just a drive?

Archive Sidewinder 9045

Streaming Cartridge Tape Drive

- standard 1/4" tape cartridge
- 20 megabytes formatted per tape
- up to 90kbytes/sec transfer rate

- brand new units without cases (OEM models)
- approximately 4.6"x 8.7"x14"
- requires +24V @ 0.8 amp and +5V @ 4.5amps

- hardware interfacing is via :



```
| | xfer | |
| |-----------> | |
| | ack | |
| |<---------- | |
| | dirc | |
| |<---------- | |
| | reset | |
| |-----------> | |
|______| |___________|
```

- software interfacing is via an intelligent controller which accepts commands like :
o reset
o read status
o retension tape
o erase tape
o write
o read

- documentation includes :
o product discription
o operational specs
o controller operation
o host interface description and design guide
o flow charts and timing diagrams
o theory of operation manual
o maintenance manual
o trouble shooting
o complete schematics
o update notes from Archive

--


```
_____________________________________________
|---|---|line--upon--line---|---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---|---| george@electro.com
```

4039. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 13:24:46 UTC
From: silvert@cs.dal.ca
Message-ID: <1991May15.132446.7003@cs.dal.ca>
Source record: 232134

In article <1991May14.192458.19903@dvorak.amd.com> bpohl@dvorak.amd.com (Bion Pohl) writes:
>
> Is there a parts joining script for rejoining the parts of a uuencoded
>binary or source file before uudecoding? I've just been doing it by hand and
>I'm getting tired of it, cutting out the header and comments, etc. I wand
>something that will take all the mailed/posted part and make one .uue file I
>can send to our VAX for uudecoding (the uudecode on the SUN tends not to work).

The Dumas uudecode with additions by myself and others will decode these files without editing out the headers (assuming that they are properly encoded). The file can be in one or multiple files.

It is available by anonymous ftp from cs.dal.ca in pub/bio/uud.tar.Z

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biome!silvert
BITNET=silvert%biome%dalcs@dalac InterNet=silvert%biome@cs.dal.ca

4040. Re: Arcgsh

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 13:34:42 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May15153442@orion.laas.fr>
Source record: 232122

Since there seem to be necessary 2 versions of ARC and at least 3 or 4
of the LHARC family, can the next ARCGSH allow for multiple LHARCs and
2 ARCs? I have not found a single LHARC program which tests/extracts
atari.archive or posted *.lzh files. Grr!!
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4041. Re: TOS Command Line

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 14:10:41 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91May15161041@acae127.cadence.com>
Source record: 232153

In article <TyVo23w164w@ersys.uucp> ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes:

> The shells that suppot Zmodem, namely Zflash, have problems with the
> command line as well. They try to send as many as thirty-two files along
> the command line, but the command line simply isn't big enough. Not very

this is a problem with the shell, not rz or sz in the zmdm
distribution. they dont pass args using established conventions.

recommended Xargs is not such a hot idea either in my opinion -- now
that we have a (liviable) standard, lets use it and make things just
that -- standard.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4042. Re: BART and how to get binaries

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 14:18:07 UTC
From: paulm@dorjam.UUCP
Message-ID: <141@dorjam.UUCP>
Source record: 232174

In article <1991May14.162500.16215@terminator.cc.umich.edu>,
weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>
> You really don't think so? I've clearly listed the beginning
> of each directory with the name and a colon (i.e.'games:'),
> and I've clearly marked the end of each directory with something like
> '/end of games directory/'. Are others having this trouble with the
> Index? Perhaps we should just nuke the whole thing and go back to an ls -lR??
> I'd be interested in any feedback anyone has on this.
>

Please, I retract my statement about it not being to clear. At first I
thought it was clear then after not receiving anything back started to
think of reasons why. BART used to silently trash any bad requests so
I was under the asumption thats what it was doing.

PLEASE KEEP THE NEW LISTINGS!

Thanx for the path advice, I'll try it.

UUCP: ..!ccicpg!dorjam!paulm

4043. Re: GCC compile error

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 14:21:40 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5652@wucc.waseda.ac.jp>
Source record: 232149

In article <wolfram.674308449@akela>, wolfram@akela.informatik.rwth-aachen.de (Wolfram Roesler) writes:
> bferrer@Bonnie.ICS.UCI.EDU writes:
>
> >can't find d:\tmp/cc100000.s
>
> I had that problem too. It seems that gcc had not fully been ported from
> Unix, so some filespecs still use slashes.
> However, the slashes arent really the problem since TOS can deal with
> filenames containing slashes. So, the file mentioned above would have
> the name `tmp/cc100000.s' and be in the root directory of drive d.
> Since the part of the filename is longer than 8 chars, TOS runs into
> trouble.
As nobody has asked me to post my own port of GNU C, I'll be just guessing what has happened, but excuse me. It seems the environment string of TMPDIR or something is set as 'd:\tmp' instead of 'd:/tmp' or the compiler expects to be under some master such as MiNT or something which converts the filename delimiter (just guess).
I didn't know that TOS accepted slashes! I have thought only the newish DESKTOP command interpreter did so. Oh, no. Wolfram says slashes are part of the filename, not the delimiter. Quite right.

The filenames are usually stored somewhere called filename pools that cope with arbitrarily long names, various mount devices, file name links, symbolic links etc. Therefore the unix style filenames have very little in common with the 'real' name stored in the conventional part of the media called directory.

The filename pools can exist as part of the library or supplied by the operating system (command line interpreter can incorporate them) which could be running under some native OS such as TOS.

Ytsuji@wucc.waseda.ac.jp

4044. Re: Publishers (Good shareware is bad shareware)

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 14:42:06 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May15.144206.14581@wam.umd.edu>
Source record: 232141

In article <1991May14.124316.29136@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
> Now the 'lattice' site would have
>the great joy of passing on a product that was probably taking
>money from their sales, and being expect to pay themselves, in
>terms of connections facilities and storage, as well as messages
>assisting people later who use Sozobon C.

Ahhh! Now that's the key issue, isn't it. That the net is actully cooperative anarchy, both in management and in cost-sharing, and that shareware that is "too good" actually takes money away from "real" companies.

A similar example of the "shareware that's too good" problem happens with games. Suppose Joe Freeware writes a perfect Tetris clone for the ST, and makes it free or shareware. Just having the game out there will hurt the sales of "BigSoft's" licensed, commercial, "official" version of the game that BigSoft paid oodles of money for the rights to distribute. In fact, a free clone that is substantially better than the "official" version could absolutely kill sales. I wonder if BigSoft could then sue the shareware author for loss of sales. I seem to remember something like this being discussed in comp.sys.amiga regarding Tetris and Spectrum Holobyte, but I don't know the details.

In that sense, it seems like you're right in saying that shareware is not a good idea. Even shareware products that are compltely original (and not just clones) may still hurt commercial software, and this is probably bad for the ST community in general, since reduced profitability from software sales makes good developers quit.

But unfortunately, the Tetris example above still applies to freeware, public domain, and public domain-with-souce-code (even more so, in fact).

And we are not alone here. This is something that's possibly going to happen in the music business too, as more and more people get home studios capable of producing CD-quality recordings. What a legal morass!

Nevertheless, what we DON'T want to see is a bunch of court cases against unknowing shareware authors. And we DON'T want zillions of restrictions on what can be written and distributed by shareware authors.

The optimal solution would be to encourage shareware authors to sell their best stuff. A great shareware program could be SOLD for a small fee (19.95 or so). If some authors don't want to spend their lives doing tech support, then perhaps a new class of "cheap-but-no-tech-support"

software should come about.

I imagine most shareware authors don't realize how they may be affecting the commerical market. If they did, they might go to the trouble of selling their software.

> What's interesting is that there are so many people who are
>"new" to the Net that this whole argument seems to be new to a lot
>of people. This is one of the oldest historical arguments on the Net.
>It may surprise many here, but there has *always* been a disagreement
>with posting of binary files, for example, if you don't post the
>source code. Why? Well, you are *supposed* to share your material
>with the widest possible number of people on the Net. Posting a
>binary which can't be ported to other machines was (and in many peoples
>opinion still is) a violation of Nettiquette. And "those people"
>are for the most part the very people who were the main builders
>of the Net. What do you think "those people" think when they see
>a file that is Binary, Copyrighted, and *demands* money?

One crucial point you're missing about the current situation in comp.sys.atari.st is that almost everything is "posted" via FTP now. I haven't posted anything to comp.binaries for ages. So no one can say that it's costing anyone anything to maintin my shareware files, except for the generous folks at atari.archive who have made it clear that they don't mind.

FTP is very different from "the Net" -- do you have the same feelings about things "posted" via FTP?

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

4045. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 14:45:38 UTC
From: rosenkra@convex.com
Message-ID: <1991May15.144538.24655@convex.com>
Source record: 232150

In article <1991May14.192458.19903@dvorak.amd.com> bpohl@dvorak.amd.com (Bion Pohl) writes:
>
> Is there a parts joining script for rejoining the parts of a uuencoded
>binary or source file before uudecoding? I've just been doing it by hand and

here is what i use, a unix csh script which calls the "dumas" uudecode (here called uude). it unpacked every binary/source posted to c.s.a.st and c.b.a.st:

```
#!/bin/csh
#
# NAME
# uud.sh -- script for uudecoding a split file
#
# SYNOPSIS
# uud file1 file2 ...
#

set file=$1
echo "doing file $1 (first one)..."

if ( $#argv > 1 ) then
# sed -e '1,/^@ABCDEFG/d' -e '/^include/,$d' $file > x.uue
# some files don't have "@ABCD..." so find a line starting with "begin"
# and print it. then delete from start to (and including) that line
sed -e '/^begin/p' -e '1,/^begin/d' -e '/^include/,$d' $file > x.uue
shift
foreach file ($*)
echo "doing file $file ..."
sed -e '1,/^begin/d' -e '/^include/,$d' $file >> x.uue
end
else
# sed -e '1,/^@ABCDEFG/d' $file > x.uue
sed -e '/^begin/p' -e '1,/^begin/d' $file > x.uue
endif
unset file
echo "doing uude x.uue..."
uude x.uue
echo "done."
/bin/rm -i x.uue
exit
```

-bill
rosenkra@convex.com
--

Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

4046. To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 16:32:17 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May15.163217.6142@terminator.cc.umich.edu>
Source record: 232135

Ok folks, here's the deal: Would anyone be interested in us
posting uploads for the past week to comp.sys.atari.st?

What I'm referring to is our New* files. Each week, they roll over and
essenstially keep a list of all new stuff in the past month that has
entered the archive.

Does anyone think this should be posted? Or, is mail service via
bart and ftp availability enough?

Please lemme know, via mail or through this group. We're not even
going to pretend to run an offical call for votes, just an
informal thing.

weiner

--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu
Meet my mom and dad : {tom,diane}_weiner@ub.cc.umich.edu, but be nice.....

4047. Re: TOS filing system for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 16:51:12 UTC
From: apratt@atari.UUCP
Message-ID: <2940@atari.UUCP>
Source record: 232159

dpg@cs.nott.ac.uk (Dave Gymer) writes:
>I'm about to start work on an MeSsy-DOS filing system for MiNT, and would
>appreciate some advice about the way it should handle filenames.

Before you "start work" please check to see if TOS's and MiNT's own filesystem isn't what you need. They *are* MSDOS compatible. You can take TOS disks and use them on PC's.

Well, that's not quite true. They have to be formatted by a program which does an MS-DOS compatible format. The difference is a couple of bytes at the beginning of the boot sector. Original TOS didn't set that up the way MSDOS needed. New TOSes (1.4 and greater) do. Other people's formatters, like DoubleClick, let you select this as an option. There is no difference at all in the data part of the disk, only a couple of bytes in the first sector which we ignore and they use.

Sometimes you can format a disk on a PC and use it on an ST. You can certainly READ the disk on the ST. You can't WRITE it unless the disk was formatted with two FATs. Some newer MSDOSes think they're doing you a favor by writing just one FAT. If you have one of those, use the option to FORMAT which says, "Put two FATs on the disk."

Aside from these details of formatting (which are not minor), the TOS and MSDOS filesystems are identical, files, subdirectories, and all.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4048. Re: GemView and Uniterm

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 16:52:03 UTC
From: rcb@netcom.COM
Message-ID: <1991May15.165203.24141@netcom.COM>
Source record: 232139

In article <1991May14.172652.6795@netcom.COM>, I wrote:
> (about a conflict between GemView and Uniterm)

I just received GemView 1.03 from the author and that solves my
problem. I have uploaded this new version to the 'new' directory of
atari.archive.

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

4049. Re: Bad Sector on Formatting (was Re: Tos 1.4 Bugs)

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 17:12:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May15.171236.7561@ecst.csuchico.edu>
Source record: 232142

In article <RALPH.91May14111833@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>It is true, other than real cheapo's, the defective floppy disk can be
>returned to the dealer. (Do you all save all your receipts? :-)

I don't know what you mean by 'real cheapo's.' :^) I guess you could
say I buy the real cheapos from MEI Micro. But when I get a disk with
a bad sector, which is rare, I just call them up and they send me a new
one, free. Their disks are 39cents each in lots of 25. It costs me
around $20 for 50. Their number is 800-634-3478. Ask them to send you
a catalog. I've been buying my disks from them for years.

>Still, which formatters on the Atari do at least verify the formatted
>disk? Especially, MS-DOS compatible formatters; you get 4 extra
>sectors for free!

DC Format 3.02 does verify and marks the bad sectors.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

4050. Overscan on a 1040, HOW HOW HOW?

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 17:20:04 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May15.172004.7667@ecst.csuchico.edu>
Source record: 232144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am having a dificult time finding someone who has installed
an OVERSCAN switch on a 1040STf. I know it can be done, and
I'm looking for specifics.

My ST' motherboard has its ram located under the Motherboard,
and Its modle number is ST PCB.P.N.C070789 REV.XXX

PLEASE!! Help!!

I have installed a multiSync monitor and I want to try and
max out the resolution to see how it looks.

Any information is greatly appriciated.

4051. Re: Mouse Virus

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 17:24:04 UTC
From: eudyeudy@bluemoon.uucp
Message-ID: <Tu1Z21w164w@bluemoon.uucp>
Source record: 232173

<NCOYNE@ESOC.BITNET> writes:

>
> Well hello
> Listen I ve got the dreaded mouse pointer reversal virus. I need to
> stamp out this beasty.
> So I need sugestions on the best way to clean already infected disks.
> I had an idea that mabe the virus could be edited off the disk?.
> All pointers towards a solution are welcome.
> Nick Coyne
> NCOYNE@ESOC>BITNET
> These are my opinions only I think ?.

Try getting a V- Killer program I that should work the best....

I think that they are up to version 3.5
you could probably get the program off any bbs in your area or go to a
store and look in the public domain section of ST software

Hope this helps

Scott D. Eudy
Chairman Explorer Officers Association Central Ohio Division
Vice President Explorer Post 891
eudyeudy@bluemoon.uucp

```
================================================================================
| I own an Atari ST and you don't | Give me a million dollars |
| | and I'll be rich |
| "This space for rent" | Give me two million and I'll |
```

4052. Re: GCC compile error

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 18:09:01 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91May15180901@wookumz.gnu.ai.mit.edu>
Source record: 232148

In article <wolfram.674308449@akela> wolfram@akela.informatik.rwth-aachen.de (Wolfram Roesler) writes:

>bferrer@Bonnie.ICS.UCI.EDU writes:

>>can't find d:\tmp/cc100000.s

>I had that problem too. It seems that gcc had not fully been ported from
>Unix, so some filespecs still use slashes.
>However, the slashes arent really the problem since TOS can deal with
>filenames containing slashes. So, the file mentioned above would have
>the name `tmp/cc100000.s' and be in the root directory of drive d.
>Since the part of the filename is longer than 8 chars, TOS runs into
>trouble.

>I didnt find a solution (maybe patching gcc.ttp could help). Try to get
>hold of a newer gcc version (I have one that works).

The problem is the GCCEXEC variable being set or not set at all. RTFR
that came with the program to learn how to set the var correctly.

Example (for GULAM):
setenv GCCEXEC d:/gccbin/gcc-

The error message is misleading (read: wrong) and the problem has
nothing to do with the temp file.

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4053. Re:To Post or Not to Post.....

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 22:03:10 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May15.220310.11843@terminator.cc.umich.edu>
Source record: 232158

Well, the gist of my mail seems to be that most people would be interested
in :

1. Creating a new newsgroup to post things like the new uploads list
or
2. Posting it to comp.binaries.atari.st

Problems I forsee with this:
1. People who receive c.s.a.st in digest form completely miss out
on good info.....
2. Why bother Steve Grimm?
3. There would hardly be enough traffic in a new group to warrant
it's existence
4. I don't feel like getting a new group created :)

Comments, ideas, etc. here or to me please....

weiner

--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu
Meet my mom and dad : {tom,diane}_weiner@ub.cc.umich.edu, but be nice.....

4054. Re: Mouse Virus

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 23:07:35 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May15.230735.9710@ecst.csuchico.edu>
Source record: 232151

In article <91135.161802NCOYNE@ESOC.BITNET> NCOYNE@ESOC.BITNET writes:
>
>Well hello
>Listen I ve got the dreaded mouse pointer reversal virus. I need to
>stamp out this beasty.
>So I need sugestions on the best way to clean already infected disks.
>I had an idea that mabe the virus could be edited off the disk?.
>All pointers towards a solution are welcome.

Yeah, you can just erase the boot sector and that should solve your problem.
Be sure to reboot then, with a clean disk.

Or you can pick up a copy of George Woodside's Virus Killer at atari.archive.
The latest version is 3.84. The filename is vkill384.lzh, I think.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

4055. Mouse Virus

Newsgroup: comp.sys.atari.st
Date: 1991-05-15 23:42:44 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91135.161802NCOYNE@ESOC.BITNET>
Source record: 232143

Well hello
Listen I ve got the dreaded mouse pointer reversal virus. I need to
stamp out this beasty.
So I need sugestions on the best way to clean already infected disks.
I had an idea that mabe the virus could be edited off the disk?.
All pointers towards a solution are welcome.
Nick Coyne
NCOYNE@ESOC>BITNET
These are my opinions only I think ?.

4056. Re: MGR: 1. Fonts? 2. Writing applications?

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 00:23:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1415@uqcspe.cs.uq.oz.au>
Source record: 232155

I wrote:

>++ 1. Are there any MGR fonts anywhere? How do I use them? Is MGR a realistic
>++ set-up to use, or is scren space too limited?

Being a total idiot, I hadn't downloaded `atarimgr.zoo' - I was using `mgr.zoo',
which is only an update. Duh...

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

4057. Re: info on availability of Spectr

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 00:53:38 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May16.005338.6072@nntp.hut.fi>
Source record: 232156

In article <18477@k2.maus.de> Christoph_Bregulla@k2.maus.de (Christoph Bregulla) writes:
>
>C@>In the UK the price seems to be about 290 pounds (approx $550) and thats
>C@> *without* the Mac ROMs.
>
>That's very much... Here in Germany it costs _with_ the ROMs nearly DM1000.-,
>that's about $600. In the US it's cheaper...

Except you can't get ROMs from the US any more... Germany is the best Source
for Spectre now. Or at least for the ROMs.

Jartsu

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

4058. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 01:05:27 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May16.010527.6162@nntp.hut.fi>
Source record: 232157

In article <1991May15.163217.6142@terminator.cc.umich.edu> weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>
>Ok folks, here's the deal: Would anyone be interested in us
>posting uploads for the past week to comp.sys.atari.st?

At least I am. It is not recommended to use overseas connections for just checkin if there is something new...

>Does anyone think this should be posted? Or, is mail service via
>bart and ftp availability enough?

It should definitely be posted! Information is useless until delivered...

>Meet my mom and dad : {tom,diane}_weiner@ub.cc.umich.edu, but be nice.....

I promise to be. But they have to be too...

Jartsu
* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

4059. Re: Mouse Virus

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 03:10:33 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <a1R121w164w@ersys.edmonton.ab.ca>
Source record: 232162

NCOYNE@ESOC.BITNET writes:
> Listen I ve got the dreaded mouse pointer reversal virus. I need to
> stamp out this beasty.

Okay:

(1) Re-Boot your system with no disk in the disk drive.
(2) When you get to GEM, format a disk. Use this to boot from now
on.
(3) Call a BBS, or download from atari.archives, a Virus Killer.
Use the program on all of your disks.

When you have cleaned all of your disks using a Virus Killer, then you
will not need to use the boot disk from step to. You can go back to
doing things the way you did before the Virus. Also, if you find out how
you got the Virus, please let us know.

Note: The Atari Virus Killer 4.00GB detects Link Virus programs, which
are Virus' that get executed when you run certain files you download.
So, try to get the Atari Virus Killer.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

4060. Print spooler for STe

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 05:33:45 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May16.053345.12107@ecst.csuchico.edu>
Source record: 232160

Can someone please recommend a good print spooler? Preferably one that
works on the STe. Thanks.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

4061. BBS's for the Atari.

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 08:07:10 UTC
From: cpjim@marlin.jcu.edu.au
Message-ID: <1991May16.080710.19140@marlin.jcu.edu.au>
Source record: 232161

Hi I am posting this to alt.bbs, so apoligies to those of you
who get duplicates, that out of the way :-)...

I was wondering if anyone could recommend BBS software for the Atari and
where I might be able to ftp it from...

If it's not available for ftp an address where a physical letter will
reach the relevant persons would do just as well... I here QuickBBS is
very good and was wondering what the latest version was and where to get
it from.

Thanks to any who respond, I can be e-mailed at the below address...

Jason.

--
- May a flying camel never crash land on your head...
cpjim@marlin.jcu.edu.au (that's right a northern banana bender)
Jason Mc Clure (Ec) --- James Cook University
Townsville, Australia. (life's tough in the tropics. :-))

4062. Re: Arcgsh

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 08:54:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <3601@hh.maus.de>
Source record: 231970

RK>Oh, well, yes, I hope that someday we get a single LHarc everybody can
RK>agree on. Surely Arcgsh will support it. I am really frustrated about those
RK>many different incompatible versions and won't support the whole bunch.

We don't have SO many different incompatible LHarc-Versions, there only is
one: the LHarc 0.6ss by John Webb. All other versions are compatible to
the orignal (some including more features than the orginal).

--

Thomas Quester
Lampenland 9
2050 Hamburg 80

Wozu brauchte man eigentlich Erdnuesse, als es noch kein Fernsehen gab?

4063. Re: BART and how to get binaries

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 09:56:45 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991May16.095646.6538@tertius.in-berlin.de>
Source record: 232170

```
>
>> The directory structure (if any now) is not very clear with the new index
>> style.
>
> You really don't think so? I've clearly listed the beginning
> of each directory with the name and a colon (i.e.'games:'),
> and I've clearly marked the end of each directory with something like
> '/end of games directory/'. Are others having this trouble with the
> Index? Perhaps we should just nuke the whole thing and go back to an ls -lR??
> I'd be interested in any feedback anyone has on this.
>

The directory structure is really clear in the `CompInd.Z' file. I also think
that the missing of the binaries/sources entries makes the index file more
accessible for those who can access atari.archive only by e-mail.

Ralf

---

Ralf Gaertner gaertner@venus.rz-berlin.mpg.de
FHI Berlin
```

4064. STart bit the big burrito!

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 10:23:17 UTC
From: scale@abode.ttank.com
Message-ID: <1991May16.102317.259@abode.ttank.com>
Source record: 232167

Hello fellow c.s.a.s. netters,
I thought this news flash might be of interest to those of you
that read STart magazine:

This is a Z*BREAK SPECIAL NEWS BULLETIN:

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Z*NET INTERNATIONAL ATARI NEWS SERVICE - Z*BREAK #91-20 - 5/15/91

START MAGAZINE CEASES PUBLICATION
Story by John Nagy

After days of conflicting rumors, it was confirmed by START Magazine
staff members today that the bi-monthly Atari magazine START will NOT
publish another issue until further notice.

"STart has suspended publication pending a sale of the magazine," said
Editor in Chief Tom Byron. A sale is said to be in the works with
unidentified parties, and no timetable is being discussed publicly.

Byron also said that the next issue, the June/July edition, is complete
and was waiting for printing when he got the news today that the
suspension was in effect.

The resolution of the fates of subscribers and the many writers to whom
STart has owed moneys dating back to mid 1990 is not known or
predictable at this point. If STart is sold, it may be that those owed
will be paid from the revenues, or the new owner may assume the
liabilities of the company. A third possibility is that there would be
a liquidation and sale of assets held by STart itself, which may be
negligible.

Z*Net will continue to follow this story which is of great concern to
the entire Atari community. STart is the last commercial "slick"
magazine for the Atari in the U.S.A. It will leave behind only Atari
Explorer, Atari's owned house magazine, and newspaper-type publications
like AtariUser and ST INFORMER.

Look for followup on the STart story in Z*NET #91-21, this weekend on
telecommunication services and bulletin boards world-wide.

~~~~~~
Z*NET Atari Online Magazine is a weekly publication covering the
~~~~~~

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edition may be reprinted without permission. Z*Net, Z*Net Atari
Online and Z*Net News Service are Copyright (c) 1989-91, Rovac
Industries Incorporated, Post Office Box 59, Middlesex, New
Jersey 08846-0059. Voice (908) 968-2024, BBS (908) 968-8148 at
1200/2400 Baud 24 hours a day.
Compuserve at PPN 71777,2140 ... GEnie at address: Z-Net.
~~~~~~

--
"""""""
~~~~~~

4065. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 12:00:52 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May16.120052.15005@actrix.gen.nz>
Source record: 232168

In article <1991May14.192458.19903@dvorak.amd.com> bpohl@dvorak.amd.com (Bion Pohl) writes:

> Is there a parts joining script for rejoining the parts of a uuencoded
> binary or source file before uudecoding? I've just been doing it by hand and
> I'm getting tired of it, cutting out the header and comments, etc. I wand
> something that will take all the mailed/posted part and make one .uue file I
> can send to our VAX for uudecoding (the uudecode on the SUN tends not to work).
>
> I don't want to bother doing my own if someone has one that works (UNIX
> is still new to me). If you have one that you like, please e-mail it or post
> it. I can't ftp off site so I'd need it SENT TO me.
>
> Thanks for the help.
>
> SLATFATF,
> Bion

I do have a UUdec that works with the Headers etc, you can append all
the volumes together, no cutting needed..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4066. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 13:11:16 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May16151116@orion.laas.fr>
Source record: 232165
Cross-posted to: comp.sys.atari.st,gnu.emacs.gnus

Sorry, I do not understand this shell script. Don't all versions of
Dumas' uud strip extraneous headers and trailers from uuencoded files?
The problem arises with all the nonstandard decoders/encoders that
exist.

I use GNUS for reading, and I call uud directly from the Article
buffer in the case that the encoding is complete. Otherwise, if the
article is recognized as a `uud' part, then the proper named part file
is automatically saved.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4067. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 13:32:24 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May16153224@orion.laas.fr>
Source record: 232166
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I received e-mail that stated that there might be an interaction
between GNUMAKE and PINHEAD. So I deactivated PINHEAD, and the
problem is identical. In this addendum I enclose the debug output for
`gnumake -ndp -f makefile':

```
# GNU Make version 3.54, by Richard Stallman and Roland McGrath.
# Copyright (C) 1988, 1989 Free Software Foundation, Inc.
# This is free software; see the source for copying conditions.
# There is NO warranty; not even for MERCHANTABILITY or FITNESS FOR A
# PARTICULAR PURPOSE.

Reading makefiles...
Updating makefiles....
Considering target file `makefile'.
Looking for an implicit rule for `makefile'.
Trying pattern rule with stem `makefile'.
Trying implicit dependency `makefile,v'.
Trying pattern rule with stem `makefile'.
Trying implicit dependency `RCS/makefile,v'.
Trying pattern rule with stem `makefile'.
Trying implicit dependency `s.makefile'.
Trying pattern rule with stem `makefile'.
Trying implicit dependency `SCCS/s.makefile'.
No implicit rule found for `makefile'.
Finished dependencies of target file `makefile'.
No need to remake target file `makefile'.
Updating goal targets....
Considering target file `make'.
File `make' does not exist.
Considering target file `acm/planning.tex'.
Looking for an implicit rule for `acm/planning.tex'.
Trying pattern rule with stem `planning.tex'.
Trying implicit dependency `acm/planning.tex,v'.
Trying pattern rule with stem `planning.tex'.
Trying implicit dependency `acm/RCS/planning.tex,v'.

BOOM! BOOM!! Two bombs. Is there any way to disable the implicit
rules for RCS and SCCS?

Thanks!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
```

If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4068. Re: Publishers

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 14:07:06 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May16.140706.26180@menudo.uh.edu>
Source record: 232171

In article <1059@isgtec.UUCP> ken@isgtec.UUCP (Ken Newman) writes:
>
>In article <1991May10.185652.19983@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim
>Omura) writes:
>|>
>|> I've just finished a program and magazine article and I sent it
>|> off to STart Magazine. So right now, I'm planning my next bit of
>|> work...
>|> All I've seen lately in North America for paying work is STart Magazine.
>|>
>
>Good luck in getting your stuff published in Start. If it does by some
>miracle, you will not get paid for it. As far as I have been able to tell,
>they have not been paying authors for a long time (including me). Start is
>going down real fast. They are not getting any advertising money - advertisers
>are staying away in droves. I actually heard recently they've been running
>some ads *for free* just to try and keep things alive. Bob Brodie is doing
>his new column for free. A great pity, Start's kinda all there is left
>in terms of mainstream Atari magazines in North America.
>- kn

You're not the Lone Ranger!

STart is dead! The magazine is not being published any more.

Antic software is in (and I quote) "Survival mode" and is selling all their
ST software at outrageous prices, and even trying to cut special deals with
distributors.

They have not paid us for two (2!) years for the sales of Shadow!!!

*** As a side note, we have terminated the contract with Antic and now have
*** regained complete control of Shadow. WE ARE UPGRADING SHADOW NOW!!!
*** Stay tuned for more details about Shadow 2.0! We heard and are doing!

They say they have "every intention of paying everyone we owe money to."
Sure, sure... We hope so.

As an editorial aside...

It is truly sad to see this happen. I remember buying Antic #1 when I had
my 8-bit. I 'grew up' with Antic, watched them grow and become a major
selling point for Atari. They were the last cornerstone in the US market.
(OK, so ICD now is the last cornerstone - at least they are doing ok).

If anyone wants to keep tabs or follow the creative forces that were once
Antic software, then buy AutoDesk software. Many of the Atari greats from

Antic work there (Tom Hudson, Jim Kent, Gary Yost, etc...)

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

4069. atari 800 XL forsale

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 14:28:40 UTC
From: selick@bucsf.bu.edu
Message-ID: <81762@bu.edu>
Source record: 232163
Cross-posted to: ne.forsale,comp.sys.atari.st

```
For Sale:

Atari 800 XL
Panisonic color monitor
Percom double density drive
Panisonic kxp-1090 printer

Call Ed at 617-738-6980
```

4070. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 15:40:55 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91May16104055@wookumz.gnu.ai.mit.edu>
Source record: 232172
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.91May16153224@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:

>I received e-mail that stated that there might be an interaction
>between GNUMAKE and PINHEAD. So I deactivated PINHEAD, and the
>problem is identical. In this addendum I enclose the debug output for
>`gnumake -ndp -f makefile':
> [...deleted...]
> Trying implicit dependency `acm/planning.tex,v'.
> Trying pattern rule with stem `planning.tex'.
> Trying implicit dependency `acm/RCS/planning.tex,v'.

>BOOM! BOOM!! Two bombs. Is there any way to disable the implicit
>rules for RCS and SCCS?

I believe the problem is a memory leak somewhere. GNU Make seems to
crash after I use it for a while, and the more memory I have
available, the longer it takes. I haven't really tested this idea out
scientifically, so it should be taken for what it is--pure
speculation. In reality, the problem might be caused by something
completely different.

entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4071. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 16:09:52 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.91May16180952@fb14vax.sbsvax.uucp>
Source record: 232175

In article <1991May14.192458.19903@dvorak.amd.com> bpohl@dvorak.amd.com (Bion Pohl) writes:

> Is there a parts joining script for rejoining the parts of a uuencoded
>binary or source file before uudecoding? I've just been doing it by hand and
>I'm getting tired of it, cutting out the header and comments, etc. I wand
>something that will take all the mailed/posted part and make one .uue file I
>can send to our VAX for uudecoding (the uudecode on the SUN tends not to work).

You can use a simple sed command to do just what you want:

```
cat myfile.u?? | sed /^include/,/^begin/d > myfile.myuue
```

Cat will get the files in alphabetic order, sed strips all the
lines between "include myfile..." and "begin part..." (inclusively).
The resulting file will still contain the lines before the first
"begin..." but uudecode doesn't bother with that.
(Be sure to name the resulting file so it doesn't get an argument
to cat, too :-)
You can set yourself an alias for the command sequence above or
make it a shell script.

Greetings,
Wolfgang
--


```
+------------------+-----------------+----------------------------+
| Wolfgang Huwig | intelligent | FB 14 Informatik IV |
| CS Dept./AI Lab | remark | Universitaet des Saarlandes |
| wolf@cs.uni-sb.de | goes here | D-6600 Saarbruecken 11 |
+------------------+-----------------+----------------------------+
```

4072. I knew it!

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 16:12:01 UTC
From: jared%midiline.uucp@elroy.jpl.nasa.gov
Message-ID: <q7R221w164w@midiline>
Source record: 232169

I knew it! I knew it! STart is going down, just as I sensed might happen. Seems interesting that ST-Log and Analog started this trend of "switch to lower distribution ratios, then shut down after the next issue." Actually, I can't say I'll miss STart. The magazine is nothing short of boring except for the few bits of news in it. The programs are next to worthless, and overall, the only magazine I thought was the ultimate of ultimates, was Compute!'s Atari ST disk & Magazine.

I don't meant to rip asunder, but I felt the urge to comment on this issue. The only thing I'll really miss about STart, is that I won't be able to thumb through it every month before putting it back on the shelf and leaving the bookstore.

Now, if you want QUALITY material, I recommend Atari Explorer (even if it IS owned and run by Atari, so we'll probably never get truely OBJECTIVE reports on anything except Atari parts and peripherals), AtariUser, ST Informer, and perhaps another that may exist out there... Ciao!

Golden Bear

4073. Blood Money on STE?

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 16:24:21 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59838@aurs01.UUCP>
Source record: 232191

I've been playing Blood Money on my Mega ST, and would like to
recommend that my friend (who owns a 1040STE) pick up a copy.
Has anyone run this game on an STE?

More generally, has anyone seen a recently published list
of older software that is compatible with the newer STE's and
TT's? If there is no definitive list, I'll volunteer to
compile one if folks will e-mail me their experiences.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

4074. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 17:36:54 UTC
From: mjv@brownvm.brown.edu
Message-ID: <75963@brunix.UUCP>
Source record: 232176

In article <9105141732.AA19207@cwns10.INS.CWRU.Edu>
aq009@cleveland.Freenet.Edu (David A. Johnson) writes:
> At the Windsor Atari show, Dave Small said that he had tested System 7 on
> Spectre. It works, but he called the System 7 software "a dog." He said
> it was terribly slow and crashed often.

Don't forget that Dave was probably using a developer's version which
still has lots of debugging code in it which makes it much slower than
the release version (oy, you should have seen early versions of HC2,
boy were slow!)
From experience, it runs as fast as 6.07 and doesn't crash as much.
It certainly has a much nicer interface. How fast it runs on a Plus/Classic
I just don't know. Anyway, I'm sure that Mr. Small will get it running
on Spectre sooner or later.
On the subject of getting virtual memory to work under system 7, I think
some of the '030 boards for the SE and Plus will give the machine virtual
capabilities under system 7 and since they are using the same roms(or
similar as in the SE's case) that might bode well for '030 equipped ST's.

Oh, I got my Spectre 3.0 upgrade several months ago.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Prophecies of
Agnes Nutter, Witch

4075. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 18:42:21 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <a6y221w164w@ersys.edmonton.ab.ca>
Source record: 232182

weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>
> Ok folks, here's the deal: Would anyone be interested in us
> posting uploads for the past week to comp.sys.atari.st?
>
I think that would be a great idea. It would be nice to have a somewhat
constant report of what is available without having to request the Index
just to see what is new. Great idea you have, there.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

4076. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 19:51:16 UTC
From: kbad@atari.UUCP
Message-ID: <2942@atari.UUCP>
Source record: 232188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger.Sheppard@bbs.actrix.gen.nz writes:

|I don't think you should be rail roaded in what Atari gives you, I
|believe in freedom of choice, and not this dogmatic attitude that Atari
|gives you.

Precisely. You are free to use whatever hard disk driver software
you desire. If you want to use the Supra software, buy a Supra drive
and use it. If you want to use the ICD software, buy an ICD drive
or host adapter, and enjoy yourself.

Likewise, Atari should be free to choose whether or not to follow
a "standard" created by a third party. Some such standards are hacks,
some are good ideas, some have a core of good ideas with a lot of
extra nonsense that Atari doesn't need in a standard.

The bottom line for us is that it doesn't matter what standard we
decide on, some people will be unhappy with our decisions. That's
something we live with. You can't please all the people all the time.
You can't please all Atari users hardly ever <grin>.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

4077. Re: GCC compile error

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 20:46:26 UTC
From: apratt@atari.UUCP
Message-ID: <2945@atari.UUCP>
Source record: 232192

wolfram@akela.informatik.rwth-aachen.de (Wolfram Roesler) writes:
>I had that problem too. It seems that gcc had not fully been ported from
>Unix, so some filespecs still use slashes.
>However, the slashes arent really the problem since TOS can deal with
>filenames containing slashes.

This is not the case. TOS can't deal with filenames containing slashes.
What CAN deal with them is programs compiled with Bammi's GCC libraries (or
the MiNT libraries, which is almost the same thing).

This guy's problem is that drive D: doesn't contain a directory called tmp
in its root.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4078. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 21:12:25 UTC
From: iho@cac.washington.edu
Message-ID: <1991May16.211225.20336@milton.u.washington.edu>
Source record: 232181

mjv@brownvm.brown.edu (Marshall Vale) writes:

> On the subject of getting virtual memory to work under system 7, I think
>some of the '030 boards for the SE and Plus will give the machine virtual
>capabilities under system 7 and since they are using the same roms(or
>similar as in the SE's case) that might bode well for '030 equipped ST's.

I thought that you needed a memory chip of some sort other to get virtual
memory on a Mac.

> Oh, I got my Spectre 3.0 upgrade several months ago.

Me, too.
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

4079. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 23:05:32 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440165@hplsla.HP.COM>
Source record: 232039

weiner@terminator.cc.umich.edu (Jeff Weiner) writes:

|Ok folks, here's the deal: Would anyone be interested in us
|posting uploads for the past week to comp.sys.atari.st?

I would!

%%%

4080. STart Suspends Publication...

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 23:07:07 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1991May16.230707.18427@udcps3.cps.udayton.edu>
Source record: 232184

```
This is a Z*BREAK SPECIAL NEWS BULLETIN:

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Z*NET INTERNATIONAL ATARI NEWS SERVICE - Z*BREAK #91-20 - 5/15/91

START MAGAZINE CEASES PUBLICATION
Story by John Nagy

After days of conflicting rumors, it was confirmed by START Magazine
staff members today that the bi-monthly Atari magazine START will NOT
publish another issue until further notice.

"STart has suspended publication pending a sale of the magazine," said
Editor in Chief Tom Byron. A sale is said to be in the works with
unidentified parties, and no timetable is being discussed publicly.

Byron also said that the next issue, the June/July edition, is complete
and was waiting for printing when he got the news today that the
suspension was in effect.

The resolution of the fates of subscribers and the many writers to whom
STart has owed moneys dating back to mid 1990 is not known or
predictable at this point. If STart is sold, it may be that those owed
will be paid from the revenues, or the new owner may assume the
liabilities of the company. A third possibility is that there would be
a liquidation and sale of assets held by STart itself, which may be
negligible.

Z*Net will continue to follow this story which is of great concern to
the entire Atari community. STart is the last commercial "slick"
magazine for the Atari in the U.S.A. It will leave behind only Atari
Explorer, Atari's owned house magazine, and newspaper-type publications
like AtariUser and ST INFORMER.

Look for followup on the STart story in Z*NET #91-21, this weekend on
telecommunication services and bulletin boards world-wide.

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Industries Incorporated, Post Office Box 59, Middlesex, New
Jersey 08846-0059. Voice (908) 968-2024, BBS (908) 968-8148 at
1200/2400 Baud 24 hours a day.
Compuserve at PPN 71777,2140 ... GEnie at address: Z-Net.
~~~~~~
--
"We didn't start the fire,/ ___/_ Jim Van Leeuwen
it was always burning / / / \The University of Dayton - Dayton, OH USA
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /______/ Internet: vanleejf@udcps3.cps.udayton.edu
~~~~~~

4081. Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 23:10:05 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <ccAl5B600Uzx83AuIs@andrew.cmu.edu>
Source record: 232185

Ah, STart has gone belly-up. I'm not surprised. The entire Atari market has gone belly-up. It's next to impossible to get *anything* for your Atari (in my experience) without resorting to Atari-specialty stores and mail order (and even they are drying up.) People are deserting Atari left and right: dealers, users, and certainly developers. Software is slowing to a trickle. I hope to god I can sell my 1040ST, monitor, printer, and tons of software for even a third of what I paid for it all. Atari can't come out with a new product that will sell (or even pass FCC approval, it seems.) There is no way in hell I would buy a TT, even if it wasn't ridiculously overpriced. Atari may not go bankrupt, but it'll take a miracle for it to get back anything like the market share it once had.

I remember the golden years. I was twelve years old when I got my 48K Atari 800 and tape drive. I was seventeen when I got my 1040ST. Now I'm a starving college student with barely enough money to get a Mac LC if I work my butt off all summer. I'm not trying to start a flame war here, but Atari is on its last legs. No one I know wants anything to do with them or their products. God, this sucks. I was brand loyal and didn't buy an Amiga. I hate IBMs, and Macs still cost a lot. Atari used to have good products at great prices. No more.

I'm sorry for the rant and rave. Maybe it's all the Tramiels' fault. Maybe it's a natural economic cycle. Or maybe I've outgrown unreliable companies like Atari. Apple Computer, here I come. *Sigh.*

____
|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major
quote: "Up against the stick, motherwalkers, this is a fuck-up!"---Unknown
disclaimer: The Secretary will disavow any knowledge of my actions.

4082. For Sale: SF314 DS Drive, Epson Mech.

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 23:57:18 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <YcAllSa00VICQndlxL@andrew.cmu.edu>
Source record: 232177
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have one original Atari SF314 DS disk drive for sale. P/S and Cable included.

This is one of the original good drives with an Epson mechanism. I no longer need a second drive, since I got a 4 Mb STE.

I'd like $100 for it, including UPS shipping, but I'd consider other offers.

For comparison, this drive (if they still made them this well) would cost $199 new from Atari, and has a new street price of around $160.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

4083. DMJ_GIF v.1.0B???

Newsgroup: comp.sys.atari.st
Date: 1991-05-16 23:58:11 UTC
From: slqn0@cc.usu.edu
Message-ID: <1991May16.175811.47825@cc.usu.edu>
Source record: 232187

Does anyone know where I could get ahold of Version 1.0B of DMJ_GIF?
It is the version can convert interlaced GIF pictures to Spectrum format.
Thanks in advance.

Hoyt J. Heaton SLQN0@cc.usu.edu
Utah State University Logan, Utah USA

4084. Put Your User Group in Computer Shopper for FREE.

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 00:05:01 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991May17.000501.10359@usenet.ins.cwru.edu>
Source record: 232186
Cross-posted to: freenet.sci.comp.c64.forum,comp.sys.apple,comp.sys.apple2,comp.unix.appleiigs,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

If you want your computer user group to appear in Computer Shopper
magazine for free, then write for more information to:

Fog
User Groups listing
P.O. Box 3474
Daly City, CA 94015-0474

by FAX to (415) 755-3482

or by one of the following E-mail services:

GEnie: OFFICE.FOG
MCI Mail: 347-8112 (or FOG)
Compuserve: 71561,570
Internet: 71561.570@compuserve.com
Fog #6: 415 755-8315

I personally have no affiliation with CS magazine. I am doing this as a
service to the various computer clubs out there.

--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

4085. Re: I knew it!

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 00:58:15 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1991May17.005815.9280@gmuvax2.gmu.edu>
Source record: 232178

In article <q7R221w164w@midiline> jared%midiline.uucp@elroy.jpl.nasa.gov (Golden Bear) writes:
>Now, if you want QUALITY material, I recommend Atari Explorer (even if it
>IS owned and run by Atari, so we'll probably never get truely OBJECTIVE
>reports on anything except Atari parts and peripherals), AtariUser, ST
>Informer, and perhaps another that may exist out there... Ciao!

Current Notes. Easily the best Atari mag the entire time it's been in publication. Check it out.

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]
"Maturity is knowing when and where to act immature"

4086. Posting weekly new items files

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 01:30:21 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May17.013021.1415@terminator.cc.umich.edu>
Source record: 232189

Well, based on the mail I've received in the past two days, most people
(read everyone who sent mail) thinks it's a good idea for these
files to be posted.

A few concerns were brought up (I mentioned them the other day).
The first was putting it in a new newsgroup. If someone wants to
start a comp.sys.atari.pd newsgroup or something like that, go for it.
However, as a service to the people who are reading this in digest form,
(who have spoken quite loudly), it'll be auto posted here every
week. It's usually only 1-2K, unless Todd or Ed or Jim or .... have
a lot of spare time. :)

Hope it's beneficial to everyone.

weiner

--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu

4087. First Stop Comput{ing|ers}

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 01:33:00 UTC
From: kgg@zinn.MV.COM
Message-ID: <1331@zinn.MV.COM>
Source record: 232195

Can anyone tell me about a company called First Stop Computers
(or Computing), a store that sells Atari hardware and/or software?
Do they still exist? Are they online? If so, what's their address(es)?
Are they reputable?

-- Kenn Goutal

CompuServe: 71117.2572 (PARTI handle: kenn)
GEnie: K.GOUTAL
Internet: kenn@zinn.MV.COM or kenn@rr.MV.COM
[The] PO!NT: kenn
Telepath: kenn
UUCP: ...decvax!zinn!kenn or ...decvax!zinn!rr!kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

4088. Apple][emulator

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 01:34:58 UTC
From: msmith@att3b2.tricity.wsu.edu
Message-ID: <1991May17.013458.7510@serval.net.wsu.edu>
Source record: 232190
Cross-posted to: freenet.sci.comp.c64.forum,comp.sys.apple,comp.sys.apple2,comp.unix.appleiigs,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

Greetings.

I would like to get an apple 2 emulator for my pc. I don't care if it's software or hardware. I have taken a look at the one on simtel and about gagged. It's a nice program if all you're going to do is run applesoft basic stuff.

So here's the criteria.
1: has 128K free to the "apple"
2: is apple][e or bettor.
3: displays color.
3: will go into 80 column mode (pr#3).
4: will READ and WRITE apple dos 3.3 (16 sector) files with an ibm drive.
5: will run copy protected stuff (my collection of Ultimas)

the list looks about right off the top of my head. Any info is greatly appreciated, wanted and/or needed (I want to get rid of the old][e and recover some desk space).

msmith@att3b2.tricity.wsu.edu

4089. For Sale: Atari ST games

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 01:59:43 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <4cAnYDO00VIC8ndoYC@andrew.cmu.edu>
Source record: 232179
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have two ST games I don't play much anymore, so I'd like to sell them:

*** Falcon (1.3, if I remember correctly) F-16 Flight Simulator.

Mail Order: $25+shipping Your Price: $10 including shipping

*** The Pawn Text Adventure with a few static pictures.

Mail Order: ??? Your Price: $7 including shipping

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to
appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

4090. update soft/hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 02:26:27 UTC
From: hong@tove.cs.umd.edu
Message-ID: <34580@mimsy.umd.edu>
Source record: 232180

Hi, here is the list of what's left for sale:

Hardware:

SF 314 disk drive.................$95
Mouse Master.....................$13
2 Wico command control joystick...$5 each

$10 a piece
Hit Disks Volume 1, Music Studio '88, Gauntlet II, Wordup 2.0,
Hot Wire (by CodeHead, it's a utility), Indy Graphic Adventure,
Computer Hits II (4 games), Art and Film Director.

$7 a piece:
Bard's Tale, Forgotten world (the metal door on one disk is missing, but
it boots fine), Atari Planetarium, Street Fighter, Shanghai.

$5 a Piece:
Flash(communication), Borrowed Time, Super Star Ice Hockey,
Gone Fishing, , Knight Orc, Phantasie III.

$3 a piece:
Boulder Dash Construction Kit, Time Bandit, International Soccer,
Red Alert, death Sword.

Order more than 3 pieces,I will pick up shipping, otherwise $1.50 per order.

Please send reply to hong@tove.umd.edu

Sze Hong

4091. Re: Publishers (Good shareware is bad shareware)

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 04:15:56 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May17.041556.12165@lsuc.on.ca>
Source record: 232183

In article <1991May15.144206.14581@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <1991May14.124316.29136@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:

...

>I imagine most shareware authors don't realize how they may be
>affecting the commerical market. If they did, they might go to the
>trouble of selling their software.

As I've noted before at time, it seems to me that *most*
shareware authors aren't thinking much about what they are doing
at all, let alone how it affects the commercial market. I've
found that in a large number of cases people put on restrictions,
Copyright notices, money begs, and such just because they see
other people doing it. You wouldn't believe how many times
I asked people why they put a Copyright notice on something and
the answer was something like "isn't that what you're supposed
to do?" When I asked what they meant by "supposed to," I got
the equivalent of a blank stare.

>> What's interesting is that there are so many people who are
>>"new" to the Net that this whole argument seems to be new to a lot
>>of people. This is one of the oldest historical arguments on the Net.
>>It may surprise many here, but there has *always* been a disagreement
>>with posting of binary files, for example, if you don't post the
>>source code. Why? Well, you are *supposed* to share your material
>>with the widest possible number of people on the Net. Posting a
>>binary which can't be ported to other machines was (and in many peoples
>>opinion still is) a violation of Nettiquette. And "those people"
>>are for the most part the very people who were the main builders
>>of the Net. What do you think "those people" think when they see
>>a file that is Binary, Copyrighted, and *demands* money?
>
>One crucial point you're missing about the current situation in
>comp.sys.atari.st is that almost everything is "posted" via FTP now. I
>haven't posted anything to comp.binaries for ages. So no one can say
>that it's costing anyone anything to maintin my shareware files, except
>for the generous folks at atari.archive who have made it clear that they
>don't mind.
>
>FTP is very different from "the Net" -- do you have the same feelings
>about things "posted" via FTP?

Well, teh question is, having read my reasons, and added your
own, and those of other people, what do *you* feel about it? I'm
getting the impression that you think that I had very heavy feelings

about the matter. If you still have my original message lying around
I think you'll find it interesting to read it again. I never said
that this was an all-consuming-passionate-belief-in-the-core-of-my-soul.
But since you ask, I'll lay out the 2 points and apply them:

1. As far as objections to Shareware based on its distribution
on the Internet is concerned, no, of course direct FTP doesn't
violate the principles of Nettiquette. That's always been clear,
and I specifically noted that in the case of CIS, it had nothing
to do with it being commercial. You're simply not using the Net
when you call a site directly. I can't make that point any clearer.

2. Shareware still does add to the problem of causing confusion
to end users and of course BBS operators and just about everybody
else who comes into contact with them. That confusion hurts in
a couple of way. One way is that it makes people stop caring
about the differences between all the different variations and
they find it easier to violate notices -- easier for them to
ignore their consciences and become pirates. Also it makes it
easier to violate Copyrights even when people are still being
consciencious because they sometimes don't understand or don't
remember that a specific restriction was on a particular piece
of software.

Whew. Umm. In all this discussion on those points, nobody
has mentioned any of the current magazines for the ST in North
America. Aside from Explorer, and the "fanzine" thingy (I can't
remember the name -- it's the one that's just a bunch of reprints
of club newsletters), are there any others?
>
>Dave Baggett
>dmb%wam.umd.edu@uunet.uu.net

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4092. Re: Posting weekly new items files

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 05:59:58 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991May17.055958.18793@jato.jpl.nasa.gov>
Source record: 232193

In article <1991May17.013021.1415@terminator.cc.umich.edu> weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>However, as a service to the people who are reading this in digest form,
>(who have spoken quite loudly), it'll be auto posted here every
>week. It's usually only 1-2K, unless Todd or Ed or Jim or .... have
>a lot of spare time. :)
>
>Hope it's beneficial to everyone.

Hm. Actually I set it up to run every night, but we can step back to once a week easily enough. Just have to watch how much useful traffic is generated, and balance against the size of overhead (e.g. article headers.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

4093. RZ/SZ Questions: Sending Xmodem/Ymodem/Ymodem Batch

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 06:48:47 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <1Rw321w164w@ersys.edmonton.ab.ca>
Source record: 232197

I have a few questions concerning Zmodem (SZ):

1. How do you force SZ to send a file as Xmodem/Ymodem/Ymodem Batch? I tried renaming the file to SX and then passing the filename to be sent as the only parameter. This didn't work.

2. Is there a way to force Xmodem and Ymodem transfers to use 16-Bit CRC error checking instead of 32-Bit CRC error checking. For a Zmodem transfer, you can pass "-o" to accomplish this, but I haven't had any luck with Xmodem/Ymodem/Ymodem Batch.

If anyone can help me out, I would greatly appreciate it. Zmodem is a great protocol, but it isn't the easiest thing to work with. If anyone could point me to the documentation for RZ/SZ, that would also be appreciated.

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

4094. Complete Macintosh emulators for Atari ST forsale.

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 06:57:28 UTC
From: stevela@beach.csulb.edu
Message-ID: <1991May17.065728.23135@beach.csulb.edu>
Source record: 232196
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have two Macintosh emulators (complete package) for sale:

1. Spectre 128
- Genuine Apple Macintosh 128K ROMs
- Spectre 128 Manual
- Spectre software version 2.65
- Transverter Manual
- Transverter software version 4.21
- and some other system disks in Spectre format to get you started

2. MagicSac+ and Translator-One device
- Genuine Apple Macintosh 64K ROMs
- Built-in clock chip on the cart
- MagicSac+ manual
- MagicSac+ software
- Translator-One device (allows ST drive to read Mac disks directly)
- Translator-One manual, all necessary cables
- and some other system disks in MagicSac format to get you started

I will also throw in Microsoft Word (complete) with both Spectre/MagicSac
format and Macintosh format disks.

I am asking $275 (including shipping) or best offer for the whole package.
send me email if you are interested.

-Steve

____ _ _
// // _//_ // Steve La
((__ // ___ _ ___ // __ Network Manager
)) // //__) // / //__) // ____) stevela@csulb.edu
//___// //_/ //__ _/ //__ //___/ ((__/_ (213) 985-4750
_____
Calstate Univ. Long Beach, 1250 Bellflower Blvd. Long Beach, CA 90840

4095. Hard-Copy with 24 pin printers

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 07:47:18 UTC
From: hohr@cernvax.cern.ch
Message-ID: <5303@cernvax.cern.ch>
Source record: 232194

Hi Atarians,

At atari.archive, in printing/ you will find the following programm:
(thanks Jeff!)

HC24_V13.PRG

This utility replaces the internal hard-copy routine (for 9 pin printers)
by an other one for LQ500 compatible 24 pin printers (high resolution only).
At least, it works on my Brother M-1224L...

In addition, it respects the x/y ratio (circles on the screen are also
circles on the paper) and needs only 1.5Kb.

Put it in your \AUTO\ folder. If you have also SPOOL.PRG there, it takes
nearly 7.5 seconds on a Mega ST1 and nearly 3 seconds on a Mega STE until
you get the control back.

Use it at your own risk: it's absolutely free. If modified, please let me
know. Not to be sold or for commercial use. I just hope it works for you too.

Enjoy!

Roger Hoh email: hohr@cernvax.cern.ch

4096. Re: Wordflair II note

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 09:28:43 UTC
From: fh@well.sf.ca.us
Message-ID: <24833@well.sf.ca.us>
Source record: 232001

Mickey:

Hmm, that is strange, WF II works great on 2mb TT. The "Print..." menu being grayd out means something went wrong during initialization of the printer driver. Besides the obvious (printer not turned on, driver not found etc.) this could mean that he has memory eating DA's or PRG's in the AUTO folder.

As others have recommended, ask your friend to remove the larger font sizes from his ASSIGN.SYS. Especially with the laser printer, sizes over 18 point get really BIG.

If this all does not help have him call our Tech-Support at (415) 243-9605 and ask for Craig. He is our local ASSIGN.SYSpert.

Fabian Hahn
Goldleaf Publishing
Technical Support

4097. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 10:20:45 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May17122045@orion.laas.fr>
Source record: 232198
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sources.wanted

In article <1991May16.120052.15005@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
| I do have a UUdec that works with the Headers etc, you can append all
| the volumes together, no cutting needed..

A long time ago, someone posted here or the info-atari16 digest, that
they had a modified Dumas' uud, which accepts the multi-part files all
concatenanted into one stream. Does anyone have this?
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4098. Re: Mouse Virus

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 10:22:07 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May17122207@orion.laas.fr>
Source record: 232199

In article <Tu1Z21w164w@bluemoon.uucp> eudyeudy@bluemoon.uucp (Scott Eudy) writes:
| Try getting a V- Killer program I that should work the best....
|
| I think that they are up to version 3.5

version 3.84 is available from atari.archive.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4099. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 10:25:01 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May17122501@orion.laas.fr>
Source record: 232200

In article <a6y221w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
| I think that would be a great idea. It would be nice to have a somewhat
| constant report of what is available without having to request the Index
| just to see what is new. Great idea you have, there.

There are always the files New0, New1, etc. which resume the recent changes at atari.archive.

I also am for such a weekly posting.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4100. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 10:55:34 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May17.105534.1@simvax.labmed.umn.edu>
Source record: 232006

```
Last update: 17 May 1991
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

* WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
* PD Where can I get Public Domain/Shareware software?
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
CLI What Command Line Interpreters are available?
TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
* GNUC Is GNU C available on the Atari ST? How do I set it up once I get it?
FREE What is Free-Net and how can I get access?
MINIX Is MINIX available on the Atari ST?
DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
* MAGS What ST-oriented magazines are available for the Atari ST?
BOOKS What books are available for the Atari ST?
TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available. Finally, there is the Lynx (a game machine) and the Atari
ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources
```

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
you don't know how to eliminate other newsgroups from a reply to an article
which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local
distribution of comp.sys.atari.st. Those outside the United States have
little desire to read about that neat bit of [hard/soft]ware you're selling
when you live in the U.S.A. If you don't know how to restrict distribution of
a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this
article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

For Mail Service:

atari-server@twitterpater.Eng.Sun.COM:

(Panarthea has been moved to a new system called Twitterpatter.)

Twitterpatter holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to atari-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

Bart help may be attained by mailing atari@atari.archive.umich.edu and
enclosing the word 'help' in the body of the message. If
you are from a uucp site, please enclose this statement also

'path host1!host2!....', where host1!host2!... is your path.
Please read the help file completely before you ask questions,
and then send any you may have to jon@atari.archive.umich.edu. Jeff
Weiner will only forward them to Jon, so please save him the time.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only
via JANET. Mail access is available from within the UK - send mail to
archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

NOTE: The server has moved from unido.informatik.uni-dortmund.de. FTP
requests to the old address direct you to the address given above. I do
not know the current status of the old mailserver, but would appreciate
learning if it still exists.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU
programs ported to the ST (including ports of emacs and bash and an extended
version of bammis library for gcc) and also ports of software posted to
comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

BITNET users:

LISTSERV@UOGUELPH.BITNET

Mail messages with the contents HELP will bring you some usage information
and GET INDEX PROG-A16 will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features

and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST. The program is located in the main directory (ie. /atari/starter.tos)

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute. e-mail will reach him at klute@irb.informatik.uni-dortmund.de or klute@unido.uucp, or klute@unido.bitnet

arcshl23.arc - written by Charles Johnson

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5

```
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordUp!, etc. You might
also want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor
BASH GNU Bourne Again Shell - available under MINT
ksh Korn Shell - available under MINT
gemini MUPFEL is the shell used by the gemini environment
okami a German shell with many useful utilities built in
pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.0) has recently been made available on the atari.archive server. The files may be distinguished from the other TeX/LaTeX files in the /atari/tex directory by their date (posted in December 1990) and by the fact that they are all archived using LHArc (.LZH suffix).

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the minimum files needed to get a working TeX/LaTeX system up and running on the Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

LANG
Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc
apl Demo and 'J' j_29.arc,apl68000.arc
forth Don't know which, I prefer BRADLEY FORTH
FORTRAN77 BC-FORTRAN version 'C' bcf.lzh
icon ICON icon2.arc,icon_bin.arc
modula-2 From Germany modula2.zoo
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254] and most of the other European FTP sites.

How do I set it up once I get it?
==========

I just spent a bit of time putting the gcc compiler on my hard drive. I tested it using the good old reliable 'hello.c' program. Here are the

notes I made with regard to installation:

The following files were FTP'd from the atari.archive server:

/atari/gnustuff/tos/gcc139b.lzh

(current file [as of 7 May 91] on atari.archive has a corrupt GCC-CC1.TTP)

/atari/gnustuff/cc1-139.zoo

(good copy of GCC-CC1.TTP)

/atari/mint/mntolb8.zoo
/atari/mint/mntinc8.zoo

(you -might- want to use it with MINT, so why not?)

1. Extract all files EXCEPT 'gcc-cc1.ttp' from GCC139B.LZH (the file is corrupted in the current version on atari.archive). Place the files in \EXEC and set the environmental variable GCCEXEC to point to the directory.

2. Extract 'gcc-cc1.ttp' from CC1-139.ZOO and place the file into \EXEC.

3. Extract all files from MNTOLB8.ZOO. Place the files in \LIB and set the environmental variable GNULIB to point to the directory.

4. Extract all files from MNTINC8.ZOO (including subdirectories!). Place the files in \INCLUDE and set the environmental variable GNUINC to point to the directory.

Add the following aliases to your CLI's autoexec file. The following lines come from a slightly modified 'gnu.g' which came with my release of the Gulam shell. Check your CLI docs for differences in how environmental variables, etc. are set!

gnu.g
```
----- cut here ------
unalias cc
unsetenv TEMP
#
# set up commands for gcc and gas
#
alias cpp d:\exec\gcc-cpp
setenv cpp d:\exec\gcc-cpp.ttp
alias cc1 d:\exec\gcc-cc1
setenv cc1 d:\exec\gcc-cc1.ttp
alias gas d:\exec\gcc-as
setenv gas d:\exec\gcc-as.ttp
alias as d:\exec\gcc-as
setenv as d:\exec\gcc-as.ttp
alias link d:\exec\link
setenv link d:\exec\link.ttp
alias ar d:\exec\gcc-ar
setenv ar d:\exec\gcc-ar.ttp
```

```
alias ld d:\exec\gcc-ld
setenv ld d:\exec\gcc-ld.ttp
alias gcc d:\exec\gcc
setenv gcc d:\exec\gcc.ttp
#
alias cc d:\exec\gcc
setenv cc d:\exec\gcc.ttp
alias xcc d:\exec\gcc -Bd:\exec\x
setenv xcc d:\exec\gcc.ttp -Bd:\exec\x
#
alias make d:\util\xmake.ttp
setenv make d:\util\xmake.ttp
#
# bison...
#
alias bison d:\bison\bison.ttp
setenv bison d:\bison\bison.ttp
setenv BISON_SIMPLE d:\bison\bison.sim
setenv BISON_HAIRY d:\bison\bison.hai
#
#
# nm
#
alias nm d:\util\nm.ttp
#
# Flex
#
alias flex d:\flex\flex.ttp
setenv flex d:\flex\flex.ttp
setenv FLEX_DEF d:\flex\flexdef.skl
setenv FLEX_FAST d:\flex\flexfast.skl
#
# General
#
setenv GNULIB d:\lib
setenv GCCEXEC d:\exec\gcc-
setenv GNUINC d:\include
setenv TEMP g:
------ cut here --------

OTHER FILES YOU MIGHT WANT/NEED:

FLEX.ZOO - lexical analyzer
BISON.ZOO -
DOCUMENTATION.ZOO - some nice-to-have documents in TeX format
DIFF115.LZH - can handle binary files as well as ASCII files
RCS5AP1B.LZH and RCS5AP1M.LZH - Revision Control System
GULAM.ARC - one of many CLIs which will work with gcc

Like I said, I successfully compiled a program using the above procedure
(and I didn't have bison or flex or the documentation or RCS or diff...) so
```

it is the minimum you need to do to get going.

If anyone has corrections, additions, suggestions about these directions, please send me e-mail so I can incorporate them into the next 'welcome to comp.sys.atari.st' ... I'll be working on minimal TeX / LaTeX instructions next.

FREE
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it
via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu"
or by calling (216) 368-3888 300/1200/2400 bps. Once on the system,
a user can apply for an account application and logon as a visitor.
Once here, simply type "Go Atari" to get to the Atari SIG. A visitor
can go anywhere on the Freenet and can read anything. They can't
post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

MINIX
Is MINIX available on the Atari ST?
==================================

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386,
and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and
later in 1991, Sun SPARC. It is available with all the source code for
the entire operating system, the libraries, and nearly 200 UNIX-like
utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free
via anonymous FTP for people on the Internet. A Macintosh version will be
online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to
ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME
file describes the contents of the directory and how to use it. Be sure to
fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-
Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T
ask me to send it by email. I have quite enough work already thank you.
The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you desire.

Atari has gone to a 2-tier developer membership. The 'higher quality' developer support goes to commercial developers, and costs $250. The 'no-hand-holding, no announcement of company future products, no access to discounted hardware' goes to noncommercial developers, at an initial cost of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also
available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
================

Simon Chappell is compiling a list of people interested in exchanging
paper-based mail "of interested parties who could then
keep in touch and prevent themselves losing touch with the ST community
at large (this would be especially easy if someone who still had net
access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

MAGS
What magazines are available for the Atari ST?
==

The information here is preliminary. If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.
As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class (there is
currently a $15.00 introductory subscription available for a limited time).

Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

UK Mags:

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

There are ST sections in New Computer Express (weekly), Computer Shopper (monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13, GERMANY

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

4101. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 11:04:13 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91May17120413@ghiggins.hpl.hp.com>
Source record: 232003
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
++ I believe the problem is a memory leak somewhere. GNU Make seems to
++ crash after I use it for a while, and the more memory I have
++ available, the longer it takes. I haven't really tested this idea out
++ scientifically, so it should be taken for what it is--pure
++ speculation. In reality, the problem might be caused by something
++ completely different.

I *wondered* whether that was the problem I was getting, I checked ou the
operation of GNUMake under Monitor and the problem seemed to be some
interaction between the CLI (Edgar Roeder's Bash) and Gnumake and seemed to
indicate problems with mshrink.

I recompiled GNUMake for my own purposes, without a number of the
search options (.F, etc) and removed the SCCS stuff, leaving in the RCS. I also
used a different shell. The problem went away. I didn't follow it up.

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

4102. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 12:19:43 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May17.121943.1@simvax.labmed.umn.edu>
Source record: 232007

In article <ccAl5B600Uzx83AuIs@andrew.cmu.edu>, mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:

A lot of 'doom-and-gloom', 'woe-is-me' stuff, which I don't actually believe.

Let me tell you a few stories ...

1. I visited the Atari dealer in the Twin Cities area two days ago. They had an Atari TT on display (which I -hope- they can hold onto long enough to show off at tonight's user-group meeting). They received their first TT's a month or two ago, and each time they get a couple of new machines, they're sold within days. Same thing with the Mega STe and the regular STe machines. And these sales are not generally to people who already own an ST. The selling points? Calamus, DynaCADD and a host of other software available.

2. I received a phone call this morning from a magazine writer in Texas who wanted to know how folks are using the Atari ST (can't remember the name of the magazine -- I get calls all of the time from computer survey groups, and just sort of glaze when they say who they are). I spoke for about 30 minutes, telling her for what manner of things people are using Atari computers. In brief: professional recording studios use them to control synths and tape recorders, professional musicians use them on road shows, amateur musicians use them for any number of things -- including playing music at -their- speed and speeding the tempo until the song sounds right; professional publication production, neighborhood newsletter production, brochure production ... and a host of other DTP functions; Computer-Aided Design, low-budget graphic demos (for high-budget graphic production), doodling; word-processing; telecommunications -- including staying at home while working at the office; playing games; programming (the benevolent term for hardware and software 'hacking', before the term 'hacking' got such a disreputable meaning); emulation of computers at work, so that the user can continue to work at home; the list goes on and on ...

3. People shouldn't purchase computers with the idea that they're ever going get ANYTHING near what they paid for it in the first place. A computer is not an investment like gold or art. As the technology advances, as older technology becomes cheaper, computers lose their value - EXCEPT the value they have in "Getting The Job Done". I owned an Apple][+ at one time, sold it for about 1/3 what I paid for it (after 5 years), because the technology hadn't advanced far enough in those 5 years ... I owned an Atari 1040 ST (I have a Mega ST now ... thanks Kent), sold it for about 1/5 of what I paid for it (after 5 years), because the technology had advanced so far in those 5 years that the newer machines could be sold for 1/3 of the cost of my 1040 ST!

The things I use my Mega ST for haven't changed much over the years. I still find that my computer is as useful today as it was a year ago, or two years ago, or three years ago ... no, I find it MORE useful today.

All of this doesn't mean that people like Mike Greelish shouldn't abandon their Atari ST's and go buy Macintosh computers. If they feel so frustrated, they should certainly dump their current machine, hang the cost, and go buy what they think will not frustrate them. I just want to point out that things are NOT as disappointing for other Atari ST owners as Mike appears to believe.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

4103. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 12:47:22 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91May17124722@alfa.fct.unl.pt>
Source record: 232030

```
Iy would be nice if such postings were automated, and in a regular
format, for instance, a constant subject line. This way `rkive' can be
used effectively to keep a systematic log of new downloads on
terminator.
--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL
```

4104. Re: Blood Money on STE?

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 12:52:05 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91May17125205@alfa.fct.unl.pt>
Source record: 232031

on 16 May 91 16:24:21 GMT,
whitcomb@aurs01.uucp (Jonathan Whitcomb) said:

> I've been playing Blood Money on my Mega ST, and would like to
> recommend that my friend (who owns a 1040STE) pick up a copy.
> Has anyone run this game on an STE?

Yes. It works fine.
--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL

4105. the 2nd issue of PORTABLE ADDICTION

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 13:18:58 UTC
From: a15@nikhefh.nikhef.nl
Message-ID: <1234@nikhefh.nikhef.nl>
Source record: 232002
Cross-posted to: comp.sys.atari.st,rec.games.video

```
PORTABLE ADDICTION Issue #01 May 15 by Tjerk Heymens Visser and Yiri Kohl
The newsletter for the Atary Lynx and the Atari Portfolio
--------------------------------------------------------------------------------

Hi folks,
This is the second issue of Portable Addiction. We've had good reactions, so
we'll carry on with the newsletter. It will come out around the middle of the
month.
We had many requests from people who wanted to know what the computer market
is like in Europe. For that reason we have started a regular column.
This month we have alot of Portfolio news, like reviews on PBasic 3.0, Portboot
and the Portfolio Toolkit.
If you have any questions about the Lynx or Potfolio just send them in and
we'll try to answer them in the letter section.
Here comes...

Tjerk Heymens Visser
Editor.

NEWS AND GOSSIP
---------------

The Portfolio II was not on the CeBit in Hamburg, so it will not be released
in the comming 2 years.

Hewlett Packard has made it's own portfolio, it has already 0.5 meg RAM
built in and it has also Lotus standard (!).
It is as big as the Portfolio and runs on 2 penlites. Detailed info when we
have it.

There is said to be bigger memory cards for the Portfolio to be released
soon, they will be up to 1 MB and they will NOT be extremely expensive, they
might even be cheaper (!!).

Warbirds was released in the USA on 10 May, we've heared that it is a very
good game. It has been designed by Robert Zdybel.
It will take about 2 month untill it reaches Europe, we'll have a review
in issue 03.

Blockout is probably the next game for the Lynx to come out.

Hole in one and Big Run were to be released in March for the Super Famicom,
Super R-Type and Darius Twin will be released in 1991, we don't know when.

There is a new video games magazine in Europe, it has reviews on games of all
consoles. It is called Video Games (by the makers from Power Play).
```

It is German, it has been available since May and it will be a monthly.

LYNX SOFTWARE RELEASE DATES !!!!

We just got these dates and they have not been confirmed by Atari Holland, and
the March and April games have not been released yet in Europe.

MARCH: Blockout APRIL: Superbowl Football
Warbirds Checkered Flag
Xybots Vindicators

MAI: Tournament Cyberball JUNE: Scrapyard Dog
Worldclass Soccer Turbo Sub
Ninja Gaiden Viking Child
A.P.B. Bill and Ted's excellent adventure
Gridrunner Rolling Thunder
Pinball Jam/Shuffle
720 Degrees
Casino

JULY: Toki AUGUST: Ishido
S.T.U.N. Runner Baseball

OCTOBER:Ice-Hockey
Basket Brawl
Geo Duell

NOVEMBER/DECEMBER: No releases planed yet

Further games to be released in 1991:
Pac Land
Pit Fighter
Hydra
Hard Drivin'
Raiden
Leaderboard
Super Skweek

LYNX review GAUNTLET III

I think that never ever before a games reviewer has been bored so much by having
to test such a dispickable game. OK, so the title screen is nice, and the
graphics are quite well, but even these factors can't save the pathetic attempt
at a game. Nice when you start with it, but it gets SOOOOOOOO boring!!
Rush through 40 mazes filled with gold and monsters without losing all your
lifepoints? Nice concept, but 40 mazes can get SOOOOOOOO dull!!

Graphics: 6_ Quite nice
Sound: 3_ Irritating in-game music
Playability: 3_ Boring
Lastability: 1_ About 1 week
Overall: 3_ **********

LYNX review KLAX

SOUND, VOICES !!!!!
These are the most beautifull voices I've ever heard on any system.
The calls for the waves, the cries when you get a five-in-a-row Klax; It's
like it's live. At first the game play becomes second placed, but when you
get going you'll never want to stop. The graphics are nice, the tiles are
clear and the background is beautifull. You don't need to read the instructions
before you start playing, at the beginning of the first level everything is
explained. You must make rows of 3 tiles(horizonally, vertically and diagonally)
At the beginning of the wave the voice tells you what the wave objective is, if
you make a klax that does not match the objective you'll get the points but
it will not count towards completing the wave. The game does not get dull, even
after 100 waves, that's because of the various wavetypes, like Klax, Points,
Horizontal, Diagonal and Tile Waves. So this is a game that won't disappoint you.

Graphics: 8_ Background is static but stil nice
Sound: 9_ Great voices
Playability: 8_ Simple functions
Lastability: 8_ 100 levels so it'll take a while before you
you'll reach the end.
Overall: 8_ Great, simple, fun. Best falling blocks
game ever.

LYNX review ROAD BLASTERS

I was septic at first, but since I've played it it's heaven (till CHECKERED
FLAG is released that is).
The sound is not KLAX-quallity, but it's still nice.
The play is fast (scaling!!!) and it get's more fun when you catch a special
weapon, like nitro-injectors, cruise-missiles and uzi-cannons. It's a nice game
and it's not only attractive to those who like race games. Personally I
doubt that it is worth the full Dutch price (HLF 90,- = $ 45,-), but because it
is the first driving game on the LYNX , and it will take a while untill
Checkered Flag, Hard Drivin' and S.T.U.N. Runner are released I think that it
will be popular.

Graphics: 8_ Full use of scaling
Sound: 7_ Real radio like
Playability: 8_ Smooth driving, good shooting
Lastability: 6.5_ It's fun but 50 levels of the same
can get boring (but good to watch)
Overall: 7_ First racing game on the LYNX but still
waiting for CF and HD.
COMLYNX -SLIME WORLD

A nice idea of the designer of the game was to change some of the levels.
Level 2 changes from exploration into cooperate, where you have to work
together to find the end(you can't shoot each other but you can clean your
partner with your water pistol).

In level 3 you have to compete with each other, there are no extra slime-shields so the first Todd gets to pick up the shields and gems. There are special icons that make you shoot slime, so you can kill other Todds.
Level 5 becomes a COMBAT level, this level is totally different from the single player mode. There are not much aliens in this level but there are lots of mega bombs and slime icons, the goal is to blow up other Todds as many times as you can. We only tested in two-player mode(we couldn't find more people with Lynxes)and each player has 5 lives, but maybe in more-player-mode each player has more lives(we don't know). When you ComLynx Slime World this is the most recommended level.

SCREEN SCENE EUROPE

This month Screen Scene is a report of our visit to Germany.
Till one year and a half ago Germany was still devided in east and west. Then the wall came down and suddenly western things flooded the eastern part of Germany. We have visited east and west, and compared.
Western Berlin has lots of light-adds on the street(The whole city is like a Cyberpunk story!!). Eastern Berlin however has always been isolated, there were only 2 types of cars and computers were totally out of the question (though we met someone who made one himself!).
When "The Wall" came down western companies came to the east and started to make big money there. For that reason you'll find the Lynx in every shop in the eastern part of the city. But we didn't see a Lynx in the west (which has ofcourse more shopping districts), even in "Das Kaufhaus Des Westens", the biggest mall in Germany, there was no Lynx!! Argh!!!
Games cost DM 80,-, which is about $45,-.

Next month we'll have a full story on how Nintendo failed in Europe, and why Sega has been so succesfull. Plus information on PC Engine, Gameboy, and the normal computers.

PORTFOLIO DEPARTMENT:

Portfolio Toolkit v2.0

This "Toolkit" contains a number of utilities for the Portfolio. Personally I didn't find them all very usefull, but there certainly is something for everybody.
The utility that comes in most handy is the new DIR command, to make the directory more easy to read. It's a real good replacement for the old DIR command, as this wasn't very hot to say the least.

There's also PORTBOOT. This command needs no parameters. It just pops a reboot menu which let's you do a warm reset, cold reset or no reset at all. This can come in very handy.

A nice little utility is PORTTONE, a tone generator. You can even program the notes into a file and then replay it later! WARNING: Sound drains the batteries.
The other utilities can be nice if you have any use fore them. Just check the package out, it's freeware. You might have to search a little while before you

find it, and the only thing we can say is that the package is made by Centennial Software Systems. If you really can't get it anywhere just send us a diskette envelope with enough stamps included for the postage back and your address to:

Yiri Kohl
Liendenhof 113
1108 HE Amsterdam Z.O.
The Netherlands

PORTRIS

This is a nice little Tetris for the Portfolio. The Portfolio is held vertical (Hey! It allmost seems like a Lynx!)and the falling blocks are controlled by the keyboard. This is not the most sophisticated Tetris version, but if you are a true addict you'll probably like it.
Again if you can't find it anywhere, you can allways order from Yiri Kohl.

PBASIC 3.0

This basic for our alltime favourite palmtop was also programmed by our good ol' BJ Gleason (This guy must be programming all day! I like him!).
It works with the build-in editor to save memory, and supports all mayor basic commands. Version 3.0 has full string handling, except for the Inkey$ command. PBasic is more or less QuickBasic compatible, which makes it possible to program while on the run! Yeah! There are also a lot of Portfolio-only commands. you can easily draw an error window, or check the revision number, get the current cursor position, switch between display modes ect...ect...

Conclusion: I think that every self respecting Portfolio owning basic programmer should have this tool in his Portfolio. It takes around 30K, so that isn't much either.

If you want to download PBasic 3.0 you must have PKUnzip or something like that. You can find the PBas1.zip on CIS and GEnie, but I think it is already spread all over the world.

~~~~~~~~ADVERT~~~~~~
Do you need graphics for your own games, and you can't draw? Well fret no more!
write to: Lethal Graphics
Rijnstraat 126'''
Amsterdam
The Netherlands

LETHAL GRAPHICS FOR ALL YOUR ARTWORK !!!
~~~~~~

If you want to give us comments/criticisms about our newsletter and you can't write to our Use-net address, you can send them to:
Tjerk Heijmens Visser
Jacob van Lennepkade w.s. "Tjerk" t.o. 36
1054 ZX Amsterdam
The Netherlands

LETTERS!!

James Hague:
>For example, you gave RoboSquash a 5 but the note next to the number says it's
>"pathetic." Please don't write weenie reviews by always trying to come up
>with something positive.
And:
>If something really stinks, please say so.
Reaction: A game can be pathetic but it can be saved by it's music or graphics.
Maybe you're happy with the Gauntlet III review.
>Why a newsletter about both the Lynx and Portfolio? They have ABSOLUTELY
>nothing in common except that they are portable and produced by Atari. SO WHAT!
>One is a "real" computer and one is a game machine; there is no overlap
>between the two user bases.
Reaction: You're right but it can be interesting to read something about the
Portfolio even if you don't have one. BTW have you seen PTetris??

Corey Liu:
>Nice job guy's! The more I hear about the Lynx, the harder it is to resist
>the temptation to get one!
Reaction:Just what we need, more Lynx fanatics!!!

Na Choon Piaw:
>Looks interesting, but the tips section doesn't seem to cover anything
>not covered already in rec.games.video
Reaction: You're right but we live in Holland(do you know where that is?)
and all the news(like magazines and new games)arrives later here.

Thanks to everybody who replied to us about the newsletter, we are sorry we
can't answer each of you personally or react to your comments in the newsletter
because we had lots of reactions even from Cyber Labs!!).

Special thanks to: Andre "ALU" Luyer
And everybody who have spread our newsletter on the various
BBS'

Here follows a questionaire because we would like to know how our readers like
the newsletter.

1) Which systems do you own?
PC
Atari ST/TT
Amiga 500/2000/3000
Portfolio
Lynx
Game Boy
Game Gear
Famicom

2) Do you find PA: boring
mmm
nice
megagreat

3) Do you wish PA to appear: weekly
once in every 2 weeks
monthly

4) Do you want PA to be: longer
shorter
as it is

5)What do you think of PA's reviews?
I wipe my but with them, they stink
too dated
not enough info
good
mega great

a15@nikhefh.nikhef.nl
Yiri Kohl and Tjerk Heijmens Visser
c/o Peter Heijmens Visser
National Institute for Nuclear Physics
and High Energy Physics (NIKHEF-H)
Computer Department
Postbox 41882
1009 DB Amsterdam - Netherlands.
.

4106. Reliable archiver/compressor wanted

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 14:06:22 UTC
From: mathew@mantis.co.uk
Message-ID: <B2g421w164w@mantis.co.uk>
Source record: 232008

Could someone tell me what the latest version numbers are for ARC, LHARC and ZOO for the ST?

I'm having trouble finding a reliable compress/archive program. LHARC is too slow, ZOO falls over with particular files, and ARC seems to be dodgy when extracting.

mathew

4107. Monochrome Monitor - Last Chance ?!

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 14:29:38 UTC
From: marshall@hplsla.HP.COM
Message-ID: <5440166@hplsla.HP.COM>
Source record: 232038

I have an Atari Monochrome monitor sitting here, waiting to be connected to an ST machine. I sold my color system earlier this year but the mono didn't go with it.

If you are at all thinking about buying a monochrome monitor to use now, or are afraid that you may want one in the future but won't be able to find one, here is your chance. It works great (last time I checked) and it only has about 5 hours of use logged onto it.

It is in the original shipping carton and I can therefore UPS it anywhere in the US. Please send your offer (keep it under $1000) directly to me so we don't clutter up the notes-group.

Thanks,

Marshall


```
_______________________________________________________________________
| |
| Marshall Lollis Mail Stop: 110 Column: UR9 |
| Hewlett-Packard Company AT&T: (206) 335-2153 Telnet: 335-2153 |
| Lake Stevens Instrument Division UUCP: hplabs!hplsla!marshall |
| 8600 Soper Hill Road HPDESK: Marshall_Lollis@HPA100 |
| Everett, WA 98205-1298 DOMAIN: marshall@hplsla.lsid.hp.com |
|_____________________________________________________________________|
```

4108. Does Tempus work with Moniterm monitor?

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 14:33:08 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1991May17.143308.21473@cs.yale.edu>
Source record: 232004

I'm thinking of buying a Moniterm large-screen monitor for my Mega-ST and would want to use it with Tempus. Does anyone know if Tempus will run at all and if it can make use of the large screen? Also, are there DVI previewers that take advantage of the large screen? Please E-mail replies to me at: fischer-michael@cs.yale.edu

--
==========
| Michael Fischer <fischer-michael@cs.yale.edu> |
==========

4109. Problems using GDOS and harddisk driver

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 15:40:29 UTC
From: s_kraemer@iravcl.ira.uka.de
Message-ID: <1991May17.164029.1@iravcl.ira.uka.de>
Source record: 232005

I've got problems using GDOS (AMCGDOS) with the harddisk driver of my vortex HDplus 20 (hardware: Mega ST 2 with TOS 1.4).

GDOS works if I don't use the harddisk, so I guess the problem is the disk driver.

Does anybody know how to solve this? Or can I use another HD driver without getting into trouble?

Thanks for information!

Oliver Kraemer
E-Mail: s_kraemer@iravcl.ira.uka.de

4110. Public Domain Desk Accessories

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 16:53:33 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91137.125333SYSPMZT@GECRDVM1.BITNET>
Source record: 232011

Now that I've *finally* upgraded my archaic early Atari 1040 ST to a new 1040 STe, and am in the process of ordering SIMMS to take me up to 4 meg, I thought I'd ask the knowledgeable community here what public domain/shareware desk accessories they'd recommend. I've pretty much ignored the ST software world because I run a dedicated piece of software (Dr. T's KCS) that uses my meg quite easily; it also did not have a menu bar for a long time. Now I'd like to take advantage of the machine and get:

A printing notepad
A calculator
A phone/address application
A command line/utility application
Anything else nifty I've either forgotten or did not realize I should have.

Also, any recommendable AUTO folder items, or anything else I *must* have. My requirements are that the software be publicly available, be smooth to use, and have been written to play by the rules (ie, won't interfere with other software). Niftiness counts. I don't mind paying for and DO pay for good shareware.

If replies are emailed to me directly, I'll assemble them into a 'recommended public domain/shareware profile' and post that to the net.

Thanks for any and all information,

Phil Z

4111. Re: First Stop Comput{ing|ers}

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 17:09:32 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May17.170932.27640@ecst.csuchico.edu>
Source record: 232012

In article <1331@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
>Can anyone tell me about a company called First Stop Computers
>(or Computing), a store that sells Atari hardware and/or software?
>Do they still exist? Are they online? If so, what's their address(es)?
>Are they reputable?

They used to advertise in ST Informer, but no more. I don't know if they've
gone out of business or what. I'd suggest you look for another place.
Pick an Atari dealer, even if it is long distance, and stick with it,
or pick another. I bought something from First Stop Computers, and it was
fine. I then bought something from a similar mail order place, also
advertised in STI, and almost got screwed. I'm going to think more than twice
now about these places that just seem to do mail order.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

4112. Re: Apple][emulator

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 17:45:17 UTC
From: korpela@stew.ssl.berkeley.edu
Message-ID: <1991May17.174517.21178@agate.berkeley.edu>
Source record: 232009
Cross-posted to: freenet.sci.comp.c64.forum,comp.sys.apple,comp.sys.apple2,comp.unix.appleiigs,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

In article <1991May17.013458.7510@serval.net.wsu.edu> msmith@att3b2.tricity.wsu.edu (Mark Smith) writes:
>Greetings.
>
>I would like to get an apple 2 emulator for my pc.
>
>So here's the criteria.
> [items deleted]
> 4: will READ and WRITE apple dos 3.3 (16 sector) files with an ibm drive.
> 5: will run copy protected stuff (my collection of Ultimas)
>

You might as well give up on 4 and 5. Apple][and IBM drives use
different modulations on the disk. The hardware is incompatible.

What is this doing in comp.sys.atari.st anyway? What is this doing
in any of the groups listed above? Maybe its time to learn to use
netnews responsibly.

/\ korpela@ssl.berkeley.edu Internet
/__\ rioch BKYAST::KORPELA 42215::KORPELA DecNet
/ \ of Chaos korpela%bkyast@ucbjade Bitnet
(_____________________ <aka Eric Korpela>

4113. Re: OS-9 for TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 17:46:40 UTC
From: bill@mwca.UUCP
Message-ID: <1861@mwca.UUCP>
Source record: 232024

In article <1436@titan.hts.hsa.nl> e4ct22@titan.hts.hsa.nl (e4ct22) writes:
>The OS-9 version we use doesn't work on our TT-030/4.
>Has anybody got experience with OS-9 for the TT or an adress for a
>TT version ?

OS-9 for the ST won't run on the TT because we have a different (32-bit)
version of the kernel for the 68020/30/40. Our German distributor Dr. Keil
is nearly finished with a port to the TT, which includes support for the
serial ports, VMEbus, ACSI port, and SCSI port. You can reach them at
6221-862091.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

4114. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 18:16:09 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <IcB1rd600WAxJRNHpS@andrew.cmu.edu>
Source record: 232014

Why is it that hard to imagine? I tried out the developers beta edition
3 months ago. It crashes:^(. It does not do a total system crash
though. it puts upt the following dialogue:

Unimplemented trap (plus some other grarbage) and then it hangs itself.
If this is the onlything wrong, this is a major easy fix. Let's go DAVE!

-mark-

4115. Patching Neopatch (NeoDesk 3.02 upgrade problem)

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 18:59:01 UTC
From: close@lunch.wpd.sgi.com
Message-ID: <1991May17.185901.15659@fido.wpd.sgi.com>
Source record: 232027

Apparently the upgrade program that makes NeoDesk 3.01 into 3.02 has some problems. My local Atari BBS had a patch for the patch. I've included the text for the problem here and will upload the program (~8K) to the atari archive if no one else does in the next few days:

If you downloaded the original PATCH302.ARC you might have had one of the bad "Printer Queue"s that could not print. This version of the NeoDesk 3.02 .ACC file fixes that problem.

There was a previous version of the NEOQUEUE.ACC that was upload that did not fix the problem entirelly (ok, so we tried to fix it too fast). The file length of that version was 8877 bytes long.

The bad NEOQUEUE.ACC is 8875 bytes long.
The second bad one (uploaded before) was 8877 bytes long.

The good one (included here) is 8879 bytes long.

Be sure ONLY to use this file with version 3.02 of NeoDesk.

This file is Copyright (C) 1991 Gribnif Software and may be freely distributed to those legitimate owners of U.S versions of NeoDesk 3.02 who may have a damaged Printer Queue accesory. All Rights Reserved.
--
Diane Barlow Close
close@lunch.wpd.sgi.com
I'm at lunch today. :-)

4116. MEGA4ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 19:07:05 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <YcB2bNm00WAxFRNKsn@andrew.cmu.edu>
Source record: 232015

I wish to sell my MEGA4 ST. Name me a price.
Also, I want to sell my SLM804 laser. So send me a price on that as well.

4117. SLM804 for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 19:07:32 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <ccB2bo200WAx1RNLBp@andrew.cmu.edu>
Source record: 232016

Just like the last post, I wish to sell my MEGA4 ST. Name me a price.
Also, I want to sell my SLM804 laser. So send me a price on that as well.

4118. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 19:46:00 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <DARYL.91May17144600@cbnewsc.ATT.COM>
Source record: 232013

STart deserved to die. Compared to magazines such as Current Notes,
the writing and reviews were awful. The demise of such an entity does
not indicate doom and gloom.
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

4119. TT & SuperCharger

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 20:39:03 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991May17.203903.21956@zip.eecs.umich.edu>
Source record: 232010

I finally got around to playing with my SuperCharger on my TT, and I figured I would tell people that it works, just in case anyone was wondering. I can only seem to get it to work when I am in ST Medium Res, but at least it does work. It seems to run a bit faster too, but I cannot say for sure...

Now I will have to wait and see about the 286 upgrade which is suppose to be out in June...

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are... so don't blame me.

4120. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 21:35:08 UTC
From: paulm@dorjam.UUCP
Message-ID: <142@dorjam.UUCP>
Source record: 232046

Yes! I would like to see a list. With the current signal to noise ratio,
I don't think this would be much of a bother to anyone.

Paul Moreau

4121. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 22:21:06 UTC
From: smiller@bcarh166.bnr.ca
Message-ID: <4528@bnr-rsc.UUCP>
Source record: 232021

In article <ccAl5B600Uzx83AuIs@andrew.cmu.edu>, mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
|> ... Atari may not go bankrupt,
|> but it'll take a miracle for it to get back anything like the market
|> share it once had.
|>
|> I remember the golden years. I was twelve years old when I got my 48K
|> Atari 800 and tape drive. I was seventeen when I got my 1040ST.
|> Atari used to have good products at great prices. No more.
|>
In the past dozen or so years, (yah, I know, it's not really the same company), Atari seems to have had fits of brilliance followed by... nothing.

When the VCS came out, it was a great innovation. A CARTRIDGE based video game, an unlimited number of games in the same machine. The 400/800 was another bold stroke. It had sound and graphics as good as it got in the home computer arena. Then, Atari twiddled it's corporate thumbs and sat on it's Warner-Owned corporate butt and coasted into the Great Video Crash of the early eighties. They relied on their older technology far too long, and it nearly killed them. (The 600XL and 800XL were cheaper versions of the tank-like 400/800. I think the 1200XL had an extra function key. :-(But I still cherish my full-colour spec sheet for the 1450XLD!)

Atari crashed, was bought out, and in an astonishingly short time, had announced the Atari ST. (In 130 and 520 flavours, I think) This time, the computer was positioned differently. The ST was a lean, mean computing machine. (Tm) The other upstart, Amiga, had more bells and whistles, but cost a lot more. IBMs had credibility, but cost a lot more. The 'Jackintosh' had virtually everything the Mac had, and lots more, for much less money. The 'game machine' company was playing in the big leagues again.

Then Atari followed the example of the pre-Tramiel Atari, and did diddly. The Mega ST got an onboard clock, a blitter, and a detached keyboard. Yay.

MacIntosh got bigger and faster. Amiga got faster and lots of third party add-ons. Most importantly, IBMs and clones got MUCH faster, and MUCH cheaper.

As Apple introduced 68020/30 Macs at 16, then 20, then 25Mhz, where was Atari?
As 8088s gave way to 80286s, then 80386s. what were they doing?
When did the 68020 Amiga come out? Where were the competing STs?

Atari was spending it's time and energy building clones and transputers. The flagship machine was allowed to stagnate at 8Mhz and 4MB. Capable, sure. But not very glamourous, or inspirational. Why should a third-party developer work on a machine that the manufacturer doesn't seem to want to support anymore? Why would a neophyte user buy a computer with no real

upgrade path? It's my feeling that even OFFERING a top-of-the-line machine increases a companies ability to sell the LOW-end ones. (As the car companies say: Race on Sunday - Sell on Monday) (But what about the transputer, you ask. Surely that was a high end machine! But how many people have actually SEEN one?)

Now, perhaps, the situation is changing. Atari seems to have dumped the clones, and the lethargy of the past few years. A TOS upgrade eventually made it out the door. They FINALLY produced a 16Mhz ST, and the semi-33Mhz TT. The 1280x960 monochrome looks as good to me today as the 640x400 did in 1985. (Which was fantastic for the time) With Unix on the way, the TT may find itself back in the pack in terms of technology. (Most certainly not ahead of it, unfortunately. Why a stupid 720k drive?) The Lynx is an amazing little beast, too.

It seems to me that PRICE is more of a problem now. At the low end, I can get a 1040STE/mono/no HD (since the price cut) for just a little less than I can get a 286-12/mono/40MB HD clone. (Alternately, the 1040 is about half of what a Mac classic with no HD is.)

At the high end, a 386-33/SVGA/100MB HD clone is considerably less than what Atari wants for a TT with 50MB HD and no monitor. Products like Windows largely hide the brain-deadness of the DOS machines, too. Games are even playable.

Atari may find itself confined to dangerous niche markets, unless it can produce another POWER WITHOUT THE PRICE trump card. It has to offer benefits that outweigh the risks people take buying an offstream machine.

How about a TT040? If NeXt can do it for $5K, Atari should be able to do it for considerably less. Even better, a cheaper TT030. (Which I want)

Some creative marketing would be nice. Bundle in a bunch of first-rate programs, in packages like they've had in Europe for years. Cuts piracy, helps the software companies, and gives the consumer a better deal. Package a Lynx with the MegaSTE and TT. (Isn't the most money made from the software?) Go for the throat. Give'm both barrels.

Atari has at least one more kick at the cat. (Just remember, I won't buy any Atari that doesn't have a cartridge port!)

Geez, what a tirade. Hope nobody minded...
--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
P.O. Box 3511, Station C
.signature USES DISCLAIMER; Ottawa, Ontario, Canada, K1Y 4H7
****

4122. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st
Date: 1991-05-17 22:56:55 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91May17175655@wookumz.gnu.ai.mit.edu>
Source record: 232020
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <GJH.91May17120413@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:

>I *wondered* whether that was the problem I was getting, I checked ou the
>operation of GNUMake under Monitor and the problem seemed to be some
>interaction between the CLI (Edgar Roeder's Bash) and Gnumake and seemed to
>indicate problems with mshrink.

>I recompiled GNUMake for my own purposes, without a number of the
>search options (.F, etc) and removed the SCCS stuff, leaving in the RCS. I also
>used a different shell. The problem went away. I didn't follow it up.

Could you perhaps put your version on the terminator archive? (Or,
mail it to me and I'll put it up, if you can't FTP.)

Thanks,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4123. memory upgrade board for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 00:31:19 UTC
From: chad@oscar.cs.byu.edu
Message-ID: <1991May18.003119.27992@hamblin.math.byu.edu>
Source record: 232022

--

I have a memory upgrade kit for the 520/1040 type box.
All you need is the memory. Takes it to 2.5/4 megs. Small
modifications necessary to install. Takes ZIP style 1meg chips.
This is the board that came out of england last summer as a
at-cost project. I never installed it. Comes with necessary cable,etc.
First $45 plus shipping takes it.

****
Chad Leigh
Brigham Young University / on leave from DEC
chad@yvax.byu.edu / chad@norge.enet.dec.com
****

4124. Atari ST Music Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 00:53:52 UTC
From: glennd@athena.arc.nasa.gov
Message-ID: <1991May18.005352.7305@riacs.edu>
Source record: 232017
Cross-posted to: comp.sys.atari.st,rec.music.synth

I'm spring-cleaning my software closet and would like to sell the
following:

1) Master Tracks Pro sequencer (v2.5) from Passport Designs $100
for Atari ST

This contains everything that the latest version of Master Tracks
for the ST has (v3.?), except for SMPTE support. It has a nice
graphical interface and is very intuitive. It is recommended that
it be run with TOS 1.0, although I ran it OK with TOS 1.4 (you lose
the double click capability with TOS 1.4).

2) Hybrid Arts' CZ-Android $40

This is a nice ed/lib for the CZ101. This version only works with
TOS 1.0.

Contact: Glenn Deardorff
via Email (glennd@athena.arc.nasa.gov)
or (408) 425-0699

I will pay shipping charges.

4125. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 02:47:38 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May18.024738.571@daffy.cs.wisc.edu>
Source record: 232026

In article <4528@bnr-rsc.UUCP> Net writes:
>In article <ccAl5B600Uzx83AuIs@andrew.cmu.edu>, mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>|> ... Atari may not go bankrupt,
>|> but it'll take a miracle for it to get back anything like the market
>|> share it once had.
>|>
>|> I remember the golden years. I was twelve years old when I got my 48K
>|> Atari 800 and tape drive. I was seventeen when I got my 1040ST.
>|> Atari used to have good products at great prices. No more.
>|>
>In the past dozen or so years, (yah, I know, it's not really the same
>company), Atari seems to have had fits of brilliance followed by... nothing.
>
>When the VCS came out, it was a great innovation. A CARTRIDGE based video
>game, an unlimited number of games in the same machine. The 400/800 was
>another bold stroke. It had sound and graphics as good as it got in the
>home computer arena. Then, Atari twiddled it's corporate thumbs and sat on
>it's Warner-Owned corporate butt and coasted into the Great Video Crash of
>the early eighties. They relied on their older technology far too long, and
>it nearly killed them. (The 600XL and 800XL were cheaper versions of the
>tank-like 400/800. I think the 1200XL had an extra function key. :-(
>But I still cherish my full-colour spec sheet for the 1450XLD!)
>
>Atari crashed, was bought out, and in an astonishingly short time, had
>announced the Atari ST. (In 130 and 520 flavours, I think) This time, the
>computer was positioned differently. The ST was a lean, mean computing
>machine. (Tm) The other upstart, Amiga, had more bells and whistles, but
>cost a lot more. IBMs had credibility, but cost a lot more. The
>'Jackintosh' had virtually everything the Mac had, and lots more, for much
>less money. The 'game machine' company was playing in the big leagues again.
>
>Then Atari followed the example of the pre-Tramiel Atari, and did diddly.
>The Mega ST got an onboard clock, a blitter, and a detached keyboard. Yay.
>
>MacIntosh got bigger and faster. Amiga got faster and lots of third party
>add-ons. Most importantly, IBMs and clones got MUCH faster, and MUCH cheaper.
>
>As Apple introduced 68020/30 Macs at 16, then 20, then 25Mhz, where was Atari?
>As 8088s gave way to 80286s, then 80386s. what were they doing?
>When did the 68020 Amiga come out? Where were the competing STs?
>
>Atari was spending it's time and energy building clones and transputers.
>The flagship machine was allowed to stagnate at 8Mhz and 4MB. Capable, sure.

>But not very glamourous, or inspirational. Why should a third-party
>developer work on a machine that the manufacturer doesn't seem to want to
>support anymore? Why would a neophyte user buy a computer with no real
>upgrade path? It's my feeling that even OFFERING a top-of-the-line machine
>increases a companies ability to sell the LOW-end ones. (As the car companies
>say: Race on Sunday - Sell on Monday) (But what about the transputer, you
>ask. Surely that was a high end machine! But how many people have actually
>SEEN one?)
>
>Now, perhaps, the situation is changing. Atari seems to have dumped the
>clones, and the lethargy of the past few years. A TOS upgrade eventually made
>it out the door. They FINALLY produced a 16Mhz ST, and the semi-33Mhz TT.
>The 1280x960 monochrome looks as good to me today as the 640x400 did in 1985.
>(Which was fantastic for the time) With Unix on the way, the TT may find
>itself back in the pack in terms of technology. (Most certainly not ahead of
>it, unfortunately. Why a stupid 720k drive?) The Lynx is an amazing little
>beast, too.
>
>It seems to me that PRICE is more of a problem now. At the low end, I can
>get a 1040STE/mono/no HD (since the price cut) for just a little less than
>I can get a 286-12/mono/40MB HD clone. (Alternately, the 1040 is about half
>of what a Mac classic with no HD is.)
>
>At the high end, a 386-33/SVGA/100MB HD clone is considerably less than what
>Atari wants for a TT with 50MB HD and no monitor. Products like Windows
>largely hide the brain-deadness of the DOS machines, too. Games are even
>playable.
>
>Atari may find itself confined to dangerous niche markets, unless it can
>produce another POWER WITHOUT THE PRICE trump card. It has to offer benefits
>that outweigh the risks people take buying an offstream machine.
>
>How about a TT040? If NeXt can do it for $5K, Atari should be able to do
>it for considerably less. Even better, a cheaper TT030. (Which I want)
>
>Some creative marketing would be nice. Bundle in a bunch of first-rate
>programs, in packages like they've had in Europe for years. Cuts piracy,
>helps the software companies, and gives the consumer a better deal.
>Package a Lynx with the MegaSTE and TT. (Isn't the most money made from
>the software?) Go for the throat. Give'm both barrels.
>
>Atari has at least one more kick at the cat. (Just remember, I won't buy
>any Atari that doesn't have a cartridge port!)
>
>Geez, what a tirade. Hope nobody minded...
>--
>**
>Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
> P.O. Box 3511, Station C
>.signature USES DISCLAIMER; Ottawa, Ontario, Canada, K1Y 4H7

>***

I tend to agree! I think you hit the nail on the head. But I have a slightly
different view.

I think Atari will survive if they gradually enable their machines to run
MAC software at least more easily, so Dave doesn't have to work so hard :).
The MEGA STE with the LAN ports for AppleTalk sure helps

I can tell everyone right now. They only reason why I bought an atari was:

1) Turbo C 2.0 (I have several personal projects going)
2) Mac Emulation (Which takes care of the serious side of computing)

Thats its. I HATE ST application software, except for Turbo C, probably the
most ingenious piece of software I have seen for the ST.

GEM, God, did anybody preview what kind of REAL DOG MULTI-GEM is? Atari
I HOPE will look elsewhere, you people REALLY don't want this, I would take
a UNIX command line over MULTI GEM! Hopefully atari will be realistic and
go the UNIX/MOTIF route.

GEM is brain dead, it never will amount to anything. I wish I could reclaim
my ROM space IMMEDIATELY.

THANK GOD for Dave Small. I would kiss his hiney if he was here, as I finally
managed to pick up a Spectre GCR.

All praise Gadgets by Small.

Now Dave, I WANT a 68030/040 option for my VME equipped MEGA STE!!!

I also want it less than $1000 please.

--Gregory

4126. Thanx all

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 04:17:56 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <1991May18.041756.9585@maverick.ksu.ksu.edu>
Source record: 232023

I'd like to thank everyone who responded to my question about Tech-Specialities and hard drive controllers. Thanx to all the responses i stayed away from the company and bought the controler from E.Arthur Brown. I'm now the proud owner of a 90 meg Maxtor SCSI being driven with an ICD Host Adaptor Plus. Now i just have to get all the software transferred over to it, what a terrible job that will be :) Well thanx again to those who replied. Later All

Ray Cole raycole@matt.ksu.ksu.edu
Kansas State University

4127. Atari St for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 05:07:25 UTC
From: hong@tove.cs.umd.edu
Message-ID: <34623@mimsy.umd.edu>
Source record: 232025
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have a vanilla 1040 ST and SC1224 color onitor forsale.
$200 each or $380 for both. Will throw in some software (games, word processor, communication software etc)

Please reply to hong@tove.umd.edu. If you don't like the price, make offers!

Sze Hong
BTW, it got TOS 1.0 (never bother to upgrade).

4128. WANTED: DTP Software & Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 05:47:42 UTC
From: terry@vax1.mankato.msus.edu
Message-ID: <1991May17.234742.576@vax1.mankato.msus.edu>
Source record: 232035

Looking for used DTP software and an Atari SM124 monochrome monitor.

Terry Partington
-< terry@vax1.mankato.msus.edu >-

4129. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 11:38:55 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May18.113855.24575@mailer.cc.fsu.edu>
Source record: 232033

In article <1991May15.163217.6142@terminator.cc.umich.edu>, weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>
>Ok folks, here's the deal: Would anyone be interested in us
>posting uploads for the past week to comp.sys.atari.st?
>
>What I'm referring to is our New* files. Each week, they roll over and
>essenstially keep a list of all new stuff in the past month that has
>entered the archive.
>
>Does anyone think this should be posted? Or, is mail service via
>bart and ftp availability enough?
>

Please do post this information. I consider atari.archive to be an integral part of this group (hey, what are we paying you anyway :-), and any information about it should be posted without hesitation.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

4130. Professional Gem series, the p

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 11:40:00 UTC
From: Robert_Osten@hb2.maus.de
Message-ID: <4160@hb2.maus.de>
Source record: 231969

>Ok, here are articles 1 to 6 (including all source and docs) for those
>of you who requested me to mail it to you ('cos I've been told not to
>mail them by root...).

Errr, no uue-files in .comp.sys.atari.st !! For that there's another
newsgroup, isn't it ???

See you, Robert

4131. Re: I knew it!

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 11:50:17 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May18.115017.24734@mailer.cc.fsu.edu>
Source record: 232029

In article <1991May17.005815.9280@gmuvax2.gmu.edu>, scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>
>_Current Notes_. Easily the best Atari mag the entire time it's been in
>publication. Check it out.
>
>Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]
> "Maturity is knowing when and where to act immature"

Absolutely correct. The only things that have kept my ST ownership from being an expensive mistake are: Atari.archive, c.s.a.st, and Current Notes. The first two are free, the last costs $27 a year. For those interested in CN, the address is:

CN Subscriptions
122 N. Johnson Rd
Sterling, VA 22170
Phone: (703)450-4761

At least get a sample issue. You WILL like it!

I am in no way connected with CN blah blah except as an owner of all their back issues.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

4132. Re: Wordflair II note

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 11:56:52 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May18.115652.24833@mailer.cc.fsu.edu>
Source record: 232034

In article <24833@well.sf.ca.us>, fh@well.sf.ca.us (Fabian Hahn) writes:
>Hmm, that is strange, WF II works great on 2mb TT. The "Print..." menu
>being grayd out means something went wrong during initialization of the
>printer driver. Besides the obvious (printer not turned on, driver not found
>etc.) this could mean that he has memory eating DA's or PRG's in the
>AUTO folder.
>
>If this all does not help have him call our Tech-Support at (415) 243-9605
>and ask for Craig. He is our local ASSIGN.SYSpert.
>

Wow, I am impressed! Thank you for spending the time to answer my post. I
am not the owner of the TT/Wordflair2 setup in question, but I will pass the
information on. My friend (who is the owner) has called Atari repeatedly
for help and still has a grayed out "print" option. It looks like he was
calling the wrong folks . . . .
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

4133. Re: gcc 139 from atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 13:32:43 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91May18063243@wookumz.gnu.ai.mit.edu>
Source record: 232032

In article <60536@hb.maus.de> Mick_Schmidt@hb.maus.de (Mick Schmidt) writes:

>When I run gcc with the -v Option I get the following.

>gcc version 1.39
> cpp -v -undef -D__GNUC__ -Datarist -Dgem -Dm68k -D__atarist__ -D__gem__
-D__m68k__ golforga.c /tmp/cc100000.cpp
>gcc: /tmp/cc100000.cpp: file not found

>I presume cpp tries to create the temporary file but fails because of the
>slash's which should be backslash's?!?

Many people have had this problem, including me initially. You must
set the environment variable GCCEXEC to be the path to the binaries
plus the initial part of the names. For example, my cpp is
C:/gnu/bin/gcc-cc1.ttp so my GCCEXEC definition for Gulam is:

setenv GCCEXEC c:/gnu/bin/gcc-

If my cpp were just C:/gnu/bin/cc1.ttp then the definition would be

setenv GCCEXEC c:/gnu/bin/
^ note the ending slash.

For some reason the wrong error message is printed in this instance,
and if you think you've set everything else up correctly, this is the
most likely source of the problem.

This really should be in the faq posting if it isn't already. Could
whoever is maintaining it put a note in about this?

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4134. New files on atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 19:08:03 UTC
From: hyc@terminator.cc.umich.edu
Message-ID: <1991May18.190803.21144@terminator.cc.umich.edu>
Source record: 232041

```
drwxrwxr-x daemon 1024 May 17 21:30 .
drwxrwxr-x jon 4096 May 17 12:28 ./games
-rw-r--r-- weiner 15872 May 11 22:53 ./games/fs.lzh
-rw-r--r-- weiner 31459 May 17 12:28 ./games/sokobang.lzh
-rw-r--r-- weiner 54272 May 17 12:26 ./games/sparrow.lzh
-rw-r--r-- weiner 8926 May 17 12:22 ./games/traffic.lzh
-rw-rw-r-- weiner 7713 May 17 12:29 ./games/Index
drwxrwxr-x jon 1536 May 17 21:24 ./archivers
-rw-r--r-- weiner 2855 May 17 21:25 ./archivers/Index
-rw-r--r-- weiner 35141 May 17 21:24 ./archivers/brikbin.zoo
-rw-r--r-- weiner 68381 May 17 21:24 ./archivers/briksrc.zoo
-rw-r--r-- weiner 9487 May 17 12:35 ./utilities/Index
drwxr-xr-x weiner 512 May 17 12:34 ./utilities/doubclick
-rw-r--r-- weiner 4353 May 17 12:34 ./utilities/doubclick/dcbootit.lzh
-rw-r--r-- weiner 4227 May 17 12:31 ./utilities/doubclick/dctopper.lzh
drwxrwxr-x jon 3072 May 17 12:24 ./graphics
-rw-r--r-- weiner 68829 May 17 07:03 ./graphics/gemview103.lzh
-rw-r--r-- weiner 16952 May 17 12:24 ./graphics/zoom.zoo
-rw-r--r-- weiner 5322 May 17 12:25 ./graphics/Index
-rw-r--r-- weiner 2546 May 17 06:55 ./telecomm/Index
drwxrwxr-x jon 3072 May 17 21:28 ./diskutils
-rw-r--r-- weiner 99512 May 17 07:08 ./diskutils/ocult_18.lzh
-rw-rw-r-- weiner 5333 May 17 21:30 ./diskutils/Index
-rw-r--r-- weiner 28343 May 17 21:27 ./diskutils/mcp.zoo
-rw-r--r-- weiner 52348 May 17 21:28 ./diskutils/mfd.zoo
drwxrwxr-x jon 2048 May 17 07:08 ./applications
-rw-r--r-- weiner 83207 May 17 07:06 ./applications/cled122s.lzh
-rw-r--r-- weiner 31872 May 17 07:08 ./applications/tn_pcalc.lzh
-rw-rw-r-- weiner 3841 May 17 07:08 ./applications/Index
-rw-r--r-- weiner 1610 May 17 07:02 ./printing/hc24_v13.lzh
-rw-r--r-- weiner 1390 May 17 12:30 ./sound/Index
drwxrwxr-x weiner 512 May 17 12:29 ./sound/trackrmods
-rw-r--r-- weiner 53747 May 17 12:29 ./sound/trackrmods/imponert3.lzh
-rw-r--r-- weiner 78206 May 17 21:30 ./Index
drwxrwxr-x weiner 512 May 17 12:20 ./tt
-rw-rw-r-- weiner 3388 May 17 12:20 ./tt/tt2sthi.arc
-rw-rw-r-- weiner 3408 May 17 12:20 ./tt/environ.arc
-rw-r--r-- weiner 39512 May 17 21:30 ./CompInd.Z
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ ITD Research Systems LS&A Information Systems
```

4135. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 19:18:52 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May18.191852.24736@nntp.hut.fi>
Source record: 232049

I am about to install the System 7 into my Spectre within 8 hours, from
original installation disk set.
I'll tell you about the results as soon as I can.

Jartsu

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

4136. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 20:58:20 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <42463@cup.portal.com>
Source record: 232036

I'd argue if Sys 7 is faster. It sure isn't faster in switching windows on the IIcx I use at work. It drags after 6.0.7. It _is_ neat in that I hardly ever have to use the mouse. It has keyboard methods for running icons, opening window, etc., etc., as well as help 'baloons' for green green beginners. I'll be working with it as soon as my critical application programs are upgraded (the main pain in swithching to 7 for cuent users of the mac), slower or not, I like it better. On Plus type machines, what the GCR emulates, it is so slow I don't think anyone would want to use it.

4137. Linear Programming for ST?

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 21:02:52 UTC
From: jensend1@yvax.byu.edu
Message-ID: <2317jensend1@yvax.byu.edu>
Source record: 232042

Does anyone know of a program that will solve a linear programming problem using the simplex algorithm? Either PC or ST solutions would be useful. If you have code in C, I could use that, as well. Thanks!

Dave Jensen
jensend1@byuvax.byu.edu

4138. Hookup through stereo system?

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 21:33:15 UTC
From: slqn0@cc.usu.edu
Message-ID: <1991May18.153315.47847@cc.usu.edu>
Source record: 232043

Is there a fairly easy way to run the sound from a 1040ST through a stereo system? Can it be done through the MIDI ports? I was just looking a friend's Amiga, and thought how much better Atari sound would be if it could be hooked up in a similar fashion.

Any help would be appreciated.

Hoyt J. Heaton SLQN0@cc.usu.edu

4139. More 510ST questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-18 22:40:57 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <42470@cup.portal.com>
Source record: 232037

Many thanx to all who answered my questions a few days ago about the 510ST.

With all the info I got, I said what the hell, and payed $250 for an 520ST with colour monitor. Now I am looking for 'things' for it, and am hoping someone can help me out here.

First off, I need some real telecom software, something where i can up/download stuff. I am using the VT52 emulator on the Language disk and find I cant transfer stuff.

Some poeple pointed out there is way to add memory yourself, as long as you can handle a soldering iron. Ive been an electronics tech for about 4 years now, and I can hold my own with an iron :-) Can someone give me some more info? From the sounds of it, Ill probably just pull out some 64k RAM chips and replace them with 256k ones... I havent yet pulled apart the machine to verify this (next on the bill for tonight)

Can someone supply me with info on a second floppy? Someone had mailed me info on a company that sells hard drives, but I deleted the mail :-(I am looking at a pin out for the external floppy port, but I dont see a power line, so I guess the external box needs its own power supply. And on floppy disks, bricks on the single sided drive! Any way to get double sided?

And finally, bricks on the keyboard! I am spoiled by the DEC LK201 keyboard (VT320... some people dont consider this a nice keyboard, but I do). Any way to get a new keyboard, one that feels a little more realistic?

Many thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com

4140. Re: Hookup through stereo system?

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 02:34:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May19.023447.6807@ecst.csuchico.edu>
Source record: 232045

In article <1991May18.153315.47847@cc.usu.edu> slqn0@cc.usu.edu writes:
>
> Is there a fairly easy way to run the sound from a 1040ST through a
>stereo system? Can it be done through the MIDI ports? I was just looking a
>friend's Amiga, and thought how much better Atari sound would be if it could be
>hooked up in a similar fashion.
>

The best way to get stereo out of your ST is to get an STe. They have
RCA jacks in the back for right and left stereo, 8-bit PCM channels.

There's also a product for older STs called Tweety Board. It connects to
the Yamaha chip and splits the 3 voices into three RCA jacks, which you
can connect to your stereo. They include a Y-adapter to combine two of
the three outputs. I've heard that digitized sound is difficult to
understand with the Tweety Board.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
ONE WEEK UNTIL GRADUATION!!

4141. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 03:54:13 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May19.035413.14005@chinet.chi.il.us>
Source record: 232044

I just did a bit of comparison shopping. Sure enough, in selected applications, the TT beats the pants off anything based on an Intel chip. In a lot of other applications, it runs pretty much even with a 25 MHz 80486. And the price is in the 80386 range. Leaves it a very good hardware buy. But the software situation stinks. You just don't see the exuberant blossoming of neat programs to do stuff you wouldn't do with a computer except you wanted to find another thing to do with it. You see programs in important niches compete on lack of bugs, rather than neat features. Configurability is a problem too: not that the other name-manufacturers are any nicer about selling you the machine the way you want it set up, but Atari is the last holdout for LITTLE boxes: if the standard configuration doesn't have what you want, you either hang it outboard, or (in the case of a disk drive, in particular) replace the one it came with. No room to add stuff. Pizza boxes are great as network leaves, but for the one-and-only, lots of room to grow is comforting.
For the future, the notebooks look like super-neat machines (I have some problems figuring out how to market them, but that's not a technical issue).
A successor to the ATW could give Atari a visible presence in education and research. The Mega STe looks kinda lonesome at 16 MHz: if the other STe-s ran that fast, they'd be real challengers in home and small businesses.
So there are still some sparks. Developing for the ST isn't so terribly hard, but there isn't a ton of it happening. The hardware is marketable and marketed, just not as resourcefully as I (we?)'d like to see.
Steve

4142. Looking for gemview via FTP

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 06:57:55 UTC
From: jtb@abode.ttank.com
Message-ID: <1991May19.065755.3054@abode.ttank.com>
Source record: 232040

Hi, I need to BITFTP a couple of files for a friend (I owe him a favor!) and I am looking for a program called gemview. It is a program which let's you view a variety of different graphics formats in a window, and can run as a desk acc. Also I need to find soundtracker for the STE which outputs in stereo. (he already has digicomposer).

What I NEED is the exact ftp site name or number, and the EXACT path and filename where I can get it.. Or a mailserver with the EXACT path and filename would do..

PLEASE email because I do not read this group at all and am just posting for a friend..

Thanks in advance,
John
--
// John P. Gibbons uucp: ..!uunet!elroy!wciu!abode!jtb
\X/ El Monte, Ca Internet: jtb@abode.wciu.edu
"From the moment I could talk, I was ordered to listen." -- Cat Stevens

4143. Re: Does Tempus work with Moniterm monit

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 07:19:56 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b5nz96@pfunk.hanse.de>
Source record: 231956

In <1991May17.143308.21473@cs.yale.edu>, Michael Fischer writes:
>I'm thinking of buying a Moniterm large-screen monitor for my Mega-ST
>and would want to use it with Tempus. Does anyone know if Tempus will
>run at all and if it can make use of the large screen? Also, are

Yes, Tempus works on large-screens, but only if you have version 2.1 already
in your diskette-box. Version 2.05 will not work with screens larger than
640*400. Somewhere in Germany you could try to get a copy of "7UP_ST", an
editor, which is fully gem-based and works with any screensize and any
type of machine (so you don't have to load 24bit on the TT).

Bye.....Michael

--

listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

4144. Re: Hookup through stereo system?

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 07:47:55 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1991May19.074755.17531@lynx.CS.ORST.EDU>
Source record: 232047

In article <1991May19.023447.6807@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>In article <1991May18.153315.47847@cc.usu.edu> slqn0@cc.usu.edu writes:
>>
>> Is there a fairly easy way to run the sound from a 1040ST through a
>>stereo system? Can it be done through the MIDI ports? I was just looking a
>>friend's Amiga, and thought how much better Atari sound would be if it could be
>>hooked up in a similar fashion.
>>
>
>The best way to get stereo out of your ST is to get an STe. They have
>RCA jacks in the back for right and left stereo, 8-bit PCM channels.
>
>There's also a product for older STs called Tweety Board. It connects to
>the Yamaha chip and splits the 3 voices into three RCA jacks, which you
>can connect to your stereo. They include a Y-adapter to combine two of
>the three outputs. I've heard that digitized sound is difficult to
>understand with the Tweety Board.
>
The Tweety board is overrated. It absolutely mangles all digitized sound,
and normal sound isn't improved that much. If you have an amplifier that
can handle three separate channels, then the Tweety board may be worth it, but
otherwise, it is impractical.

John Thaanum thaanuj@prism.cs.orst.edu

>
>--
> ||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
> ||| Video Production Major, California State University, Chico
> / | \ SysOp, Fuji BBS: 916-894-1261
> ONE WEEK UNTIL GRADUATION!!

4145. Blitter Question

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 08:36:20 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91139.043620SYSPMZT@GECRDVM1.BITNET>
Source record: 231756

I must have missed this one (probably about a thousand times), but my new 1040 STe has a 'Blitter' entry on the option screen, which was unchecked when I booted with the ST language disk. I set it on (saving my preferences), and noticed that the graphics did indeed speed up considerably. Can someone explain what the blitter is all about, and why I need to turn it on? My impression was that the blitter was a constant piece of the environment; that is, that it was in the hardware and would always affect the graphics manager.

Thanks,
Phil Z

4146. Atari resources available via the network

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 13:35:15 UTC
From: lectro@hardy.u.washington.edu
Message-ID: <1991May19.115820.6685@hardy.u.washington.edu>
Source record: 232048

Hello,

As is evident from the subject of this article, I am a
new user of the network. I have successfully accessed
atari.archive.umich.edu and downloaded some files but as yet
have failed to get into panarthea@sun.com. I was thinking
that a posting of all (or a major portion of) Atari archives
and other repositories of Atari information/files/reviews/etc.
(in addition to HOW to login to each) would be a great help
to me as well as any other novices. By the way, no limit to
geography is asked, I'm just as intereseted in finding out
about 'over-seas' Atari connections as I am about domestic
(US) ones. 8^}

Jonathan Maier
lectro@u.washington.edu

-- || || || -----------
|| || ||
"Ignorance is bliss!!!" || || ||
|| || ||
sorry, but I disagree... // || \\
// || \\
--- // || \\ --------

Ah childhood, a time of innocence, a time of learning...
...a time when you actually SLEPT at night!!

4147. Re: Turtle and Mega STE behaviour

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 14:27:22 UTC
From: Kent_Cavaghan@mindlink.bc.ca
Message-ID: <5922@mindlink.bc.ca>
Source record: 231980

> hohr@cernvax.cern.ch writes:
>
> Msg-ID: <5320@cernvax.cern.ch>
> Posted: 20 May 91 05:08:37 GMT
>
> Org. : CERN, European Laboratory for Particle Physics
> Person: roger hoh
>
>
> Hi Atarians,
>
> Just time to do a back-up on my Mega STE/4. So I decided to stop
> the manual back-up story and use Turtle V3.20.
>
> But when I start it, I just get the following message:
>
> Memory configuration will fail -
>
> TTLEXEC.TTP: 1303D6 - 13CBF4
> RAMdisk: 7C12C - 1303D5
> Screen: 3F8000 - 3FFCFF
>
> I tried to .ACX all my .ACC, to .PRX all my .PRG in the \AUTO\,
> still the same message. Notice that the last value of the 'Screen'
> line is weird: should it not be 3FFFFF?
>
> Anyone an idea???
>
> Thanks in advance for your help/reply.
>
> Roger hohr@cernvax.cern.ch

Hi Roger,

What I've found is that most(if not all) of the ramdisks and formatters break on the new tos. I ended up going to Diamond II to do my backups. Most of the new formatters now work, but unfortunately not the one in Diamondback II(I haven't upgraded yet :{). I use TLCFRT to format,now.

Good Luck
Kent
--
//
/ Kent Cavaghan | "Machines are only Human" /
/ Vancouver, B.C. Canada | /

```
/Usenet-Kent_Cavaghan@Mindlink.UUCP | Karel Capek-Czechoslovak /
/F-net -Kent Cavaghan@Node #448 | Playwright-1920 /
////////////////////////////////////////////////////////////////
/ Any and All Disclaimers are Welcome Here!! /
////////////////////////////////////////////////////////////////
```

4148. Disappearing Drives

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 14:44:51 UTC
From: Kent_Cavaghan@mindlink.bc.ca
Message-ID: <5923@mindlink.bc.ca>
Source record: 231979

Hello all,

Ever since I picked up my Mega4 STe, I been having intermitted problems with not being able to access a partition on my hard drives (it seem to happen to all of them at one time or another). I get an error message saying something along the lines of "that drive is not accessable". I can get to the drive by accessing the path line on the file selector and editing it to the apporiate drive. Something else that I have noticed is that I can access the drive but at what appears to be several levels deep (ie: n:*.*) even if the drive is clean.

I have run into this problem when I've got nothing in the auto folder as well as what I've got in there now. It doesn't seem to make any difference. As well, it happens with Atari's hd drivers or ICD's (again, no difference). This was also happening before I added my 2 Rodimes (115 megs).

The only thing that has been consistant is that it happens after a length of time. Sometimes as soon as a couple of hours and in the last case, several days.

Any thoughts or suggestions?

Thanks,
Kent
--
//
/ Kent Cavaghan | "Machines are only Human" /
/ Vancouver, B.C. Canada | /
/Usenet-Kent_Cavaghan@Mindlink.UUCP | Karel Capek-Czechoslovak /
/F-net -Kent Cavaghan@Node #448 | Playwright-1920 /
//
/ Any and All Disclaimers are Welcome Here!! /
//

4149. Re: Problems using GDOS and harddisk driver

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 15:51:08 UTC
From: micro@imada.ou.dk
Message-ID: <1991May19.155108.18037@imada.ou.dk>
Source record: 231951

s_kraemer@iravcl.ira.uka.de writes:

>GDOS works if I don't use the harddisk, so I guess the problem is the disk
>driver.

Try to check the path in your ASSIGN.SYS file.

-Klaus, micro@imada.ou.dk

4150. 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 17:48:03 UTC
From: twmanino@taco.cc
Message-ID: <1991May19.174803.26309@ncsu.edu>
Source record: 231973

I have a 1040ST and an SC1224 color monitor for sale.

The 1040 has:
- *** 4 MEGS! of RAM ***
- * TOS 1.4 *

Prices:

1040: $300 Super cheap!
SC1224: $200 Good deal!

both for: $450 Best deal!

Reply to: twmanino@eos.ncsu.edu
Phone: (919) 851-8092

Tony Manino
NCSU Project EOS

4151. monitor/Wordup 3.0

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 18:22:07 UTC
From: twmanino@taco.cc
Message-ID: <1991May19.182207.27671@ncsu.edu>
Source record: 231974

A friend of mine without net access is looking to buy a couple of things:

1. a monochrome monitor (used)
2. the Wordup 3.0 Thesaurus (new or used)

If anyone knows where to find either, email me and I will forward the info
to him.

Thanks,
Tony
twmanino@eos.ncsu.edu

4152. Upload to atari.archive.

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 19:23:15 UTC
From: micro@imada.ou.dk
Message-ID: <1991May19.192315.18590@imada.ou.dk>
Source record: 231957

I have just send the following files to weiner (by mail, 'cause I don't have ftp access any more :-( ).

GRAY.LZH : the example program that shows how to display 256 shades of gray on a mono-monitor. This time with an executeable program, and the possibility to set the program parameters from the command line, load NEO and TIFF pictures (+a lot of bug fixes).

LOAD_INF.LZH : this small program makes it possible to to load a new DESKTOP.INF file at any time, for fast opening of windows for a program. Have a '.inf' file for all your programs. Comes with source, fx a very comfortable binding for the extended fileselector (all Tos versions).

KP_OVERS.LZH : this version of the Overscan driver enchances the old driver at atari.archive. The 'Patch' fixes/adds :
o a bug that ment that some programs wrote one pixel outside the screen, have been fixed.
o the software is 68010/20/30/40 clean. (see doc file)
o the software works on TOS 1.4 and __later__! (it don't use undocumented system variables to enlarge the screen memory any more!)
o it is now possible to disable Overscan, from within a bad program (last resort, as it is not possible to tell accs and the AES about the new screen size).
o it is also possible to enable/disable Overscan from the desktop (general, because it is possible to init. AES and accs).
o the driver is now 3700 bytes, of which 3000 stays in memory, (not counting the larger screen (68Kb)).
This comes with examples on how to intercept TOS and VDI/AES vectores that wont break on new CPUs!

Klaus Pedersen, micro@imada.ou.dk.

4153. PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 20:02:26 UTC
From: jared%midiline.uucp@elroy.jpl.nasa.gov
Message-ID: <Rum821w164w@midiline>
Source record: 232050

Could someone, who uses either MiNT or GEMINI, please inform me how to use either of these 'TOS replacements'. I am very interested in getting my ST to do more and do it more powerfully. What is the latest version of either of these? Where do I put the files, how to I configure it? What does either of these programs do that can make my ST-usage more enjoyable? Are there any bugs, glitches, or errors I should be wary of?

PLEASE --- send an Email reply to me, not here, as I usually only read the last ten messages each day when there are over 20 messages.

Er, in other words, send me an Email reply here (on this system), but not in this net 'sub'. Thanks!

Golden Bear

4154. Display 22 levels of gray on color mon.

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 21:01:50 UTC
From: logajan@ns.network.com
Message-ID: <1991May19.210150.7671@ns.network.com>
Source record: 231952

```
;
; gray22 -- original code by John Logajan 5-19-91, PUBLIC DOMAIN.
; logajan@ns.network.com
;
; This subroutine is called by the ATARI ST COLOR user to go into
; 22 level grayscale display mode (dithered flicker.) Any keys pressed
; from the keyboard will return control back to the user's calling program.
; Keys pressed will not be disturbed and will be available for inspection
; by normal TOS routines. This routine uses 64k just below the normal
; screen RAM area.
;
; This will display a 320x200 minimum window in 22 level grayscale.
; You can have arbitrarily large virtual displays. Scrolling the
; window across the virtual image is accomplished merely by calling this
; program with a new starting (upper left corner) address.
;
; The virtual image must be in the form of one byte per pixel. Legal
; intensity values in each byte range from 0 to 21 (decimal.) The image
; is organized as left to right and top to bottom.
;
; The call to gray22 must include:
;
; A0 set to the window starting point (upper left corner) in the image.
; D0 set to the length of the virtual image horizontal line (bytes).
; D0 should never change unless the virtual image size changes.
; D0 is *not* 320 unless the virtual image size is the same as the
; window size (the window size *is* always 320.)
;
; There are three subroutines below. One initializes everything, one
; restores everything on exit, one displays the window and also has
; an entry point for simply going back into display mode without
; changing the current screen contents (useful for quick returns
; from invalid keypressed keys.)
;
; jsr grayinit -- should be called once to go into low resolution mode.
; Calling grayinit twice or more without intervening
; calls to grayexit will cause original modes to be
; forgotten.
;
; jsr grayexit -- should be called once on exit to restore previous modes.
; Don't call grayexit if you haven't yet called grayinit.
;
; jsr gray22 -- should be called with A0 and D0 set, to update display.
; Don't call gray22 if you haven't yet called grayinit.
```

```
;
; jsr grayshow -- should be called to bypass update and continue previous
; display. gray22 automatically executes grayshow.
; Don't call grayshow if you haven't yet called grayinit
; and gray22 at least once.

;
; Here is gray22, be sure to have called grayinit before calling this.
; Also be sure to set A0 and D0 before each gray22 call.
;
gray22: move.l a0,corner ; save the starting corner

sub.l #320,d0 ; compute and save the window factor
move.l d0,wrapit
;
; We get 22 shades of gray by flipping between three screens each
; with different combinations of eight shades of gray (the atari
; hardware limit.) The table below shows the general theory:
;
; Screen Screen Screen
; 0 1 2 Shade 0 1 2 Shade 0 1 2 Shade
;
; 7 7 7 21 4 4 5 13 2 2 1 5
; 7 7 6 20 4 4 4 12 1 1 2 4
; 6 6 7 19 4 4 3 11 1 1 1 3
; 6 6 6 18 3 3 4 10 1 1 0 2
; 6 6 5 17 3 3 3 9 0 0 1 1
; 5 5 6 16 3 3 2 8 0 0 0 0
; 5 5 5 15 2 2 3 7
; 5 5 4 14 2 2 2 6
;
; In addition, to keep flicker to a minimum, we phase dither each intensity
; with a three horizontal by three vertical pixel intensity interlace.
; For instance, a block of intensity-18 pixels would be displayed as such:
;
; ... First Screenful ... ... Second Screenful ... ...Third Screenful...
; ... 6 6 7 6 6 7 6 6 ... ... 6 7 6 6 7 6 6 7 ... ... 7 6 6 7 6 6 7 ...
; ... 6 7 6 6 7 6 6 7 ... ... 7 6 6 7 6 6 7 6 ... ... 6 6 7 6 6 7 6 ...
; ... 7 6 6 7 6 6 7 6 ... ... 6 6 7 6 6 7 6 6 ... ... 6 7 6 6 7 6 6 ...
; ... etc ... ... etc ... ... etc ...
;

;
; Do first screen full.
;
move.w #-1,-(sp) ; keep resolution
move.l phy0,-(sp) ; switch to phys addr screen #0
move.l phy0,-(sp) ; switch to logical addr screen #0
move.w #5,-(sp) ; setscreen
trap #14
add.l #12,sp
```

```
move.l #gtable,a5 ; conversion table base address
move.l corner,a2 ; get start point
move.l phy0,a1 ; get screen start address
;
; First of three grouped horizontal lines.
;
move.w #66,d7 ; 200 lines
b0r1: move.l #templine,a3 ; where we build a temporary line
move.w #106,d6 ; 320 bits per line
b0r2: clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0 ; dither pixel horz 0 -- line 0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0 ; dither pixel horz 1 -- line 0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0 ; dither pixel horz 2 -- line 0
move.b d0,(a3)+
dbf d6,b0r2
add.l wrapit,a2 ; window correction factor
subq.l #1,a2 ; backup 1 pixel
jsr repac320
;
; Second of three grouped horizontal lines
;
move.l #templine,a3
move.w #106,d6
b0r3: clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0 ; dither pixel horz 0 -- line 1
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0 ; dither pixel horz 1 -- line 1
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0 ; dither pixel horz 2 -- line 1
move.b d0,(a3)+
dbf d6,b0r3
add.l wrapit,a2 ; window correction factor
subq.l #1,a2 ; backup 1 pixel
jsr repac320
;
; Third of three grouped horizontal lines.
;
move.l #templine,a3
move.w #106,d6
```

```
b0r4: clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0 ; dither pixel horz 0 -- line 2
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0 ; dither pixel horz 1 -- line 2
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0 ; dither pixel horz 2 -- line 2
move.b d0,(a3)+
dbf d6,b0r4
add.l wrapit,a2 ; window correction factor
subq.l #1,a2 ; backup 1 pixel
jsr repac320 ; paint a screen line
dbf d7,b0r1 ; go do next three screen lines
;
; Do second screen.
;
move.l corner,a2 ; get start point
move.l phy1,a1 ; get screen start address
move.w #66,d7 ; 200 lines
b1r1: move.l #templine,a3 ; where we build a temporary line
move.w #106,d6 ; 320 bits per line
b1r2: clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0
move.b d0,(a3)+
dbf d6,b1r2
add.l wrapit,a2 ; window correction factor
subq.l #1,a2 ; backup 1 pixel
jsr repac320
move.l #templine,a3
move.w #106,d6
b1r3: clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0
```

```
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0
move.b d0,(a3)+
dbf d6,b1r3
add.l wrapit,a2 ; window correction factor
subq.l #1,a2 ; backup 1 pixel
jsr repac320
move.l #templine,a3
move.w #106,d6
b1r4: clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0
move.b d0,(a3)+
dbf d6,b1r4
add.l wrapit,a2 ; window correction factor
subq.l #1,a2 ; backup 1 pixel
jsr repac320 ; paint a screen line
dbf d7,b1r1 ; go do next three screen lines
;
; Do third screen
;
move.l corner,a2 ; get start point
move.l phy2,a1 ; get screen start address
move.w #66,d7 ; 200 lines
b2r1: move.l #templine,a3 ; where we build a temporary line
move.w #106,d6 ; 320 bits per line
b2r2: clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0
move.b d0,(a3)+
dbf d6,b2r2
add.l wrapit,a2 ; window correction factor
```

```
subq.l #1,a2 ; backup 1 pixel
jsr repac320
move.l #templine,a3
move.w #106,d6
b2r3: clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0
move.b d0,(a3)+
dbf d6,b2r3
add.l wrapit,a2 ; window correction factor
subq.l #1,a2 ; backup 1 pixel
jsr repac320
move.l #templine,a3
move.w #106,d6
b2r4: clr.l d0
move.b (a2)+,d0
move.b 22(a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b 44(a5,d0),d0
move.b d0,(a3)+
clr.l d0
move.b (a2)+,d0
move.b (a5,d0),d0
move.b d0,(a3)+
dbf d6,b2r4
add.l wrapit,a2 ; window correction factor
subq.l #1,a2 ; backup 1 pixel
jsr repac320 ; paint a screen line
dbf d7,b2r1 ; go do next three screen lines, else show
;
; This section of the code continuously flips through the three video
; screens to generate the flicker grayscale effect. Any keypress will
; cause a subroutine exit back to the user calling program.
;
; You can call this directly if you want to avoid the delay of updating
; a screen that doesn't need to be updated. However, it makes no sense
; to call this if you haven't already called grayinit and gray22 at least
; once prior.
;
grayshow: move.w #37,-(sp) ; wait for vsync
```

```
trap #14
addq.l #2,sp

move.w #-1,-(sp) ; keep resolution
move.l phy1,-(sp) ; switch phys addr to screen #1
move.l #-1,-(sp) ; keep logical addr
move.w #5,-(sp) ; setscreen
trap #14
add.l #12,sp

move.w #37,-(sp) ; wait for vsync
trap #14
addq.l #2,sp

move.w #-1,-(sp) ; keep res
move.l phy2,-(sp) ; switch phys addr to screen #2
move.l #-1,-(sp) ; keep logical addr
move.w #5,-(sp) ; setscreen
trap #14
add.l #12,sp

move.w #37,-(sp) ; wait for vsync
trap #14
addq.l #2,sp

move.w #-1,-(sp) ; keep res
move.l phy0,-(sp) ; switch phys addr to screen #1
move.l #-1,-(sp) ; keep logical addr
move.w #5,-(sp) ; setscreen
trap #14
add.l #12,sp

move.w #$0b,-(sp) ; check for keypress
trap #1
addq.l #2,sp
tst.w d0
beq grayshow ; keep flipping screens if no keypress
rts ; else exit back to calling user program
;
; Subroutine to distribute one line's worth of color register numbers
; into goofy Atari video ram format. (This is five times faster than
; using the Atari Line-A Put-Pixel A001 routine.)
;
repac320: move.w #19,d6 ; do 20 groups of 16 pixels (320)
move.l #templine,a0 ; point to temp line of color registers.
repack16: move.w #15,d5 ; do 16 pixels
repack: move.b (a0)+,d0 ; get each color register number.
roxr.b #1,d0
roxl.w #1,d1 ; pick off lsb
roxr.b #1,d0
roxl.w #1,d2 ; pick off lsb+1
roxr.b #1,d0
```

```
roxl.w #1,d3 ; pick off lsb+2
dbf d5,repack
move.w d1,(a1)+ ; 16 pixel LSB's (a1 points to video ram)
move.w d2,(a1)+
move.w d3,(a1)+
clr.w (a1)+ ; 16 pixel MSB's (MSB always zero)
dbf d6,repack16
rts ; return to calling program
;
; This routine allocates an additional 64k bytes for two more screens,
; saves the original palette and resolution for later restore. And
; switches to low resolution and installs the grayscale palette.
;
grayinit: move.w #2,-(sp) ; get screen physical base address
trap #14
addq.l #2,sp
move.l d0,phy0 ; save address of screen #0
sub.l #32768,d0
move.l d0,phy1 ; save address of screen #1
sub.l #32768,d0
move.l d0,phy2 ; save address of screen #2

move.l #oldpal,a5 ; save each color number of the old palette
move.w #0,d5
move.w #15,d6
gncolor: move.w #-1,-(sp)
move.w d5,-(sp) ; color number
move.w #7,-(sp)
trap #14
addq.l #6,sp
move.w d0,(a5)+ ; previous color saved
addq.w #1,d5
dbf d6,gncolor

move.w #4,-(sp) ; get and save original resolution
trap #14
addq.l #2,sp
move.w d0,oldres

move.w #0,-(sp) ; switch to low res
move.l #-1,-(sp) ; keep phys addr
move.l #-1,-(sp) ; keep logical addr
move.w #5,-(sp) ; setscreen
trap #14
add.l #12,sp

move.l #newpal,-(sp) ; install new palette
move.w #6,-(sp)
trap #14
addq.l #6,sp
rts
```

```
;
; This routine restores original resolution, screen, and palette
;
grayexit: move.w oldres,-(sp) ; old resolution
move.l phy0,-(sp) ; old phys addr
move.l phy0,-(sp) ; old logical addr
move.w #5,-(sp) ; setscreen
trap #14
add.l #12,sp

move.l #oldpal,-(sp) ; install old palette
move.w #6,-(sp)
trap #14
addq.l #6,sp
rts
;
; Variable and storage area
;
even
newpal: dc.w 0,$111,$222,$333,$444,$555,$666,$777,0,0,0,0,0,0,0,0
oldpal: dc.w 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
gtable: dc.b 0,0,1,1,1,2,2,2,3,3,3,4,4,4,5,5,5,6,6,6,7,7
dc.b 0,0,1,1,1,2,2,2,3,3,3,4,4,4,5,5,5,6,6,6,7,7
dc.b 0,1,0,1,2,1,2,3,2,3,4,3,4,5,4,5,6,5,6,7,6,7
phy0: dc.l 0
phy1: dc.l 0
phy2: dc.l 0
oldres: dc.l 0
wrapit: dc.l 0
corner: dc.l 0
templine: blk.l 81
```

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

4155. New stuff on atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 21:38:37 UTC
From: usenet@terminator.cc.umich.edu
Message-ID: <1991May19.213837.21453@terminator.cc.umich.edu>
Source record: 231953

```
drwxrwxr-x daemon 1024 May 18 11:45 .
-rw-r--r-- weiner 78206 May 18 11:45 ./Index
-rw-r--r-- weiner 39512 May 18 11:45 ./CompInd.Z
drwxrwxr-x daemon 1024 May 19 14:43 .
-rw-r--r-- weiner 9517 May 19 14:41 ./utilities/Index
drwxr-xr-x weiner 512 May 19 14:39 ./utilities/doubclick
-rw-r--r-- weiner 5376 May 19 14:39 ./utilities/doubclick/dcadump.arc
drwxrwxr-x jon 2048 May 19 14:41 ./applications
-rw-rw-r-- weiner 3887 May 19 14:43 ./applications/Index
-rw-r--r-- weiner 116606 May 19 14:41 ./applications/stwelit4.arc
-rw-rw-rw- ftp 0 May 19 06:55 ./ste/3dscroll.lzh
-rw-r--r-- weiner 78282 May 19 14:43 ./Index
-rw-r--r-- weiner 39557 May 19 14:43 ./CompInd.Z
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ ITD Research Systems LS&A Information Systems
```

4156. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 22:35:02 UTC
From: AlexK@tharr.UUCP
Message-ID: <2161@tharr.UUCP>
Source record: 231872

In article <1991May15.163217.6142@terminator.cc.umich.edu> weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>
>Ok folks, here's the deal: Would anyone be interested in us
>posting uploads for the past week to comp.sys.atari.st?
>

I'd be very interested in this, I'm not on as often as I'd like and so its easy to miss things. Also could you post instructions on getting at things via mail on a regular basis, again I have all sorts of problems with this (usually hosts justs ignoring my pleas for help :-(

Alex.
--
<-- tharr *free* public access to Usenet in the UK 0234 841503 -->

4157. System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 22:41:23 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May19.224123.4216@nntp.hut.fi>
Source record: 231959

In article <1991May18.191852.24736@nntp.hut.fi> s37837k@saha.hut.fi (Jari Lehto) writes:
>
>I am about to install the System 7 into my Spectre within 8 hours, from
>original installation disk set.
>I'll tell you about the results as soon as I can.

Here are the results:

It can be installed with no problems (when you try, make a backup at least
of your System Folder) but it crashes on bootup. Or does not start, actually.
No crashpage comes up ay the first time. But when you follow the instructions
given in that error message, you will definitely call up the crashpage.
It makes something unrecoverable, because after trying once, you won't get
anywhere with it withhout a hardware reset...

I tested it on a Mega4, TT may give different results.

...We are waiting for you, Dave...

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

4158. Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 22:49:34 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <49233@ut-emx.uucp>
Source record: 231955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My questions to the net:

What do I have to do to use some of the Mac fonts that I have found archived on various FTP servers? What program will convert the to GDOS (or other) fonts that I can use? I am interested in using the fonts for DTP and screen fonts.

I am ignorant when it comes to Mac file structure, systems, etc. The doc files for some of the fonts mention things like 'Font DA Mover file' 'suitcase file' 'resource forks' etc. what do these mean *to me* as an Atari user? How easy is it to convert these various file types into something my machine can read/use?

Are there UnBinHex and UnStuffIt programs for the ST or UNIX? Or do I have to find a Mac to unarchive these files? (I have a general idea what BinHex and StuffIt do - they are comparable to uuencode and ARC/LZH, respectively - or is this not the case)

Thanks,

Todd
(E-mail replies if you have to explain something really trivial that I got wrong. Otherwise, post if it is of general interest)

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

4159. Atari TT owners * READ THIS! *

Newsgroup: comp.sys.atari.st
Date: 1991-05-19 22:57:27 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May19.225727.4356@nntp.hut.fi>
Source record: 231962

All TT owners ATTENTION!

Whoever you are and whereever you are, if you own/use an Atari TT,
please hit the reply now!

All I need is your .signature or something that tells who you are and
where I can reach you.
I need to discuss about a matter that cannot be discussed in public here
in comp.sys.atari.st.

Just reply to this, no further claims/responsibilities, if you don't want...

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

4160. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 00:08:55 UTC
From: chad@oscar.cs.byu.edu
Message-ID: <1991May20.000855.24249@hamblin.math.byu.edu>
Source record: 231954

```
--
Now running Sys7 on my Mac LC with 10 meg RAM and upgraded video RAM (ie,
256 colors at 640x480). It is slower than 6.0.7, but I am now running
with full
multi-color icons and all thr trappings. That makes it slow. Sys7 with
bitonal
icons (ie, any one icon is only one color), it seeme to be quite zippy.

Of course, I am on a 16mz 68020. Id hate to see it on a 1040 plus GCR.
(then again,
I thought my plus was kind of slow...)

************************************************************
Chad Leigh
Brigham Young University / on leave from DEC
chad@yvax.byu.edu / chad@norge.enet.dec.com
************************************************************
```

4161. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 01:33:52 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <23152@ists.ists.ca>
Source record: 231960
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.91May17122045@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>A long time ago, someone posted here or the info-atari16 digest, that
>they had a modified Dumas' uud, which accepts the multi-part files all
>concatenanted into one stream. Does anyone have this?

Get the file 'uux789.zoo' from atari.archive.umich.edu in the archivers
directory. It contains TOS executables uud.ttp and uue.ttp. It also has
source code for both the encoder and decoder that may be compiled under
GEM, UNIX, and MS-DOS.

The uud will work with multi-part files that are concatenated in order. It
also works if the files are just in the same directory as the first file
provided they are properly named.

There is a doc file included.

I use these programs on my ST and on the UNIX box here. My only 'complaint'
is that sequence checking is only done on the first file of a multi-file set.
However, it hasn't bothered me enough to get me to look at the sources to fix
it. 8^)

--
Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul

4162. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 02:47:43 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May20.024743.12954@ecst.csuchico.edu>
Source record: 231958

In article <1991May19.035413.14005@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I just did a bit of comparison shopping. Sure enough, in selected applications,
>the TT beats the pants off anything based on an Intel chip. In a lot of
>other applications, it runs pretty much even with a 25 MHz 80486. And the
>price is in the 80386 range. Leaves it a very good hardware buy. But the

So you say "speed without the speed price," right? Hold that thought.

>software situation stinks. You just don't see the exuberant blossoming of
>neat programs to do stuff you wouldn't do with a computer except you wanted to
>find another thing to do with it. You see programs in important niches compete

The software situation does smell pretty bad. I use Macs a lot for graphics, and I can probably list about 10 packages off the top of my head with plenty more I've never seen. The Atari arena doesn't have this diversity.

People always say that there's not much software selection in the ST community. What kinds of stuff would people, not just you Stephen, be interested in? It seems we have a ton of utility packages, but very few applications.

>on lack of bugs, rather than neat features. Configurability is a problem too:
>not that the other name-manufacturers are any nicer about selling you the
>machine the way you want it set up, but Atari is the last holdout for LITTLE
>boxes: if the standard configuration doesn't have what you want, you either
>hang it outboard, or (in the case of a disk drive, in particular) replace the
>one it came with. No room to add stuff. Pizza boxes are great as network
>leaves, but for the one-and-only, lots of room to grow is comforting.

Here's where the 'speed without the speed price' comes in. One of the ways that Atari keeps the prices of their computers low is by making them unexpandible internally. I don't understand why this is exactly, but adding slots for cards and stuff drastically adds the price to a product. I don't know why making a case a bit bigger with a few ports on the *inside* would raise the price of a product but it does. (This theory doesn't apply in the MS-DOS world because there's so much competition, it lowers the price of the products.) It's not just Atari, but other manufacturers lower their prices for machines that are more unexpandible than others. NeXT cube vs. slab. Amiga 500 vs. 2000. Mac IIsi vs. ci.

(Please let me know if you see holes in this theory. :^)

> For the future, the notebooks look like super-neat machines (I have some
>problems figuring out how to market them, but that's not a technical issue).
>A successor to the ATW could give Atari a visible presence in education and
>research. The Mega STe looks kinda lonesome at 16 MHz: if the other STe-s
>ran that fast, they'd be real challengers in home and small businesses.

The STe is fine at 8Mhz. The only thing holding it back is marketing from
Atari. A home machine doesn't need to be 16Mhz, although I know everyone
would like to have a 16Mhz machine for the same price as their 8Mhz.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
ONE WEEK UNTIL GRADUATION!!

4163. Turtle and Mega STE behaviour

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 05:08:37 UTC
From: hohr@cernvax.cern.ch
Message-ID: <5320@cernvax.cern.ch>
Source record: 231963

Hi Atarians,

Just time to do a back-up on my Mega STE/4. So I decided to stop
the manual back-up story and use Turtle V3.20.

But when I start it, I just get the following message:

Memory configuration will fail -

TTLEXEC.TTP: 1303D6 - 13CBF4
RAMdisk: 7C12C - 1303D5
Screen: 3F8000 - 3FFCFF

I tried to .ACX all my .ACC, to .PRX all my .PRG in the \AUTO\,
still the same message. Notice that the last value of the 'Screen'
line is weird: should it not be 3FFFFF?

Anyone an idea???

Thanks in advance for your help/reply.

Roger hohr@cernvax.cern.ch

4164. Cassette Labeller demo posted to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 06:34:58 UTC
From: andy@jarthur.claremont.edu
Message-ID: <12157@jarthur.Claremont.EDU>
Source record: 231961

I just uploaded a demo version of the Midnight Studio cassette labeller to atari.archive.umich.edu. It is a fairly flexible program to generate cassette labels. The name of the archive file is casetdem.lzh.

-- Andy

Andy Gray andy@jarthur.claremont.edu
Platt Campus Center andy@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!andy
Claremont, CA 91711 agray@HMCVAX.BITNET

4165. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 06:48:26 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991May20.064826.4317@unx2.ucc.okstate.edu>
Source record: 231964

Boy do I wish the TT was around when the Mega came out. I was holding
my breath for a TT... but couldn't hold it that long.

About the TT and Unix... For us (ordinary?) gem/tos users, how close to
Unix can we get on a TT running the Unix like packages available?

Mint/Bash comes to mind.... All I've used is MSH (Mark Williams Shell
from their compiler disk...)

Seems to me there's UUCP available, couldn't we run rn, send and msg
along with our favorite c compiler? For me... thet's all I need.
(I think... Back when the 8-bit came out I thought all I needed ead
Atari Basic....)

John Cummins
cummins@unx2.ucc.okstate.edu

4166. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 06:55:17 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991May20.065517.4450@unx2.ucc.okstate.edu>
Source record: 231965

I still want a TT system unit with TOS, no HD, and no Monitor.
Don't much care for factory ram expansion either. But I don't want it
crippled. I have serious doubts a machine like this is possible, but if
it were, it wuold be purchaced(sp?) by me..., and probably a few other
'loyal' Atarians. Sheesh.... It couldn't cost over $1200 to $1400...
could it? Possibly less!

Neatest thing about this machine is it would activate Atari USA's best
advertising network... a bunch of satisfied owners.... who could show
anyone a fast low-priced system...

John Cummins
cummins@unx2.ucc.okstate.edu

4167. Re: TOS filing system for MiNT

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 08:30:49 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991May20.083049.29534@cs.nott.ac.uk>
Source record: 231971

In article <2940@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>dpg@cs.nott.ac.uk (Dave Gymer) writes:
>>I'm about to start work on an MeSsy-DOS filing system for MiNT, and would
>>appreciate some advice about the way it should handle filenames.
>
>Before you "start work" please check to see if TOS's and MiNT's own
>filesystem isn't what you need. They *are* MSDOS compatible. You can
>take TOS disks and use them on PC's.

Yes, but ultimately the aim of MiNT is surely to completely replace TOS. And, by the way, the ST cannot cope with disks with a number of FATs other than 2, or floppies with sector sizes >1024 bytes (unusual, I admit :-), and doesn't handle disks with FATs of size != 5 sectors correctly.

>Well, that's not quite true. They have to be formatted by a program which
>does an MS-DOS compatible format. The difference is a couple of bytes at
>the beginning of the boot sector. Original TOS didn't set that up the way
>MSDOS needed. New TOSes (1.4 and greater) do. Other people's formatters,
>like DoubleClick, let you select this as an option. There is no difference
>at all in the data part of the disk, only a couple of bytes in the first
>sector which we ignore and they use.

I have an STe, and this does the correct formatting.

>Sometimes you can format a disk on a PC and use it on an ST. You can
>certainly READ the disk on the ST. You can't WRITE it unless the disk was
>formatted with two FATs. Some newer MSDOSes think they're doing you a
>favor by writing just one FAT. If you have one of those, use the option to
>FORMAT which says, "Put two FATs on the disk."

I often use disk formatted on an Amiga under MSH: - if I give them only one FAT, or FATs not of 5 sectors, my ST CANNOT read them (I have to use DiskEdit to get the files back). Of course, if I format the disks on my STe, I have no problems.

>Aside from these details of formatting (which are not minor), the TOS
>and MSDOS filesystems are identical, files, subdirectories, and all.

I notice that some versions of MS-DOS (DOS 4.0 on a PS2 I know) save a mixed case filename on the disk (at least on the hard drive). But the ST doesnt' mind too much if I take a sector editor to a disk and change the case of the directory entries.

I hope this has helped clarify my reasons for attempting this project. But please, nobody hold their breath: it won't even be ready for testing until late this year (October of November at the earliest) as I'm going to be away from my STe over the summer (woe is me :-( ).

```
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
\*------------------------- until just after you need it." */
```

4168. Re: Mouse Virus

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 08:32:50 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1991May20.083250.29660@cs.nott.ac.uk>
Source record: 231972

In article <a1R121w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>NCOYNE@ESOC.BITNET writes:
>> Listen I ve got the dreaded mouse pointer reversal virus. I need to
>> stamp out this beasty.
>
>Okay:
>
> (1) Re-Boot your system with no disk in the disk drive.
> (2) When you get to GEM, format a disk. Use this to boot from now
> on.

Add a step:
(2a) write-protect this disk. It never hurts to be cautious.

> (3) Call a BBS, or download from atari.archives, a Virus Killer.
> Use the program on all of your disks.
--
/* 'Grave' Dave Gymer --------- Internet: dpg@Cs.Nott.AC.UK *\
+* 42 St Marys Park, Louth, Lincolnshire, LN11 0EF, England *+
+* Olivier's Law: "Experience is something you don't get *+
*------------------------- until just after you need it." */

4169. Atari ST BBS listing

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 08:52:19 UTC
From: bigd@dorsai.com
Message-ID: <w6D924w163w@dorsai.com>
Source record: 231966

```
THE GUI-NET BBS LIST
The Official Listing of BBSs Supporting Graphical User Interfaces
Ver. 1.0 Rel. 1
5\01\91

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The Gooey (GUI) BBS
212-876-5885 9600 CSP
PCRelay IDCODE ->GOOEY

DISTRIBUTION
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This list may be distributed and copied for non-commercial
use, as long as the Gooey (GUI) BBS is given credit and its
data phone number is disclosed (212-628-5486).

DISCLAIMER
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The BBSs in this listing have not necessarily been verified.
Inclusion in this listing simply means that the information
supplied by the sysop of the listed BBS has provided
information which would entail the suitability of his system
for being labled as a "Graphical User Interface supporting
BBS." Therefore, there are no warranties that the systems
listed are operating or are as described. Thus, The Gooey BBS
and its affiliates will bear no responsibility for errors
contained, and all warranties are hereby disclaimed.

SUBMISSIONS
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The information listed in this listing must be provided by
the owner, sysop, or cosysop of the BBS in question. This is
the only check that I have on the information I obtain. As
much of the following as possible should be sent:

BBS Name
Owner's Name
Sysop's Name
Phone Number(s) and Corresponding Modem Type
BBS's City and State/Province, Country
System Configuration:
Hard Drive(s) Space and Type
```

CD-ROMs? and Software
LAN? Type
BBS Software Type
Networks the BBS is part of:
Network Address (Fido/UUCP/PCRelay ID/etc.)
Focus:
Windows OS/2
Amiga Atari ST
Macintosh X/Windows / DESQview
GEOS Ensemble Deskmate
NeXT Sun
etc.

Submissions can be mailed over the INTERNET to
bigd@dorsai.com; sent to David Shapiro, routed to ->GOOEY
in the RelayNet (RIME) Common conference, the Intelec
PCRelay or Windows Conferences, or the MIDILink common conf.
Submissions can also be sent in any GUI-Net conference, or
by logging onto the Gooey (GUI) BBS @ 212-876-5885 (9600
CSP) with the name "GUILIST" and the password "SUBMISSION"
and filling out questionnaire #10.

4170. Re: GCC compile error

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 09:24:18 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91May20112418@acae127.cadence.com>
Source record: 231975

the GCC-TOS library handles the '/' (automatically) and long file
names(optionall), so "d:\tmp/cc100000.s" will map to the file
"d:\tmp\cc100000.s". if you get errors such as cant find.... etc.
there are two common problems (these should probably be added to the
FAQ list)

-- you extracted the gcc zoo archives with a old version of ZOO. that
version of zoo extracts '-' in file names as '_' (dash as underscore).
this causes problems when gcc.ttp tries to run say the preprocessor,
which it cannot find, and complains that the file the preprocessor was
supposed to produce is not found. the solution is to rename all files
"gcc_XXX.ttp" to "gcc-XXX.ttp". (i dont know what versions of zoo are
available on atari.archive, but zoo201.zoo does'nt have the problem.)

-- another common problem is people not setting up the four
environment variable GCCEXEC, GNUINC, GNULIB and TEMP correctly.

-- a less frequent problem is gulam users not setting "set env_style mw"

-- a slightly bigger problem is people not reading the docs in
Documentation.zoo

-- a more serious problem is people giving wrong advice on the net
based on (unintelligent) guesses or showing quite obviously that they
have'nt even bothered to read the README files, let alone the
documentation, as the last two follow up's to the origonal posting
clearly show.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4171. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 10:33:15 UTC
From: Patrick_Devine@resbbs.UUCP
Message-ID: <Patrick_Devine.3536@resbbs.UUCP>
Source record: 231967

While it is said that IBM is an MS-DOS computer, it is not actually true. The majority of IBM/IBM compatible users DO use MS-DOS, but that isn't to say the machine is bound to the limitations of an outdated piece of software being pushed well beyond its limitations.

Nay, an IBM can service under many different Operating Systems, infact, I wouldn't even consider using my IBM to run MS-DOS, what's the point?

Now, I do love my Atari, don't get me wrong, bnt it also has a number of visable faults which irritate me. For instance, the TOS chips aren't as accesible as they should be. The 3.5" 720k floppy doesn't have is much storage as it should. It doesn't multitask (this is a biggy) and it doesn't have the dazzle of the hi-res sprites/colours of an Amiga.

Unless Atari fixes up the new STE's, turns it into a cheap, affordable and POWERFUL machine, the company is going nowhere. The TT's and the Mega STE's are a step in the right direction, but price still detracts buyers and sends them the IBM way. The consequences to Atari should be crystal clear. Power without the price. Live up to the motto and support your machines.

-- Via DLG Pro v0.97b

==========

patrick_devine@resbbs - ignorance is a way of life
==========

4172. Re: To post or not to post....

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 11:08:13 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991May20.110813.25097@newcastle.ac.uk>
Source record: 231977

Yup, I think posting a list of the weeks uploads is a good idea.
I also think think that you should maintain an ls -lR listing of
the archive as well as the commented listing. This enables far
away users with poor news feed the ability to find out what
software and online mags are new by diffing the last listing
they downloaded with the new listing.

Dave H
(D.C.Halliday@newcastle.ac.uk)

4173. ATARI SALE

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 11:35:00 UTC
From: meo3@jaguar.ucs.uofs.edu
Message-ID: <625@platypus.uofs.edu>
Source record: 231968

It's offer time. I want to get rid of the following:

Atari ST (520) w 1meg and mouse
Indus 3.5" DS drive
Color monitor

Make me an offer, my account is going the way of the dodo soon!

Mike

4174. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 14:02:00 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May20.140200.11251@chinet.chi.il.us>
Source record: 231976

In article <1991May20.024743.12954@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>In article <1991May19.035413.14005@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
>People always say that there's not much software selection in the ST community.
>What kinds of stuff would people, not just you Stephen, be interested in? It
>seems we have a ton of utility packages, but very few applications.

That's exactly the problem. In the inexpensive utility field, people will buy several similar products and use the one that suits them best. For applications, the prices tend to be higher, and people tend to get just one of each kind. This makes the competition more serious. So we have the potentially interesting spreadsheet and database markets dominated by one or two maximally PC-compatible products. Native ST products don't generate the cash to support much 'market presence'. The exceptions are in the fields where the ST really shines: MIDI, CAD and DTP. But in general, the ST market doesn't presently support 'secondary' applications in big markets (that means something like Ami or Professional Write in PC word processing), and doesn't support any commercial products in minor markets.

Consider me as part of the problem. As I endlessly repeat, I have a Stacy-specific application ready to go. But it probably won't appeal to many musicians. There aren't enough Stacys out there to justify the effort of publishing the thing.

I guess the moral of this part is that the ST family needs *SUPER-KILLER* applications to make the whole thing big enough to support the ordinary applications. It may happen. It's more likely to happen as the machines get better.
>
>>one it came with. No room to add stuff. Pizza boxes are great as network
>>leaves, but for the one-and-only, lots of room to grow is comforting.
>
>Here's where the 'speed without the speed price' comes in. One of the ways
>that Atari keeps the prices of their computers low is by making them
>unexpandible internally. I don't understand why this is exactly, but
>adding slots for cards and stuff drastically adds the price to a product.
>I don't know why making a case a bit bigger with a few ports on the *inside*
>would raise the price of a product but it does. (This theory doesn't apply
>in the MS-DOS world because there's so much competition, it lowers the
>
>(Please let me know if you see holes in this theory. :^)
>
The hole in the theory is that 'PC boxes' have become commodity items. You

can put anything you like inside of one. How about 'office models' added to the Atari line: the same electronics, but in a 'PC box', with an Atari nameplate, for a mere $100 or so extra. Define a bus for expansion cards using the ISA-type connectors. Don't get me wrong: Atari has some of the nicest industrial design work around, but sometimes it's necessary to go with a clunker to get functionality for the dollar (don't jump on me: sure, a good design saves money when you're going from scratch: these are COMMODITY clunks)

>
>The STe is fine at 8Mhz. The only thing holding it back is marketing from
>Atari. A home machine doesn't need to be 16Mhz, although I know everyone
>would like to have a 16Mhz machine for the same price as their 8Mhz.

No. Just no. The potential killer application for the ST series is desktop publishing (I think, anyway). It gobbles cycles like Gargantua. And the potential 'nose of the camel' to get Atari boxes into 'respectable' places is transparent network connectivity, which also gobbles cycles. I sure hope those faster STe-s are already breadboarded somewhere.
Steve saj@chinet.chi.il.us

4175. Re: Publishers

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 17:13:52 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5172@syma.sussex.ac.uk>
Source record: 231988

From article <1991May16.140706.26180@menudo.uh.edu>, by uace0@menudo.uh.edu (Michael B. Vederman):
>
> If anyone wants to keep tabs or follow the creative forces that were once
> Antic software, then buy AutoDesk software. Many of the Atari greats from
> Antic work there (Tom Hudson, Jim Kent, Gary Yost, etc...)
>
> - mike

Pardon my ignorance, but I don't know anything about AutoDesk software. Assuming AutoDesk is a company, what do they produce? (If it's a product, what is it?)

I asked a question recently about Tom Hudson's whereabouts, but got no reply. I know Mike Vederman's usually very good about passing on information, so I'm wondering if my messages are getting out to the world. If you have time, and live in (let's try to restrict this) the Southern or Western USA, could you please mail me a *short* acknowledement that you've seen this message? Thanks.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

4176. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 17:37:34 UTC
From: seldin@antares.concordia.ca
Message-ID: <301@daily-planet.concordia.ca>
Source record: 231978

In article <49233@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
>My questions to the net:
>
>What do I have to do to use some of the Mac fonts that I have found archived
>on various FTP servers? What program will convert the to GDOS (or other)
>fonts that I can use? I am interested in using the fonts for DTP and screen
>fonts.

FONTZ! from Neocept will do this conversion. The documentation
that comes with it gives all the necessary information.

>I am ignorant when it comes to Mac file structure, systems, etc. The doc
>files for some of the fonts mention things like 'Font DA Mover file'
>'suitcase file' 'resource forks' etc. what do these mean *to me* as an
>Atari user? How easy is it to convert these various file types into something
>my machine can read/use?

The documentation with FONTZ! gives all the necessary information
about this. Perhaps the most important thing to know before
starting is that the font files downloaded from Macintosh archive
sites or BBS's must be separated into files each of which
contains one size and style of one font. This requires the use
of the Font DA Mover on the Macintosh (the program that moves
fonts and desk accessories between files); it can be run under
Spectre on an ST. Also, because the screen and printer
resolutions for the Atari and Epson campatible printers differ
from those for the Macintosh and the ImageWriter, the fonts will
convert to odd sizes, and transforming them for use on the ST
will require rescaling them. In my experience, this rescaling
requires checking the design of each character, and can be very
time consuming. I believe that some of the fonts which can be
legally circulated have been converted for GDOS use and, if I am
not mistaken, the results are available on atari.archive.

For those who are interested, Macintosh files come in a format
that combines a text part and a binary part; these parts are
called, respectively, the data and resource forks. Because of
this special format, transferring a binary file between a
Macintosh and a system like the ST or UNIX requires special
software at both ends. For those who have Spectre, the program
Transverter will do this kind of transformation; since my UNIX
host does not have the necessary UNIX end of the special transfer
software, when I want to download a binary Macintosh file, I
transfer it to my ST using Kermit (since my host does not have
x-modem or y-modem) and then use Transverter to get it into

Macintosh format.

>Are there UnBinHex and UnStuffIt programs for the ST or UNIX? Or do I have
>to find a Mac to unarchive these files? (I have a general idea what BinHex
>and StuffIt do - they are comparable to uuencode and ARC/LZH, respectively
>- or is this not the case)

There are such programs for UNIX; mcvert for UnBinHex and unsit
for UnStuffIt, both obtainable from archive sites. But I do not
know of any program running under UNIX that will separate fonts
into separate files, which is what is needed to use FONTZ! So to
convert Macintosh files for GDOS use, you will need a real
Macintosh or Spectre.

>Thanks,

You're welcome. I hope this helps.

>Todd
>(E-mail replies if you have to explain something really trivial that I got
>wrong. Otherwise, post if it is of general interest)
>
>
>--
>= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
>= =
>= ' The dry grass will set fire to the damp grass ' =
>= =
>= African proverb brought to the Americas by slaves =

Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@vax2.concordia.ca

--
Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@vax2.concordia.ca

4177. CAD 3D Problem

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 17:58:31 UTC
From: rdf@pinet.aip.org
Message-ID: <1991May20.175831.29112@pinet.aip.org>
Source record: 231983

I am having a problem with CAD 3d version 2. I recently purchased a second hard drive. In order to get GEM to see it I must run something call INSTAL from Berkeley Microsystems in my Auto folder. I am booting using Atari AHDI 3.01.
When I do this CAD 3d bombs out. If I do not install the second drive when booting the program runs ok. Does anyone know of an alternate startup program that will allow access to all drives and still permit Cad 3d to run?
Thanks...

--
Robert Feinman rdf@pinet.aip.org
American Institute of Physics rdf@aip.bitnet

4178. In search for a curses package for Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 18:14:39 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991May20.181439.25063@frmug.fr.mugnet.org>
Source record: 231999
Cross-posted to: comp.sources.wanted,comp.sys.atari.st,comp.sys.atari.st.tech,alt.sources.wanted

I am searching a surses package (in C source code format) for the
Atari ST. It would be great if this package can handle termcaps but i can live
without this.

Please don't post a follow-up because i don't read all of theses
news-groups so e-mail me!

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

4179. Re: Turtle and Mega STE behaviour

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 19:58:37 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7761@tekgen.BV.TEK.COM>
Source record: 231982

In article <5922@mindlink.bc.ca> Kent_Cavaghan@mindlink.bc.ca (Kent Cavaghan) writes:
>What I've found is that most(if not all) of the ramdisks and formatters break
>on the new tos. I ended up going to Diamond II to do my backups. Most of the
>new formatters now work, but unfortunately not the one in Diamondback II(I
>haven't upgraded yet :{). I use TLCFRT to format,now.
>

The latest version of Diamond Back II is format compatible with the new TOS
versions and also adds full TT compatibility and support for all alternative
video modes(TT Hires, TT Medres, ISAC, Moniterm, Overscan). You can get your
upgrade(and you'll be glad you did because it includes Tons new features and a
new manual) by sending your original disk and $7.50 to:

Oregon Research Associates
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Phone: (503) 620-4919

Enjoy,

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

4180. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 20:21:57 UTC
From: bart@bluemoon.uucp
Message-ID: <aFi021w164w@bluemoon.uucp>
Source record: 231985

tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:

> My questions to the net:
>
> What do I have to do to use some of the Mac fonts that I have found archived
> on various FTP servers? What program will convert the to GDOS (or other)
> fonts that I can use? I am interested in using the fonts for DTP and screen
> fonts.

Font DA (desk accessory) mover is an application on the mac that adds
fonts or desk accessories to the system file... in other words, it sort of
puts them in the assign.sys file (or root dir for accesories) The fonts are
not (I repeat: are not) separate files... they come in bunches... like 20
fonts in one file... GDOS fonts come one by one (great system... I love my
atari... why make things complicated???)
I have no idea what the file format of the font files on the mac is...
that's just the thing with the mac... you never know what the hell is
going on in your computer... however, I'm an expert on gdos fonts... I
just finished a program that outputs them to my 9 pin dot matrix without
using gdos, or any system routines for that matter.

So, if you find some specs on the mac fonts, and need help converting
them... let me know, maybe I'll throw some ideas at you or something. :)

Bart

This is from
bart@bluemoon.uucp
bart%bluemoon@nstar.rn.com
who doesn't have their own obnoxious signature yet

4181. SCSI docs info and request

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 20:36:19 UTC
From: kiki@uhccux.uhcc.Hawaii.Edu
Message-ID: <13127@uhccux.uhcc.Hawaii.Edu>
Source record: 231984

NCR has a SCSI BBS at (316) 636-8700 [Wichita, Kansas] which archives a lot of SCSI documents. If anyone is able to make a local call and download the SCSI 1 and 2 Standards docs [S1R17B.ZIP (133K) and S2510-C.ZIP (388K)] and post them to atari.archive.umich.edu, it would be appreciated! The NCR BBS at Colorado Springs, CO [(719) 596-1649] might have the files too, although I didn't check.

The NCR Literature Center [800 334-5454, (719) 596-5612] will mail the 5380 SCSI chip design manual to anyone interested.

The BBS also posted these references:

Product Support Data Sheets, etc.
------------------------- ----------------------
NCR Microelectronics NCR Microelectronics
1635 Aeroplaza Information Hotline
Colorado Springs, CO 80916 (M-F 8:00a-5:00p EST):

Phone: (719) 596-5795 Phone: (800) 334-5454
Fax: (719) 597-8225
BBS: (719) 596-1649

How to Get SCSI Standards
(and other SCSI Publications)

This file contains information on obtaining the various SCSI standards and other published information about SCSI. If you know of other published material on SCSI that should be included here, please leave a message on the SCSI BBS or send a Fax to John Lohmeyer 316-636-8889.

American National Standard (ANSI) for Small Computer System Interface (SCSI), X3.131-1986. This approved standard is available from:

American National Standards Institute
11 West 42nd Street, 13th Floor
New York, NY 10036
Sales Department: (212) 642-4900

You can also buy ANSI standards from Global Engineering Documents. The cost is slightly higher, but their sales people are much more helpful and your order will be processed more smoothly. Most committee draft documents are also available.

Global Engineering Documents
2805 McGaw
Irvine, CA 92714
(800) 854-7179 Outside USA and Canada: (714) 261-1455

X3T9.2 documents available from Global Engineering Documents include:

Small Computer System Interface (SCSI-1) [X3.131-1986]
Small Computer System Interface - 2 (SCSI-2) [X3.131-199x] {Rev 10d}
SCSI-3 Parallel Interface (SPI) [X3T9.2/91-10]
SCSI-3 Packetized Protocol (SPP) [X3T9.2/91-13]
SCSI-2 Common Access Method Transport and SCSI Interface Module (CAM)
[X3T9.2/90-186] {Rev 2.3}
AT Attachment (ATA or IDE) [X3T9.2/90-143] {Rev 2.3}
Enhanced Small Device Interface (ESDI) [X3.170-1991]

SCSI-3 Interlocked Protocol (SIP) [Not available yet]
SCSI-3 Command Set (SCS) [Not available yet]

Other publications:

"SCSI: Understanding the Small Computer System Interface"
Written by NCR Corporation
Available from: Prentice Hall, Englewood Cliffs, NJ, 07632
Phone: (201) 767-5937 ISBN 0-13-796855-8

"The SCSI Bench Reference" and "The SCSI Encyclopedia"
ENDL Publications
14426 Black Walnut Court
Saratoga CA, 95070
(408) 867-6642

Following is a shortened list of the files available for downloading:

--- Master File Lists:
ALLFILES.TXT 73043 04-18-91 All files on this board listed by area
ALLFILES.ZIP 24138 04-18-91 All files on this board listed by area

--- X3T9.2 Committee Information:
BBSINFO.TXT 1286 04-18-91 About this BBS
X3T9_2.TXT 5181 04-18-91 Introduction to X3T9.2
HOW2GET.TXT 2199 04-18-91 How to obtain SCSI Standards
MEM_FORM.TXT 2623 05-07-91 Application Form for Membership and Mailings
SCHEDULE.TXT 2554 04-26-91 X3T9.2 Meeting Schedule
AIRFARE.TXT 5089 03-15-91 1991 Airline Discount Numbers for X3T9
HISTORY.TXT 5302 08-16-90 SCSI History--what did I leave out?
NAME_CON.TXT 2011 06-28-89 File Name conventions on the SCSI BBS
VENDORID.TXT 6344 04-29-91 The current SCSI-2 Vendor ID List
MAR_MAIL.TXT 6033 04-04-91 Cover Page from the March Mailing
MAY_AGND.TXT 913 04-25-91 Draft Agenda for the May SCSI WG Meeting
NEWSCSI2.TXT 18381 02-05-91 CTR Article: "What's New in SCSI-2"
91-057R1.TXT 2117 05-08-91 July 91 Working Group Meeting Announcement

--- Information about X3T9 and its task groups (Prepared by William E. Burr,
National Institute of Standards and Technology)

T9SUMINT.TXT 1536 03-29-88 Introduction
T9SUMORG.TXT 1536 03-29-88 Standards Organizations
T9SUMQ&A.TXT 13440 03-29-88 X3T9 Questions and Answers
T9SUMPRO.TXT 5888 03-29-88 Hints on getting proposals accepted
T9SUMTRM.TXT 14853 03-25-88 Interface jargon

T9SUMACR.TXT 4864 03-29-88 X3 and ANSI Jargon and Acronyms
T9SUMADR.TXT 4224 03-28-88 Useful Addresses and phone numbers
T9SUM.ZIP 24721 03-29-88 The above 7 files ZIP'd for downloading

- File area 3 X3T9.2 Documents from 1988

1988DR.TXT 18719 01-30-89 X3T9.2 1988 Document Register
88-006R2.TXT 34688 07-11-88 LOG SELECT/SENSE, REV2
88-009R1.WS 3584 03-07-88 Target message response clarification
88-011R0.TXT 13952 01-18-88 Jan 88 SCSI-2 WG Minutes (Plain ASCII)
88-011R0.ZIP 7547 01-18-88 Jan 88 SCSI-2 WG Minutes (ZIP'd WordStar)
88-012R0.TXT 3072 01-20-88 FORMAT UNIT with no verify clarification
88-016R0.TXT 2560 01-29-88 Autosense Protocol
88-016R0.WS 2688 01-29-88 Autosense Protocol
88-018R0.TXT 1664 02-03-88 Follow-up report on miniature shielded connector
88-026R0.TXT 1861 02-29-88 Add new unit attention conditions
88-026R0.WS 2048 02-29-88 Add new unit attention conditions
88-029R0.WS 3200 03-07-88 REQUEST SENSE clarification
88-030R0.TXT 9344 03-07-88 Proposed definition of Caching
88-030R1.TXT 10112 05-16-88 Caching Definition
88-032R1.ZIP 4732 05-16-88 Memo on Additional Sense Codes
88-047R0.TXT 4736 05-03-88 FORMAT TRACK COMMAND FOR FLOPPY DISK
88-048R1.TXT 15104 05-17-88 Proposed pinouts for SCSI-2 connectors
88-069R0.TXT 15488 07-19-88 IBM 60 pin Proposal
88-138R0.TXT 13056 10-24-88 SCSI-2 Revision 5, Section 9 Comments
88-138R0.ZIP 6512 10-24-88 SCSI-2 Revision 5, Section 9 Comments
88-144R0.ZIP 3340 11-06-88 Single-ended Termination Alternatives
88-144R1.BAS 5376 12-04-88 Basic program to calc terminator parameters
88-144R1.TXT 10496 12-13-88 Single-Ended Terminator Alternatives
88-156R0.WS 7552 12-02-88 Detect B Cable Proposal (Wide SCSI)
88-160R0.TXT 20096 12-12-88 Fiber Channel Description
88-160R0.WS 22144 12-12-88 Fiber Channel Description
SC13MIN3.ZIP 17313 10-06-88 ISO/IEC JTC1/SC13 minutes of Tokyo meeting

Download Area # 4 - NBS SCSI Verification Tests

--- SCSI Verification files ---

--- Note: These files were developed by the National Bureau of Standards
to assist in testing SCSI devices for conformance to the SCSI
standard. They are preliminary and require the Adaptec SCSI
Development System to operate.

SPECIFY.TXT 5222 12-02-87 Read this file (You can type it online)
NBS_C.ZIP 43757 05-13-87 'C' Source files
NBS_EXE.ZIP 116154 06-03-86 Executable files
NBS_TP.ZIP 45105 06-03-87 Test Procedure and Misc files

--- Note: The following files were developed by the National Institute
of Standards and Technology (was the National Bureau of Standards)
for test SCSI devices using a Micro Design International Host
Adapter on a PC-compatible machine. I believe the host adapter

uses a 5380 SCSI protocol chip and thus this code could be fairly
easily ported to other host adapters employing a 5380.

ABSTRACT.DOC 1111 02-15-89 Abstract of the project
SCSITEST.ZIP 16673 02-15-89 The files including the Abstract
Download Area # 5 - X3T9.2 Recent Documents (Current Year)

--- Current X3T9.2 Documents ---

Numbers in the form of xx-yyyRz.eee are X3T9.2 Document Numbers
(See DR.TXT in area 1), where "xx" is the year and "yyy" is the
document number for that year. "z" is the revision number.
File Name Extensions "eee" are defined as follows:
.WS WordStar file
.TXT Plain ASCII
.PRN Print file
.ZIP Compressed File(s) (usually contains a lengthy .WS file)

- File area 5 X3T9.2 Recent Documents (Current Year)

91-059R0.TXT 4286 04-25-91 Apr 91 SCSI-3 Scanner Working Group Minutes
91-058R1.TXT 116086 05-07-91 Apr 91 X3T9.2 Minutes (plain ASCII)
91-056R0.TXT 6856 05-08-91 New SCSI Commands for FFS (Flat File System)
91-053R0.TXT 3442 04-25-91 Various SCSI Interpretation Questions
91-052R0.TXT 5525 04-22-91 Proposal to add ATA Cable Select Feature
91-049R1.TXT 1998 04-25-91 SCSI Bus Type Identification
91-047R0.TXT 4257 04-25-91 DC Power Connector for PC Peripherals
91-046R0.ZIP 7245 04-17-91 Proposed Changes/Additions to SCSI CAM
91-046R0.TXT 25192 04-17-91 Proposed Changes/Additions to SCSI CAM
91-001R1.ZIP 2034 02-23-91 SCSI-3 Wide Bus Driving Rules
91-001R1.TXT 3922 02-23-91 SCSI-3 Wide Bus Driving Rules

Download Area # 7 - SCSI-1 Revision 17B Text Files

--- SCSI Version 1 Revision 17B WordStar Files ---

This is the last revision prior to publication by ANSI.
The editorial changes made during the final edit are not
included in these files. These files may be useful in
preparing functional specifications, etc.

README.17B 1280 09-06-90 More information about SCSI-1 files
S1R17B.ZIP 133120 09-06-90 The whole SCSI-1 document

--- SCSI-1 in plain ASCII (no formatting information)

S1R17B00.TXT 21172 09-12-90 Section 00
S1R17B01.TXT 5493 09-12-90 Section 01
S1R17B02.TXT 319 09-12-90 Section 02
S1R17B03.TXT 5558 09-12-90 Section 03
S1R17B04.TXT 39199 09-12-90 Section 04
S1R17B05.TXT 54417 09-12-90 Section 05
S1R17B06.TXT 23831 09-12-90 Section 06

S1R17B07.TXT 66278 09-12-90 Section 07
S1R17B08.TXT 111774 09-12-90 Section 08
S1R17B09.TXT 69974 09-12-90 Section 09
S1R17B10.TXT 31519 09-12-90 Section 10
S1R17B11.TXT 5869 09-12-90 Section 11
S1R17B12.TXT 39840 09-12-90 Section 12
S1R17B13.TXT 4150 09-12-90 Section 13
S1R17B14.TXT 3719 09-12-90 Section 14
S1R17BA.TXT 8123 09-12-90 Appendix A
S1R17BB.TXT 4364 09-12-90 Appendix B
S1R17BC.TXT 11338 09-12-90 Appendix C
S1R17BD.TXT 10875 09-12-90 Appendix D
S1R17BE.TXT 4259 09-12-90 Appendix E
S1R17BF.TXT 3900 09-12-90 Appendix F
S1R17BG.TXT 2479 09-12-90 Appendix G

S1TXT.ZIP 113335 05-06-91 All of the above .TXT files in one ZIP
Download Area # 8 - SCSI-2 Draft Standard Text Files

--- SCSI-2 Draft Standard ---

NOTE: An ANSI Copyright applies to these files

NOTICE.TXT 816 10-04-90 Copyright Notice - Read this first
EXPOS.TXT 10390 04-16-90 Expository Remarks about Revision 10c

--- WordStar Files (Revision 10c) ---

The following files are ready to print using WordStar. If you don't
have WordStar, either consider downloading WSCNVN.ZIP from file area
6 or download the .TXT versions of these files.

S2R10-C.ZIP 388435 03-09-90 The whole Rev 10c (Sections 00 -- 17, A)

S2R10C00.TXT 77568 03-09-90 Section 00 Cover Page and Table of Contents
S2R10C01.TXT 8320 03-09-90 Section 01 Scope
S2R10C02.TXT 1024 03-09-90 Section 02 Reference Documents
S2R10C03.TXT 9472 03-09-90 Section 03 Glossary and Editorial Conventions
S2R10C04.TXT 55296 03-09-90 Section 04 Physical Characteristics
S2R10C05.TXT 103040 03-09-90 Section 05 Logical Characteristics
S2R10C06.TXT 63744 03-09-90 Section 06 SCSI Commands and Status
S2R10C07.TXT 251904 03-09-90 Section 07 Common Section for All Devices
S2R10C08.TXT 256896 03-09-90 Section 08 Direct-Access
S2R10C09.TXT 149504 03-09-90 Section 09 Sequential-Access
S2R10C10.TXT 42752 03-09-90 Section 10 Printer
S2R10C11.TXT 17664 03-09-90 Section 11 Processor
S2R10C12.TXT 8960 03-09-90 Section 12 Write-Once
S2R10C13.TXT 148224 03-09-90 Section 13 CD-ROM
S2R10C14.TXT 57728 03-09-90 Section 14 Scanner
S2R10C15.TXT 81152 03-09-90 Section 15 Optical Memory Device
S2R10C16.TXT 113664 03-09-90 Section 16 Medium Changer Device
S2R10C17.TXT 29056 03-09-90 Section 17 Communications Device

S2R10CA.TXT 101760 03-09-90 Section A Appendixes
10CTXT.ZIP 347417 05-12-90 All of the SCSI-2 Rev 10c TXT files

--- The following files are spreadsheets (1-2-3 compatible) that the editors use to maintain the document.

S2R10COP.ZIP 4867 03-09-90 Opcode Spreadsheet
S2R10CSC.ZIP 9871 03-09-90 Additional Sense Code Spreadsheet

Download Area # 10 - Extended Message Area (for long messages, etc.)

--- Articles found on Usenet about SCSI:
SCSIDISK.TXT 14940 11-16-89 Advice about SCSI Disks on a Sun machine
SCSIHOST.TXT 13713 11-16-89 Advice about selecting SCSI host Adapters

Download Area # 13 - SCSI-2 Common Access Method File Area

--- SCSI-2 Common Access Method and AT Attachment Interface ---

This file area is associated with the SCSI-2 CAM project and the AT Attachment project.

--- SCSI CAM draft document Revision 2.3 (Feb 25, 1991 version):

CAM-R23.TXT 191403 03-06-91 Plain ASCII (you can view this online)
CAM-TXT.ZIP 53665 03-06-91 ZIP'd Plain ASCII
CAM-R23.ZIP 66296 03-06-91 ZIP'd WordStar (tm) files w/o change info
CAM-DIF.ZIP 56745 03-06-91 ZIP'd WordStar (tm) file w/ changes in bold (now includes the "missing" files)

--- AT Attachment draft document Revision 2.3:

ATA-R23.TXT 146074 02-06-91 Plain ASCII (you can view this online)
ATA-TXT.ZIP 37680 02-06-91 ZIP'd Plain ASCII
ATA-DIF.ZIP 41682 03-12-91 ZIP'd WordStar (tm) file w/ changes in bold
ATA-R23.ZIP 49067 02-06-91 ZIP'd WordStar (tm) files w/o change info

4182. . . . MEGA ST 4 Sale . . .

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 20:42:56 UTC
From: freds@hpspdra.spd.HP.COM
Message-ID: <12020001@hpspdra.spd.HP.COM>
Source record: 231854

For sale Mega2ST

I have a Mega2ST with:
-Both Monitors
-1200 baud modem
-20 meg HD
-Monitor master switch
-Word Perfect
-VIP speadsheet
-A couple of games
-Personal Pascal
-Tackle Box for Personal Pascal
-and other misc stuff

Please, make me an offer

send email to freds@hpspdra.hp.com

I'm located in Palo Alto CA.

thx Fred

4183. onlyste.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-05-20 22:57:27 UTC
From: twmanino@taco.cc
Message-ID: <1991May20.225727.17400@ncsu.edu>
Source record: 231986

Has anyone got this working? I got an error during the unlzh...

Is there something special I should do, or is it corrupted?

Thanks,
Tony
twmanino@eos.ncsu.edu

4184. AIM offer to STart subscribers

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 02:35:18 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42543@cup.portal.com>
Source record: 231981

This Press Release appeared this weekend on CompuServe. I'm reposting it for anyone here who had a current subscription to STart magazine.

May 18, 1991

Unicorn Publications 3487 Braeburn Circle Ann Arbor, MI 48108

FOR IMMEDIATE RELEASE CONTACT: Pattie Rayl (313) 973-8825

TO: ALL STart Subscribers

UNICORN PUBLICATIONS OFFERS START SUBSCRIBERS DISCOUNT TRIAL SUBSCRIPTIONS TO ATARI INTERFACE

Ann Arbor, MI -- Unicorn Publications, producer of Atari Interface magazine, today announced special discount trial subscription rates for current STart subscribers.

As most STart subscribers already know, Antic has ceased publication of STart. This is a tremendous loss to the entire Atari community, and an even greater loss to the many STart/Antic subscribers out there. With the loss of STart, Atari Explorer and Atari Interface are the only commercially internationally-distributed, US-based magazines left supporting Atari 8-bit, ST and TT users.

In the past few years, Atarians have seen many of their favorite magazines disappear from the shelves. In fact, a number of STart subscribers were "converted" from ST-Log/Analog subscriptions.

Here at Unicorn Publications, we know how hard it is for Atarians to commit to subscribing to an Atari publication nowadays. That's why we're thankful for each and every one of our nearly 3,000 direct subscribers to Atari Interface. That's also why we're offering trial six- and 12-month subscriptions to Atari Interface at special prices ONLY for STart subscribers.

For a limited time, current STart subscribers residing in the US can subscribe to Atari Interface for only $12 for 12 issues (an $18 value). That's right, only $1 per issue, delivered direct to your door! Plus, we'll throw in an ST or 8-bit disk, absolutely FREE! [Special rates for Canadian residents: $24 (regularly $30); Foreign residents: $30 (regularly $36). All prices are in US funds.]

If you're just not ready to commit to a full year's subscription, we're offering a special six-month (six issue) trial subscription for only $6. The six-month subscription does not include a free disk.

To start receiving Atari Interface at this special trial rate, just send a copy of the mailing label from your last STart magazine, or a photocopy of the disk label from your last STart disk if you didn't save the magazine wrapper, along with a check or money order for the appropriate amount. If you're signing up for 12 months, don't forget to indicate whether you want an ST or 8-bit disk. Make checks payable to Atari Interface or Unicorn Publications.

This is a one-time-only offer to all current STart subscribers and does not apply to subscriptions to the Atari Interface ST or 8-bit Disks of the Month. This offer is good only until August 31, 1991. All subscriptions taking advantage of this offer must be postmarked by that date.

If you're still not convinced, we're willing to send you a recent copy of Atari Interface FREE OF CHARGE! Send us your name and address and we'll send you a copy of the magazine.

Unicorn Publications has been producing an Atari-specific publication since December 1987. Originally called Michigan Atari Magazine, Atari Interface currently has a monthly circulation of nearly 8,000 issues and is distributed world-wide. The magazine is currently available from most major bookstore chains (such as Walden's and B.Dalton's), independent bookstores/newsstands and from select Atari dealers across the US and Canada.

Bill & Pattie Rayl / Atari Interface

4185. WordPefect 2.0 for the Mac and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 03:08:39 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1991May21.030839.19291@rodan.acs.syr.edu>
Source record: 231987

Does anybody have WordPerfect 2.0 for the Mac running on
Spectre? I'm just wondering if it works.
-Gerry
ggreenbe@rodan.acs.syr.edu

4186. Re: onlyste.lzh

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 05:53:15 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May21.055315.18900@ecst.csuchico.edu>
Source record: 231995

In article <1991May20.225727.17400@ncsu.edu> twmanino@eos.ncsu.edu writes:
>Has anyone got this working? I got an error during the unlzh...

I think I got an error during the unlzh as well, but I tried to unMSA it
to disk and it worked, but locked up prematurely. The result is that
the big demo works fine, but there's a newer(?) version of Esion also
on the disk, and I get two bombs when I run it.

>
>Is there something special I should do, or is it corrupted?
>

I downloaded it twice and got the same result each time.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
ONE WEEK UNTIL GRADUATION!!

4187. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 06:03:59 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <49295@ut-emx.uucp>
Source record: 231994

In article <301@daily-planet.concordia.ca> seldin@antares.concordia.ca (JONATHAN SELDIN) writes:
>
>The documentation with FONTZ! gives all the necessary information
>about this. Perhaps the most important thing to know before
>starting is that the font files downloaded from Macintosh archive
>sites or BBS's must be separated into files each of which
>contains one size and style of one font....

[description of lots of frightening (to me) stuff deleted]

>--
>Jonathan P. Seldin
>Department of Mathematics seldin@alcor.concordia.ca
>Concordia University, Montreal seldin@vax2.concordia.ca

Well, after reading all of that, I have decided to give up on converting mac fonts. I don't have and there is no way I can afford Spectre, so that blows the whole thing out of reach.

I did find source for the unbinhex and unstuffit programs at sumex.stanford.edu (thanks to the person who suggested it) along with some other mac conversion programs.

The good thing to come out of my abortive attempt is that I compiled my first programs on the Sparc here at school. (this is coming from an dictionary-definition end user, so its a big deal to me)

Thanks to everyone who helped me out. Maybe someday I'll be able to afford Spectre. (hah, right!)

Todd

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

4188. vro_cpyfmt() blues

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 10:46:17 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991May21.104617.26475@informatik.uni-erlangen.de>
Source record: 231989

I have some problems with the VDI function 'copy raster opaque'.

I tried to save (and restore later) a rectangular area of the
hi rez screen.

I've used follwing routine:

```
VOID copy_block(dest_adr, src_adr, x, y, w, h)
BYTE *dest_adr;
BYTE *src_adr;
WORD x, y, w, h;

{ WORD line;
MFDB dest_mfdb;
MFDB src_mfdb;
WORD pxyarray[8];

line = (Getrez()==2)?80:160; /* get number of Words in scanline */
src_mfdb.fd_addr = src_adr;
src_mfdb.fd_w = work_out[0]+1;
src_mfdb.fd_h = work_out[1]+1;
src_mfdb.fd_wdwidth = line;
src_mfdb.fd_stand = 0; /* use device specific format */
src_mfdb.fd_nplanes = 4>>Getrez();
pxyarray[0] = x;
pxyarray[1] = y;
pxyarray[2] = x+w+3;
pxyarray[3] = y+h+3;

dest_mfdb = src_mfdb; /* dest_mfdb is identical .. */
dest_mfdb.fd_addr = dest_adr; /* except the address */
pxyarray[4] = x;
pxyarray[5] = y;
pxyarray[6] = x+w+3;
pxyarray[7] = y+h+3;

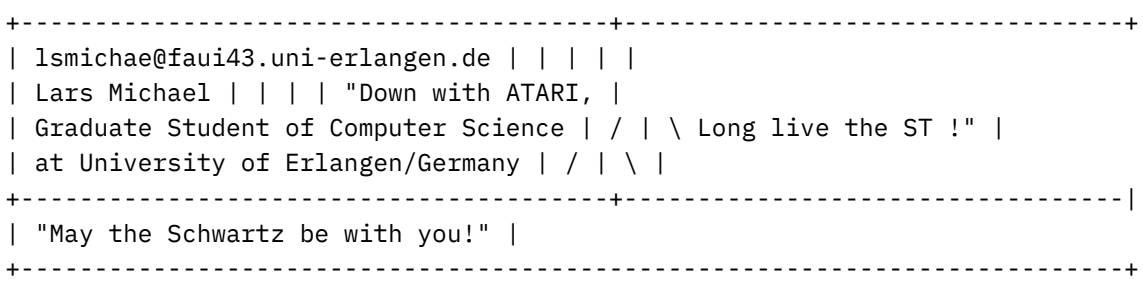
(VOID) v_hide_c(VdiHandle);
vro_cpyfm(VdiHandle, 3, pxyarray, &src_mfdb, &dest_mfdb);
(VOID) v_show_c(VdiHandle, 0);
}
```

The routine will be entered by a call like

```
copy_block(Logbase(), temp, xdial, ydial, wdial, hdial);
```

Now, can someone tell me, what's wrong ?

Lars


lsmichae@faui43.uni-erlangen.de
Lars Michael
Graduate Student of Computer Science
at University of Erlangen/Germany
"Down with ATARI,
Long live the ST !"
"May the Schwartz be with you!"

4189. Re: Professional Gem series, the p

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 11:17:26 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6575@baird.cs.strath.ac.uk>
Source record: 231990

Yeah, but it ain't source code (so I can't put it in .sources) and it ain't
binary (so I can't put it in .binary) so where else is there for it?

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

4190. PD fonts for Calamus reqd

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 11:51:44 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1991May21.115144.13046@hemel.bull.co.uk>
Source record: 231997

Does anyone know of ftp sites holding PD fonts for Calamus?

Please reply email to below address, and thanks in advance!

==========
Keith Bedford keith.bedford@hemel.bull.co.uk
England +44-442-232222 ext 4520
==========

4191. Graphical User Interface BBS list (i.e. Call For Submissions)

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 12:11:22 UTC
From: bigd@dorsai.com
Message-ID: <N2Ha33w163w@dorsai.com>
Source record: 231993
Cross-posted to: comp.os.os2.misc,comp.sys.amiga.misc,comp.sys.amiga.hardware,comp.sys.atari.st

```
THE GUI-NET BBS LIST
The Official Listing of BBSs Supporting Graphical User Interfaces
Ver. 1.0 Rel. 1
5\01\91

Copyright (c) 1991 David Shapiro
All rights reserved.

The Gooey (GUI) BBS
212-876-5885 9600 CSP
PCRelay IDCODE ->GOOEY

DISTRIBUTION
------------

This list may be distributed and copied for non-commercial
use, as long as the Gooey (GUI) BBS is given credit and its
data phone number is disclosed (212-628-5486).

DISCLAIMER
----------

The BBSs in this listing have not necessarily been verified.
Inclusion in this listing simply means that the information
supplied by the sysop of the listed BBS has provided
information which would entail the suitability of his system
for being labled as a "Graphical User Interface supporting
BBS." Therefore, there are no warranties that the systems
listed are operating or are as described. Thus, The Gooey BBS
and its affiliates will bear no responsibility for errors
contained, and all warranties are hereby disclaimed.

SUBMISSIONS
-----------

The information listed in this listing must be provided by
the owner, sysop, or cosysop of the BBS in question. This is
the only check that I have on the information I obtain. As
much of the following as possible should be sent:

BBS Name
Owner's Name
Sysop's Name
Phone Number(s) and Corresponding Modem Type
BBS's City and State/Province, Country
System Configuration:
```

Hard Drive(s) Space and Type
CD-ROMs? and Software
LAN? Type
BBS Software Type
of Nodes
Subscription Required? (Rates/False)
Networks the BBS is part of:
Network Address (Fido/UUCP/PCRelay ID/etc.)
Focus:
Windows OS/2
Amiga Atari ST
Macintosh X/Windows / DESQview
GEOS Ensemble Deskmate
NeXT Sun
etc.
Additional Comments:
Hours Open, etc.

Submissions can be mailed over the INTERNET to
bigd@dorsai.com; sent to David Shapiro, routed to ->GOOEY
in the RelayNet (RIME) Common conference, the Intelec
PCRelay or Windows Conferences, or the MIDILink common conf.
Submissions can also be sent in any GUI-Net conference, or
by logging onto the Gooey (GUI) BBS @ 212-876-5885 (9600
CSP) with the name "GUILIST" and the password "SUBMISSION"
and filling out questionnaire #10.

If any information becomes outdated, or if the BBS is no
longer in operation, or if a new category of information
is developed, notification of the new information
would be beneficial to all.

4192. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 12:17:21 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May21.121721.1836@informatik.uni-erlangen.de>
Source record: 231991

carter@cat23.cs.wisc.edu (Gregory Carter) writes:

>Thats its. I HATE ST application software, except for Turbo C, probably the
>most ingenious piece of software I have seen for the ST.

So you've probably not seen much yet.

>GEM, God, did anybody preview what kind of REAL DOG MULTI-GEM is? Atari
>I HOPE will look elsewhere, you people REALLY don't want this, I would take
>a UNIX command line over MULTI GEM! Hopefully atari will be realistic and
>go the UNIX/MOTIF route.

I like GEM. I _need_ MultiGEM. GEM does almost anything the MacOS will do
for you. MultiGEM will do almost anything a Mac with MultiFinder does for
you. So how can you tell us nobody wants a multitasking TOS?

>GEM is brain dead, it never will amount to anything. I wish I could reclaim
>my ROM space IMMEDIATELY.

It's not brain dead. It works. It's quite fast, if you compare it with Windows.
It's easy to program. And I like it. Please don't think ATARI must be
a bunch of fools just because they don't follow your way of thinking.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

4193. Re: vro_cpyfmt() blues

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 12:23:04 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May21.122304.2302@informatik.uni-erlangen.de>
Source record: 231992

lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:

```
>VOID copy_block(dest_adr, src_adr, x, y, w, h)
> BYTE *dest_adr;
> BYTE *src_adr;
> WORD x, y, w, h;
>
>{ WORD line;
> MFDB dest_mfdb;
> MFDB src_mfdb;
> WORD pxyarray[8];
>
> line = (Getrez()==2)?80:160; /* get number of Words in scanline */
```

Using Getrez() here is a major sin. You can calculate them from work_out[0],
and you can even forget about these parameters if you use the method
suggested below.

```
> src_mfdb.fd_addr = src_adr;
> src_mfdb.fd_w = work_out[0]+1;
> src_mfdb.fd_h = work_out[1]+1;
> src_mfdb.fd_wdwidth = line;
> src_mfdb.fd_stand = 0; /* use device specific format */
> src_mfdb.fd_nplanes = 4>>Getrez();
```

Again, this is a SIN.

```
> pxyarray[0] = x;
> pxyarray[1] = y;
> pxyarray[2] = x+w+3;
> pxyarray[3] = y+h+3;

> dest_mfdb = src_mfdb; /* dest_mfdb is identical .. */
> dest_mfdb.fd_addr = dest_adr; /* except the address */
> pxyarray[4] = x;
> pxyarray[5] = y;
> pxyarray[6] = x+w+3;
> pxyarray[7] = y+h+3;

> (VOID) v_hide_c(VdiHandle);
> vro_cpyfm(VdiHandle, 3, pxyarray, &src_mfdb, &dest_mfdb);
> (VOID) v_show_c(VdiHandle, 0);
>}

>The routine will be entered by a call like

>copy_block(Logbase(), temp, xdial, ydial, wdial, hdial);
```

Don't use Logbase() in a VDI context. Just use 0L as a pointer to
the current screen. VDI will automatically convert this to the
actual address needed and will even fill in the word width and plane
count parameters in the MFDB automatically!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

4194. Cant access ftp sites

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 12:28:08 UTC
From: 9020675@ul.ie
Message-ID: <17457.28391258@ul.ie>
Source record: 231862

Hi,
I want to get some of the software (PD) that is floating around the net.
I can get to the archive sites so if anyone has the software could they mail
me with a list of what they have......

I own an atari 520 stfm.

Any info would be appreciated...

Alan Weadick


```
*******************************************************************************
* Alan Weadick * *
* University Of Limerick * To err is human, to really screw *
* Ireland. * *
* * things up you need a computer. *
* E. Mail. 9020675@ul.ie * *
*******************************************************************************
```

4195. Re: Cant access ftp sites - typing errors !!

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 12:29:42 UTC
From: 9020675@ul.ie
Message-ID: <17458.283912b6@ul.ie>
Source record: 231863

```
In article <17457.28391258@ul.ie>, 9020675@ul.ie writes:
> Hi,
> I want to get some of the software (PD) that is floating around the net.
> I can get to the archive sites so if anyone has the software could they mail
^^
Oops - typing error, I meant to say I cant access ftp sites...
> me with a list of what they have......
>
> I own an atari 520 stfm.
>
> Any info would be appreciated...
>
> Alan Weadick
>
> ******************************************************************************
> * Alan Weadick * *
> * University Of Limerick * To err is human, to really screw *
> * Ireland. * *
> * * things up you need a computer. *
> * E. Mail. 9020675@ul.ie * *
> ******************************************************************************
>
```

4196. Mac fonts to gem...

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 12:36:37 UTC
From: <>
Message-ID: <1991May21.123637.25466@dcs.glasgow.ac.uk>
Source record: 231853

Mac fonts are in a totally different format from gem fonts. On the macintosh, they are installed in the system file using a program called 'Font D/A Mover'. (Font D/A Mover files have a little suitcase icon). All macintosh programs can use these font 'resources' in the system file, and the fonts are loaded into memory automatically when requested. All macintosh files consist of two parts, the 'data fork' and the 'resource fork'. The data fork contains all of the data associated with the file, and the resource fork all of its resources. In the case of a program, all of the programs code is in the resource fork, and its initialised data in the data fork. The resource fork also contains the dialog box templates, window definitions etc. In the case of a document, it is most likely that the resource fork will be empty, and the data (e.g. text) will be in the data fork. Mac fonts can be converted to gem format using the program 'mac2gem' which is supplied with 'Fontkit Plus' from the ST club. (20 quid and well worth it...) Mac fonts are available from quite a few archive servers and also from PD disc suppliers. Using the above program is simplicity itself, however if you wish screen and printer fonts, then you will have to edit them yourself from the screen versions (on the mac, there is no difference between screen and printer fonts, unless a laser printer is being used which will contain higher res versions of the screen fonts) - this is the main purpose of Fontkit.

N.B. The ST Clubs address is:

49 Stoney Street
Nottingham
U.K.

(20 quid is 20 pounds sterling - I didn't notice that you from the US.)

##
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...
/__\ /\ / Wilson # ARPAnet: wilsona@cs.glasgow.ac.uk
#/ \/ \/ 1991. # USA : wilsona%cs.glasgow.ac.uk@nsfnet-relay.ac.uk #
##

--

##
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

4197. Re: gcc 139 from atari.archive

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 12:45:56 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May21.124557.1@simvax.labmed.umn.edu>
Source record: 231852

In article <ENTROPY.91May18063243@wookumz.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu (maximum entropy) writes:
> setenv GCCEXEC c:/gnu/bin/gcc-

> This really should be in the faq posting if it isn't already. Could
> whoever is maintaining it put a note in about this?

It already is. Also note that the original posting about "Getting GCC 1.39 up and running" (which I posted about a month ago) also has GCCEXEC plainly definied with a trailing '-' ... primarily because this is the way that the GNU.G file for the Gulam shell was set up.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

4198. Re: vro_cpyfmt() blues

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 13:04:50 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <3417@quepasa.cs.tu-berlin.de>
Source record: 231996

In article <1991May21.104617.26475@informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
>I have some problems with the VDI function 'copy raster opaque'.

> line = (Getrez()==2)?80:160; /* get number of Words in scanline */

Don't use Getrez(). This code will crash under nearly all graphics cards
(MATRIX, MGE, OverScan, Reflex) and even on the TT.
If you blit to / from the screen you must set fd_addr = NULL. In this
case all other values are filled in by the VDI. You can't know how many
BytesPerLine the actual graphics card has.
For the 'offscreen' MFDB, you must use w/16*planes. It does not matter if
the BPL in the offscreen area is different to the screen MFDB (As in
OverScan mode or with the Reflex card), the VDI handles this correctly.

> src_mfdb.fd_nplanes = 4>>Getrez();

You get the plane count with the vq_extend call or in the AES global[10]
array but NOT with Getrez()!

>The routine will be entered by a call like
>copy_block(Logbase(), temp, xdial, ydial, wdial, hdial);

Don't intercept VDI and XBIOS calls. The Xbios calls are only for the
'main console' of the ST and not for a graphics card. (But most cards
have an emulation of the calls). If you use Getrez() with a Matrix card
installed, you will get the rez of the (probably not connected) ST-monitor.
With Physbase(), Setpallete, Setcolor there is the same problem.

>Now, can someone tell me, what's wrong ?

Your main 'bug' is in the pxy array. The '+3' copys more memory lines than
possible, so you get an bus-error in the color resolution.

> lsmichae@faui43.uni-erlangen.de

Karsten, ki@opal.cs.tu-berlin.de (Meet me in +Atari on IRC...)

4199. Re: Problems using GDOS and harddisk driver

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 13:41:36 UTC
From: steveh@tharr.UUCP
Message-ID: <2165@tharr.UUCP>
Source record: 231874

In article <1991May17.164029.1@iravcl.ira.uka.de> s_kraemer@iravcl.ira.uka.de writes:
>I've got problems using GDOS (AMCGDOS) with the harddisk driver of my vortex
>HDplus 20 (hardware: Mega ST 2 with TOS 1.4).
>
>GDOS works if I don't use the harddisk, so I guess the problem is the disk
>driver.

One common problem I've found is that GDOS (both AMC and Atari flavours)
require the fonts and graphic device drivers to be on the same drive as
GDOS. I use a small boot partition to hide away all the stuff I don't
normally want to look at, but was defeated when I wanted to then temporarily
use some fonts on another drive which wouldn't fit on the boot drive...

4200. Re: Hookup through stereo system?

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 14:54:38 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91141.113931ZVD007@DMSWWU1C.BITNET>
Source record: 231851

In article <1991May18.153315.47847@cc.usu.edu>, slqn0@cc.usu.edu says:
>
> Is there a fairly easy way to run the sound from a 1040ST through a
>stereo system? Can it be done through the MIDI ports? I was just looking a
>friend's Amiga, and thought how much better Atari sound would be if it could
>be
>hooked up in a similar fashion.
>
It can be done, but not with the MIDI port: the sound of the soundchip is
available at a pin at the monitor port (the manual says whichone it is, I cant
remember it now), so all you have to do is just plug in an interfacebox
(selfmade) or put a cynch-plug into you atari (I have done so) connecting it
with the outputpin at the monitor plug, its really easy to do and it sounds
great!!

U. Kuehn

4201. Re: CAD 3D Problem

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 16:01:43 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May21.160143.8501@chinet.chi.il.us>
Source record: 231858

In article <1991May20.175831.29112@pinet.aip.org> rdf@pinet.aip.org (Robert Feinman) writes:
>I am having a problem with CAD 3d version 2. I recently purchased a second
>hard drive. In order to get GEM to see it I must run something call INSTAL
>from Berkeley Microsystems in my Auto folder. I am booting using Atari
>AHDI 3.01.

Is there something unusual about the hard drive? The usual situation is that one simply runs AHDI and any number of ACSI-SCSI drives are recognized. I've run 2 hard drives off a BMS-200 that way (along with a cartridge tape). It is just imaginable that you're installing 2 conflicting hard disk drivers. Have you called BMS with this problem? They tend to be very helpful.
Steve saj@chinet.chi.il.us

4202. Re: vro_cpyfmt() blues

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 17:17:01 UTC
From: micro@imada.ou.dk
Message-ID: <1991May21.171701.2602@imada.ou.dk>
Source record: 231870

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>Don't use Logbase() in a VDI context. Just use 0L as a pointer to
>the current screen. VDI will automatically convert this to the
>actual address needed and will even fill in the word width and plane
>count parameters in the MFDB automatically!

I might be wrong here, but it is my experince that you need to set the
fd_stand to device dependent format. Anyway it have helped me in my
programs. I will go home and try it out now...

Klaus, micro@imada.ou.dk

>Claus Brod, Am Felsenkeller 2, Things. Take. Time.

4203. TT memory question

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 18:35:34 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May21.183534.22211@ecst.csuchico.edu>
Source record: 231856

Basically, how is the RAM in the TT configured?

From reading reports in STart (R.I.P.:^) and Atari Explorer, I get the impression that both ST- and TT-RAM are banks of DIPs (correct term?), with the TT-RAM requiring a daughterboard. Moreover, Atari does not sell this daughterboard separately. So the only way to get TT-RAM is if the machine is shipped with at least 2megs of TT-RAM from the factory, and then, I suppose, more TT-RAM can be plugged in later.

About a month ago on Freenet, someone said that a dealer told him that the TTs were being shipped with SIMMs for both ST- and TT-RAM and that no daughterboard was necessary.

Which is the correct story here? As much as I'd like to believe the latter, the former sounds more plausible, at least because it was reported in a magazine ("but don't believe everything you read" :^).

Can someone who has actually opened their production model TT or someone from Atari who is clear of the situation, please comment? Thanks.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
ONE WEEK UNTIL GRADUATION!!

4204. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 18:35:40 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91141.124726ONM07@DMSWWU1A.BITNET>
Source record: 231855

In article <1991May18.024738.571@daffy.cs.wisc.edu>, carter@cat23.cs.wisc.edu (Gregory Carter) says:
>I think Atari will survive if they gradually enable their machines to run
>MAC software at least more easily, so Dave doesn't have to work so hard :).
>The MEGA STE with the LAN ports for AppleTalk sure helps
>
I disagree totally. Why should someone buy an Atari when he really wants to run MAC software. Atari will only survive, if their own operating system can compete. With things like FSMGDOS and a multitasking TOS in development.. Don't forget: TOS is 32 bit clean NOW, and you can easily run TOS software on a 16MB machine.This is really nice for image processing and DTP.

>I can tell everyone right now. They only reason why I bought an atari was:
>
>1) Turbo C 2.0 (I have several personal projects going)
>2) Mac Emulation (Which takes care of the serious side of computing)
>
>Thats its. I HATE ST application software, except for Turbo C, probably the
>most ingenious piece of software I have seen for the ST.
>
I like Turbo C, too. But it's just an absolutely normal GEM application, just a SciGraph, Gemini, Rufus, Interface, Script and many other fine GEM based programs.

>GEM, God, did anybody preview what kind of REAL DOG MULTI-GEM is? Atari
>I HOPE will look elsewhere, you people REALLY don't want this, I would take
>a UNIX command line over MULTI GEM! Hopefully atari will be realistic and
>go the UNIX/MOTIF route.
>
What's the problem with Multi-GEM?

>GEM is brain dead, it never will amount to anything. I wish I could reclaim
>my ROM space IMMEDIATELY.

If you say things like that, you have to give reasons. Comparing GEM with Windows or Motif, there are a lot of good things both VDI and AES, and it will someday more than one GEM program at once, I see no problems at all.

Note: as far as I know, with Motif you simpla don't have a _virtual_ device concept: you simply can NOT redirect screen output to metafiles or printers.

>
>THANK GOD for Dave Small. I would kiss his hiney if he was here, as I finally
>managed to pick up a Spectre GCR.

>
>All praise Gadgets by Small.
>
>Now Dave, I WANT a 68030/040 option for my VME equipped MEGA STE!!!
>
>I also want it less than $1000 please.
>
>--Gregory

All I hear is: `I want'. Sure: a TT/040 with multitasking TOS, able to run all MAC programs (what about SunOS and NextStep) would be a fine thing...

4205. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 21:00:40 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250021@hpindda.cup.hp.com>
Source record: 231885

/ tdrga@ccwf.cc.utexas.edu (Todd Drga) / writes...

>What do I have to do to use some of the Mac fonts that I have found archived
>on various FTP servers? What program will convert the to GDOS (or other)
>fonts that I can use? I am interested in using the fonts for DTP and screen
>fonts.

The program Fontz! by (the now defunct) Neocept can convert Mac fonts (amongst many other formats) to GDOS fonts. I haven't worked too much with this program, but the general idea is that you load the font into Fontz!, select the resolution you want for the GDOS font, and then use a pixel editor to touch up the rough spots caused by the resolution conversion. It's better than starting from scratch, but it ain't trivial either.

One place I know you can get Fontz! is from B+C Computervisions in Santa Clara, California (408)749-1003.

I am not associated with Neocept or B+C in any way etc. etc. blah blah blah.

4206. BBS

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 21:22:52 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.674860972.larserio@kvart.ifi.uio.no>
Source record: 231857

To: bigd@dorsai.com (David Shapiro)

BBS Name: ABK-BBS (Atari)
Owner's Name: Lars-Erik 0sterud (sponsored by Atari Norway)
Sysop's Name: Lars-Erik 0sterud (the '0' should be ASCII $B2)
Phone Number: +47 2 13 26 59
Modem Type: Nokia 4896M Trellis
Modem Speed: 1200, 2400 and 9600 V.32, MNP5
Location: Oslo, Norway
System Config: Atari 1040 STM, SF314, 20 MB SH205 HD
BBS Software: MiniBBS (Public Domain self-made)
Emulation: VT100, VT52 or TTY (no emulation)
Special func: New mail can be ARCed and downloaded
Xmodem, Ymodem and Zmodem transfers
On-Line view/type from ARC/LHARC
Focus: Atari ST, Programming, MIDI, DTP
Home for Norway's Atari developers
Home for ST-Klubben (disk-magazin)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4207. Looking for screen capture

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 22:04:41 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May21.220441.5269@nntp.hut.fi>
Source record: 231860

I need badly a screen capture/snapshot, which is able to capture the
dropdowns and "About.." items too.
This kind of screen capture is propably activated by a key-combination.

It would be nice if there is a chanse to choose the format of the file
it creates and the size of the image captured too...

Where? What is it's name? PD/SW preferred...

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

4208. ATARI Computer and Monitor for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 22:35:15 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991May21.223515.7423@ncsu.edu>
Source record: 231868
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers

I am upgrading to a PC, so I no longer need the following stuff

ATARI 520ST original computer, with no internal drive
TOS in ROMS. Also available is TOS on diskette. Includes
external single sided drive. Works perfectly. Includes
basic software to get you started, like word processor, terminal
program and stuff.

Price: Please Make Offer

ATARI SC1224 Color Monitor. Has perfect picture and in very good
condition. No sound.

Price: Please Make Offer

Also available is a power supply for an ATARI external disk drive

All items WILL be sold.

Thanks

Saurabh

4209. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-21 22:47:51 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42569@cup.portal.com>
Source record: 231755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Todd Drga asked about using Mac fonts on an ST...

It's entirely possible to convert Mac fonts to use in GDOS applications, but it's not a trivial task, nor is it particularly easy to do.

The program I've used is FONTZ, a commercial product of Neocept, Inc. It will convert several different types of fonts into GDOS compatible fonts, includin Mac and Amiga. It works well, and allows you to touch up the converted fonts and even design your own original fonts.

The sticky part is getting the fonts into the ST in the first place.

My solutions involved using not only the ST, but a Magic Sac Mac emulator and pc-ditto, the IBM emulator.

Most Mac fonts are available in various point sizes. However, they are usually appended to one another in one large font file. FONTZ will only process the FIRST complete font set in such a group, and ignore the others. Usually this will be the tiniest point size, making it very difficult to scale the font to larger, more usable sizes.

The solution is to go into Mac emulation mode and use the FONT/DA MOVER to split up the font and save it as individual files, one for each different size of the font.

This will also take care of the problem of unarchiving the fonts, as you can run STUFFIT to unstuff or unpack the font in Mac mode.

Then you're faced with getting the font onto an ST readable disk. This can be accomplished by using the TRANSVERTER program to convert the files onto ST disks.

If you don't have a Mac emulator, your options are very limited. Most Mac fonts are either STUFFed or PAKed. Unfortunately, as far as I know there is only an UNPIT program for the ST, no unSTUFFers. If the file you want to try converting is STUFFed, you can run the IBM emulator, pc-ditto, and use a PC utility that will unSTUFF the files onto ST readable disks directly.

Again, FONTZ will only convert the first font, if there are more than one font sizes in the file.

Another solution would be to have a Mac owning friend split the fonts up and modem the files to you.

And lastly, most Mac fonts are Shareware, not Public Domain.

It's a lot of work, but it can be worth it..!

BobR

4210. Re: Publishers

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 01:58:33 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May22.015833.23035@lsuc.on.ca>
Source record: 231865

In article <5172@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham S Thomas) writes:
>From article <1991May16.140706.26180@menudo.uh.edu>, by uace0@menudo.uh.edu (Michael B. Vederman):
>>
>> If anyone wants to keep tabs or follow the creative forces that were once
>> Antic software, then buy AutoDesk software. Many of the Atari greats from
>> Antic work there (Tom Hudson, Jim Kent, Gary Yost, etc...)
>>
>> - mike
>
>Pardon my ignorance, but I don't know anything about AutoDesk software.
>Assuming AutoDesk is a company, what do they produce? (If it's a
>product, what is it?)
>
Autodesk is, as far as I know, the biggest seller of CAD products
in the computer industry. At least they have the largest number
of unit sales. They dominate the MS-DOS world. Their products
include AutoCAD, and now the Generic CAD line as well. Of course,
if you *really* want to be on the cutting edge and the "top stuff"
in the industry, it's not really AutoCAD at all. The top stuff
is all running on Silicon Graphics Iris Workstations. That's what
the car manufacturers use (companies like GM, Volvo, I think Mercedes-Benz,
Honda too), Braun, and of course the major part of the 3D animation
production as well. But that's digressing. . . .

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4211. Calamus Printer I/O redirection

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 02:06:19 UTC
From: s883334@minyos.xx.rmit.oz.au
Message-ID: <1991May22.020619.28195@minyos.xx.rmit.oz.au>
Source record: 231878

Are there any utilities (preferrably public domain or shareware) to
intercept Calamus' printer output and direct it into a file instead ?
Calamus supports the HP Laser, but I have to go elsewhere to use this
printer. I need to be able to save the output Calamus sends to the port
and later on send it straight through to the HP Laser on another computer.

James.
--

_____ _____
| | \ / \/\/\/\ James Hall / Mithrandir Man
| | \ / \/\/\/\ s883334@minyos.xx.rmit.oz.au Know
|_____| \/ \/\/\/\ mith@arda.pub.uu.oz.au Thyself

4212. Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 02:14:21 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May22.021421.23656@lsuc.on.ca>
Source record: 231866

Ok. So now we know that STart may be gone from the North America scene, and what's left is pretty much just a couple of "fanzine" things. We'll hope that this improves. . . .

Can someone in Great Britain please clarify what's going on across the great puddle? I guess the first question I have is what is exactly the situation with "ST World"? Are they really trying for a come-back? I thought the whole thing was sold to "ST User"? If so, will they be accepting submissions for publication? Is there a mailing address?

I always thought of "ST Format" as a games magazine, but I bought the May '91 issue and it has coverage of desktop publishing and the monthly disk has a bunch of programming utilities (admittedly nothing new). That looks promising.

What's "ST User" been like lately? I haven't even seen it around for about a half a year now, so I'm wary about sending anything to them.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4213. WANTED: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 02:30:52 UTC
From: pilch@plains.NoDak.edu
Message-ID: <10541@plains.NoDak.edu>
Source record: 231998

I would like to buy a Atari 1040ST... If you have one for sale, please let me know. Also would like to know if a Commodore 1084S would hook up to a Stari 1040ST (thats Atari not Stari)... Thanks in advance...

Jay Pilch
pilch@plains.nodak.edu
($300 sound good?)

4214. Upload to Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 02:42:57 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <3757@naucse.cse.nau.edu>
Source record: 231864

Greetings!

I have just uploaded the latest version of my GEM-based text file
viewing utility program to the atari/new directory at Atari Archive.

I hope some of you find this useful.

Regards,

--
Timothy A. Roeder Fidonet: Timothy Roeder 1:300/24
3551 S. San Joaquin Rd. Internet: tar@naucse.cse.nau.edu
Tucson, AZ 85746 troeder@mis.arizona.edu
(602) 578-9115 root%esummer@datalog.COM

4215. ATARI MEGA system for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 02:47:49 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991May21.224749.10055@umiami.ir.miami.edu>
Source record: 231921

I have the following Items for sale. They are all in PERFECT working order and come packaged in their original boxes with the original docs. Some prices are negociable.

ATARI MEGA ST 2 with TWEETY BOARD installed $800
ATARI MEGAFILE 30 $375
ATARI SC1224 color monitor $225
PANASONIC KX 1224 24 pin printer $180

TOTAL $1580

PACKAGE DEAL $1300

NO TAX. This is a set price, including shipping. WIll discuss letting items go seperately.

Mark Santora
dlk0ms9s@umiami.ir.miami.edu

4216. Uniterm Woes

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 02:55:01 UTC
From: anon@rouge.usl.edu
Message-ID: <31505@rouge.usl.edu>
Source record: 231859

getting the program to run. I'm trying to run in Medium Rez but all I keep
getting is TOS ERROR #35. I've tried running without any DA's or AUTO files
but I still get the error. I can't find out what the this error means throug
any available literature (YET!). Any EMAIL that could help would be appreciated.h

Jim Lynch -- jlynch@usl.edu --- University of Southwestern Louisiana

4217. karate game

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 03:34:43 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991May21.223443.1@wharton.upenn.edu>
Source record: 231861

Hi Netland,
I am interested in purchasing a karate game
for the ST. Please email me your choices
and why you like the game.

Thanks in advance for your opinions!

Greg.
email: zeibari@wharton.upenn.edu
"If it's going to happen, it will happen on my shift!"

4218. favorite dealers wanted

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 03:48:52 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991May21.224852.1@wharton.upenn.edu>
Source record: 231867

Hello again Netland,

I would like to compile a list of Mail-Order houses and dealers
that support the ST with software and/or hardware.
Please email me your favorite suppliers name, phone #, and
what they sell (i.e. software/hardware). Dealers and Mail-Order
places reading this should mail me also. I don't want to list
products, just company names so that we can all reference some
sort of list. PLEASE MAKE SURE YOUR INFORMATION IS ACCURATE!!!
I DON'T HAVE THE TIME TO VERIFY WHAT YOU MAIL ME. All I am going
to do is compile the list. In about 2 weeks when I think I've
got enough companies listed, I will post it to this group.

This means you! Get your favorite dealers name and number out
and mail it to me.

Thanks for your time and I hope this will be useful for others
too!!!

****
Greg Zeibari
email: zeibari@wharton.upenn.edu
school: Temple University
work: University of Pennsylvania
disclaimer: If it's going to happen, it will happen on my shift.
****

4219. favorite-dealer list, no flames please.

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 04:36:36 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991May21.233636.1@wharton.upenn.edu>
Source record: 231871

Hi again,
FLAME-PROOF PAJAMAS ON!
Before anybody gets ticked off and is ready to flame me
about my idea of creating a favorite-dealers list,
I just want to say that the reason I want to compile
such a list is to help people, like myself, get the
best possible price for a product. That's all, no
gimicks, no strings, just a list to help users without
local dealers such as myself get ST soft/hardware.

Thanks for your patience.

yours truly at 8Mhz, Greg.

****
578Greg Zeibari
email: zeibari@wharton.upenn.edu
school: Temple University
work: University of Pennsylvania
disclaimer: If it's going to happen, it will happen on my shift.
****

4220. Re: Uniterm Woes

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 04:36:59 UTC
From: harryk@bucsf.bu.edu
Message-ID: <82158@bu.edu>
Source record: 231869

In article <31505@rouge.usl.edu> anon@rouge.usl.edu (Anonymous NNTP Posting) writes:
>getting the program to run. I'm trying to run in Medium Rez but all I keep
>getting is TOS ERROR #35. I've tried running without any DA's or AUTO files
>but I still get the error. I can't find out what the this error means throug
>any available literature (YET!). Any EMAIL that could help would be appreciated.h
>
>Jim Lynch -- jlynch@usl.edu --- University of Southwestern Louisiana

I think TOS error #35 means that the file is corrupted. You should
obtain a new copy of the program. At least, that's what I do when I get this
error.

==
Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| _________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
===|_________________________

4221. June FRAUG meeting

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 05:03:32 UTC
From: sytang@lamar.colostate.edu
Message-ID: <15082@ccncsu.ColoState.EDU>
Source record: 232000
Cross-posted to: comp.sys.atari.st,co.general

```
Front Range ATARI Users Group June Meeting anonucement
Date: June 12 (Wensday)
Time: 7 PM
Place: RUN PC -- 524 W. Laurel, #2 ( North of Allison Hall, West of the Junction)
Topic:
Scanner for the ATARI
All are welcome to joint the meeting.
** Note we now have a new meeting location ***
```

4222. 4 sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 06:27:30 UTC
From: ykidron@isis.cs.du.edu
Message-ID: <1991May22.062730.4879@mnemosyne.cs.du.edu>
Source record: 231877

A complete Atari ST system for sale:

An upgraded 520 ST (1 meg), Tos 1.0 in Rom (20/11/85)
1 Double Sided, 1 Single Sided drives,
PS3000 color monitor (same as sc1224, with built in drive),
SM124 mono monitor,
MegaFile 30 (6 months old) Hard disk,
A new mouse (280 dpi),
Tons of software, either pd or original commercials.

$1500 or best offer.

Note: The owner lives in Israel, shipping not included. All hardware and
software are in EXCELLENT condition, HD brand new.

If interested please email to:

s2886663@t2.technion.ac.il
(Yaron Kidron).

4223. Re: Looking for screen capture

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 06:37:46 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May22.063746.25994@ecst.csuchico.edu>
Source record: 231875

In article <1991May21.220441.5269@nntp.hut.fi> s37837k@saha.hut.fi (Jari Lehto) writes:
>
>I need badly a screen capture/snapshot, which is able to capture the
>dropdowns and "About.." items too.
>This kind of screen capture is propably activated by a key-combination.
>
>It would be nice if there is a chanse to choose the format of the file
>it creates and the size of the image captured too...
>
>Where? What is it's name? PD/SW preferred...

Check out SNAP30.ARC. I think it's at atari.archive.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
ONE WEEK UNTIL GRADUATION!!

4224. Atari Ads

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 07:55:32 UTC
From: pv@polari.UUCP
Message-ID: <4176@polari.UUCP>
Source record: 231764

Many often note the visable dirth of Atari advertising in the US.
Although I had heard that the TV show "Flash" was paid to feature Atari
computers with wonderfull graphics, I was unable to identify any machine
I saw in months of watching. Some might take encouragement from a full
page ad featured prominantly in the latest issue of MIX Magazine
(premere pro-audio and recording) where equipment is geared toward
professional musicians and recording engineers/producers. The machine
was appropriately the TT. Although too high priced for most musicians,
those who would spend 10 - 50 thousand dollars on digital editing
systems would find the machine and the software run on it very
competitive in that market.
-Pv-

4225. Latest Atari hard disk formatter/partitioner?

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 09:53:21 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5186@syma.sussex.ac.uk>
Source record: 231887

What is the latest version of Atari's own hard disk formatter? I am about to buy a second-hand Atari Megafile 60, and would like to reformat it with up-to-date software. My current hard disk (SH205, same as a Megafile 20, I think) has been formatted with HDX301, which was written in Summer 89. Has there been anything since? Does anyone have strong feelings about whether a different formatter (Supra, ICD, GE-Soft, Claus Brod's driver, etc.) would be better?

I will be using the Megafile 60 with an early STE which probably has one of the - how shall I put this? - suboptimal DMA chips. Allegedly, these chips should work fine with Atari's own hard drives, but will probably cause other manufacturers' drives to lose characters in transmission. My STE is under warranty until July, so I intend to soak-test the drive then, if all is not well, send back the STE for chip replacement. According to a recent report, Atari UK are now are now willing to admit there was a problem with some batches of DMA chips and are readily replacing them for free.

Cheers,

Graham

ps. Thanks to all the people in the Southern & Western USA who acknowledged a previous posting. It's reassuring to know that our news feed is sending messages out as it should.

4226. Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 10:02:01 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991May22.100201.1231@lut.ac.uk>
Source record: 231880

Read in the june '91 issue of Atari St User (UK) : The original copyright holder of the Scrabble board game (Spears & co. ?) are taking legal action against a small PD software distribution library in Engalnd for distributing Scrabble clone STrabble (by Warwick Allison).

Your views ?

- Rahin

4227. Re: Arcgsh

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 10:08:12 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May22120812@orion.laas.fr>
Source record: 231873

In article <3601@hh.maus.de> Thomas_Quester@hh.maus.de (Thomas Quester) writes:
|
| We don't have SO many different incompatible LHarc-Versions, there only is
| one: the LHarc 0.6ss by John Webb. All other versions are compatible to
| the orignal (some including more features than the orginal).

So, where is this one available? Last night I came across a file I downloaded from atari.archive and all my versions of ST lharc would bomb on it. A common problem that I find is if an *.lzh archive contains a small uncompressed file (as does orbit.lzh) the Atari ST versions that I have blow up when testing/extracting the archive. As best as I remember I have lharc version 1.02 (from Unix), a few based on lharc 1.13c and one based on lharc 1.13b.

P.S. Our Unix versions accept the above mentioned file.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4228. vro_cpyfmt() blues - problems solved

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 10:24:43 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991May22.102443.25039@informatik.uni-erlangen.de>
Source record: 231876

I've eliminated all XBIOS calls in VDI context, got n_planes from
vq_extend() and instead of the screen address I'm using NULL.

Now it works yes fine.

Thanx to all guys who gave me some advice.

Lars


```
+--------------------------------------+----------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+--------------------------------------+----------------------------------|
| "May the Schwartz be with you!" |
+-----------------------------------------------------------------------------+
```

4229. virtual memory support on the TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 12:28:02 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991May22.122802.19270@rhrk.uni-kl.de>
Source record: 231882

Re: virtual memory management on the TT

As you are probably aware the TT because of its 68030 is capable
of virtual memory management. This applies not only for UNIX but
is also possible with TOS.
If you don't want your programs to interfere with software that
allows virtual memory in case of a buserror you have to test
if an error occured because of an invalid page or table descriptor
or if it is a "real" error which means that you can supply your
own buserr routine.
(Of course, programs which don't manipulate the buserr vector
don't have to worry about this.)

All future buserror handlers are recommended to look like
the following example:

```
------------------------------------------------------------

tst.b ttflg
beq nott ;makes no sense on an ST
ptestr #7,[16(sp)],#7 ;test descriptor
pmove psr,status ;get mmu status
btst #2,status
beq nott ;descriptor is valid-
jmp ([oldvec]) ;back to system exception handler
nott:
insert your own buserr handler here

------------------------------------------------------------
```

It is important that not only TT developpers use this kind of
handler. Software that is intended primarily for use on the ST
should use it to. Otherwise it won't be compatible to any future
virtual memory support on new machines.

Any more comments concerning programming on the TT? Go ahead!


```
-----------------------------
| Uwe Seimet |
| Buchenlochstrasse 29 |
| D-6750 Kaiserslautern |
| seimet@sun.rhrk.uni-kl.de |
-----------------------------
```

4230. GemView (new version and some questions)

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 12:28:07 UTC
From: haacke@exunido.uucp
Message-ID: <3272@laura.UUCP>
Source record: 231881

Dieter have no permission to post articles to the News, so here is his message:

==========

Hi folks,

sorry but the program/accessory posted in comp.binaries.atari.st have a few
bugs or "unknown features".

I have write a newest version of GemView (1.0.4), but i must test something.
In some day i would to send it to the atari.archive; actually we have a
"ftp"-problem, so i can't do it. I think i will mail it to anyone who send
it to the atari.archive.

Since 1.0.3 (is in atari.archive):
- Correction of some mispelling.
- Better right-mouse-button support.
- GemView now works with a 4 bit color palette (Degas, Tiny and Spectrum).
- A color palette bug corrected (only seen on a TT; is there a bug on the TT
by using the color index 0(black) and/or 1(white) with vs_color() ???).
- The problem with uniterm is solved.
Since 1.0.4:
- If no window is available the accessory now exit with a warning.
- Better message handling with GEMINI.
- The main-(log)-window have a FULLER-button, which makes a very small and
smart window.
- And some __small__ changes and corrections.

What to do in the future:

- GemView could be faster (and smaller).
- A Big-GemView, which saves pictures in other formats (???)
- Transfer GEM-Metafiles into pixel-maps (and reverse ???)
- Saving installs.
- Continue work, if GemView runs as ACC and changing the main-application.
Therefor some questions: Should GemView automaticly opens its own windows,
if it found out that the runing main program is a gem-program (appl_init)?
Or should GemView wait for a handling with windows (wind_create/open)?
Should it ask the user for CANCEL the action, WAIT for new activition or
changing program or CONTINUE it's work and open the windows?
(!!! THIS WILL NOT IMPLEMENT IN THE NEXT SOME WEEK/MONTH !!!)
- A new color reduce algorithm. I have the followed idea:
A color is a point in a 3-dim-room (N^3). First calculate the distance
from each point to each other and save the nearest point with the distance.
Next searching the nearest neighbours and make this two point to one. The
new points is nearer to a point which represent more points then the

other. From the new point calculate the distance to all other points and
save the nearest (some other points must update, if the new point is nearer
as the nearest neighbour before). Then begin to search the nearest ....,
until we have reduce enough.
THAT IS AN ALGORITHM WHICH RUNS VERY SLOW: DOES ANYONE HAVE A BETTER IDEA?

Please let me now what do you think about the program, what you think is
to do in the feature (specialy how should GemView continue it's work) and
where are bugs.
!! I'm also interest in positiv reactions !!

Ciao (bye)
Dieter

P.S.: Actually i have not the time to make a lot for GemView.
P.P.S.: I hope anyone have understand my bad english.

| Dieter Fiebelkorn | With a rubber duck :-) |
| fiebelko@petra.informatik.uni-dortmund.de | one's never alone. :^{ |

==========

4231. C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 12:51:12 UTC
From: johnson@dover.dab.ge.com
Message-ID: <1991May22.125112.2812@ge-dab.GE.COM>
Source record: 231879

Greetings...

I'm trying to find a C++ compiler for the Atari ST. I have a 1040 with 4 meg of memory and two DS floppies. I do not have a hard drive at this time, but I plan on getting one at some point.

Does anyone know of a decent commercial C++ compiler for the ST? If not, does anyone know how to get G++ for the ST without having to recompile the whole mess? I don't want to attempt to recompile G++ without a hard drive, but I'm hoping that I can use it with the dual DS floppies and 4 meg. I would need the executables, libraries, and docs (including those for the debugger and whatever support stuff is necessary).

Is this stuff available anywhere? I do not really have FTP access, just e-mail. Thanks for any and all help.

Chris Johnson
GE Simulation and Control Systems Department
johnson@dover.dab.ge.com

4232. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 13:09:37 UTC
From: marc@sequoia.cray.com
Message-ID: <045657.14407@timbuk.cray.com>
Source record: 231884

In article <1991May22.021421.23656@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:
|> [stuff deleted..]
|> Can someone in Great Britain please clarify what's going on
|> across the great puddle? I guess the first question I have is
|> what is exactly the situation with "ST World"? Are they really
|> trying for a come-back? I thought the whole thing was sold to
|> "ST User"? If so, will they be accepting submissions for publication?
|> Is there a mailing address?

Database PUblications is now Europress (or something like that). ST WORLD
was `bundled' with ST USER last month. I presume this is going to continue...
I'd never ead ST WORLD before, and thought it was a bit thin. But then again,
take all the games out of USER and it would probably be just as thin... :-)

|> [more stuff deleted..]
|> What's "ST User" been like lately? I haven't even seen it
|> around for about a half a year now, so I'm wary about sending anything
|> to them.

Ever since they changed the staff at ST USER, I've cringed at the atrocious
teenage slang they use in place of English, right? (:-)) Still, I continue
to subscribe. Probably for the Ads, if nothing else. However, with the new
ownership, I think the staff list has changed again. Perhaps better English
from now on??

|> Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
|> lsuc!jimomura
|> Byte Information eXchange: jimomura

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

4233. Hebrew fonts available?

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 14:05:11 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May22.140512.1@simvax.labmed.umn.edu>
Source record: 231889

I have a local Atari user who is having problems locating one of the following:

a word processor which prints Hebrew characters
a GDOS font for Hebrew characters
information on printing Hebrew characters on a standard printer

Any help would be appreciated. From what I know, the user is working with a standard 1040ST and probably an Epson-compatible printer.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

4234. Re: Monochrome Monitor - Last Chance ?!

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 14:49:26 UTC
From: marshall@hplsla.HP.COM
Message-ID: <5440167@hplsla.HP.COM>
Source record: 231890

This monitor is sold. It went for $100 and included a new Monitor Master box.

Thank you all for your interest.....

Marshall

4235. Be careful with Sideline Software!

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 15:07:10 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59868@aurs01.UUCP>
Source record: 231883

Just a heads up for those of you who are thinking of ordering
games from Sideline Software...

They just pulled a classic "bait and switch" on me. I ordered
some games advertised in the May "Current Notes", and when
I got the order one of the games was priced $12 higher than
advertised on my invoice, and one game had been omitted from
the order with no explanation. (To be complete, one game was also
priced a dollar less than advertised.) When I called to
question them, I was told it was an old ad... the magazine had
just come out that week!

In Sideline's defense, service is quick and prices are usually
very low, and I've always gotten good, complete working software,
but now I'm going to be very careful if I deal with
them in the future. Don't assume that the current price is
what you read in their ads, and don't assume you're going to
get everything you order.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

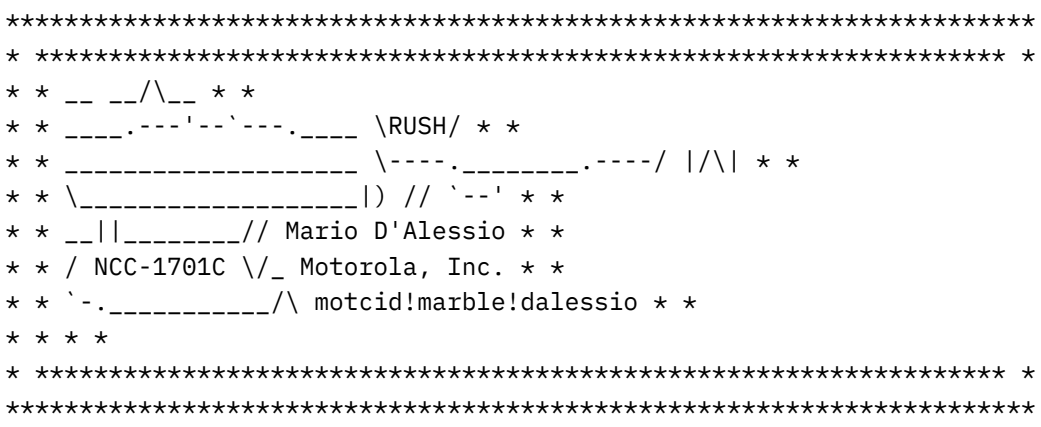
4236. Hard Drive question

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 15:21:33 UTC
From: dalessio@motcid.UUCP
Message-ID: <6446@feldspar23.UUCP>
Source record: 231737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Syquest removable hard disk connected to an
OMTI RLL controller connected to an ICD host adapter.
Can I add an SCSI hard drive my system? What advantages
or disadvantages would SCSI give me over adding an
RLL hard drive?

Depending on the answer to the first question, does
anyone have a 80+ MB SCSI or RLL drive for around $250
to sell?

Thanks!



4237. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 15:26:16 UTC
From: acook@athena.mit.edu
Message-ID: <1991May22.152616.10896@athena.mit.edu>
Source record: 231814
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sources.wanted

I have some code that I wrote that will get rid of all the crap in catted together uuencoded files. Usually I just pipe the output to uudecode, but you can indirect it to a file if you like. It seems to work fine, I haven't had any problems. If you want it, email me, and I'll send it out (source).

Andy Coook
acook@athena.mit.edu

4238. STE Problems

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 15:53:07 UTC
From: <>
Message-ID: <1991May22.155307.10320@infonode.ingr.com>
Source record: 231886

Last Night my newly purchased 1040STe finally showed up (after being backordered for eight weeks.) I carefully took it out of the package, disconnected my 1040ST, reconnected the STe and booted the system. the result was 2 (count'em two) system "bombs". I checked everything To make the story of a frustrating night shorter, if the hard drive was turned on, the system wouldn't boot.

I used the backdoor method of spinning the disk up after system boot. (Sometimes the HardDrive [Supra 20M] would spin up properly, sometimes not The Red Busy Light that would not Turn Off). After using the hard drive program and reinstalling the the disk icon, I could look at files however attempting to delete the auto folder on the C drive would lock up the system.

I tried to build a new temporary boot disk, but I found that deleting files or copying file would not survive the next disk refresh.

So the problem is that the STe won't write to disk's properly or boot properly.

Is this a new incompatibility between the ST and STe? ;-)

I thought that the hard drive might have gotten screwwed up, so I swapped the STe out and the ST in. [I wanted to play with the new software as well.} Every thing seemed to work just fine.

Any commment: Should I send the stuff back to the dealer and wait another 8 weeks for another machine. Is it likly that the chips having been seated properly.

Sorry about the header: I'm still trying to figure this new newsreader options out, [The defaults to xrn are screwed up]

4239. PC Ditto ? -or- PC Emulation on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 15:53:39 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91142.115339SYSPMZT@GECRDVM1.BITNET>
Source record: 231757

Pardon my ignorance, but... I understand there is an IBM PC emulation package (hardware or software) available to run on the ST. I have an old (TOS 1.0) 1040 ST that I'm thinking of dedicating to a PC, as I've just bought a new 1040 STe. I need the compatability to my and my girlfriend's workplaces, and this could be cheaper than buying a clone. I also get the potential of running ST stuff on that machine when I want to.

Does anyone have any experience with PC emulation on the ST? Is it fully compatible with the MS-DOS world, and does it work on early levels of TOS? Any disk compatability problems (I understand early TOS would not add a 3 byte identifier to DOS disks) and/or software solutions? Approximate cost range, and a good place to purchase it? Did I dream that this capability exists?

Thanks for any and all information and suggestions.

Phil Z

4240. Re: Problems using GDOS and harddisk driver

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 15:56:07 UTC
From: schultzd@kira.uucp
Message-ID: <1991May22.155607.5118@msuinfo.cl.msu.edu>
Source record: 231888

What you want to do is make SURE that ASSIGN.SYS tells what directory
the stuff is in. Fonts & drivers don't have to be on the same, but
ASSIGN.SYS does have to say WHERE they are.

Failing in that, good luck...
--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

4241. 19-pin D-sub connector. (DMA)

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 16:37:36 UTC
From: alkman@hexagon.se
Message-ID: <3691@hexagon.se>
Source record: 231758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

I locking for 19-pin D-sub connectors (Female to solder on PCB and male to put on som cables (with caps)) I can't find it some there. If you now there i can bye it please tell me! I am also locking for cheep 4 MB simms.

4242. Re: Hookup through stereo system?

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 18:07:40 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991May22.180740.26922@murdoch.acc.Virginia.EDU>
Source record: 231891

Those who have the Magnavox ST-compatible monitor have
the sound running on a separate RCA jack. This can
easily hook to a stereo thru a y-adaptor; while not
IN-stereo, it comes out thru the stereo, and sounds
terrific! Not quite an Amiga, but good nonetheless.
The music at the start of the game BAAL is the best
I've heard; the guitar sounds very real.

I imagine another cable could be built for use with the
SC1224 Atari monitor, that has a separate sound jack; but
you'd have to get inside the monitor to hook it up.

4243. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 18:45:59 UTC
From: jerry@talos.npri.com
Message-ID: <2295@talos.npri.com>
Source record: 231892

Patrick_Devine@resbbs.UUCP (Patrick Devine) writes:

: While it is said that IBM is an MS-DOS computer, it is not actually
:true. The majority of IBM/IBM compatible users DO use MS-DOS, but that isn't
:to say the machine is bound to the limitations of an outdated piece of
:software being pushed well beyond its limitations.

: Nay, an IBM can service under many different Operating Systems, infact,
:I wouldn't even consider using my IBM to run MS-DOS, what's the point?

As someone who runs OS-9 (really OS-9 68000), MINIX, and (on rare
occasions) PC-DOS on my ST in addition to GEM I don't see the basis
for your comment.

--
Jerry Gitomer at National Political Resources Inc, Alexandria, VA USA
I am apolitical, have no resources, and speak only for myself.
Ma Bell (703)683-9090 (UUCP: ...uunet!uupsi!npri6!jerry)

4244. Re: GemView (new version and some questions)

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 19:35:54 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May22.193554.26435@lsuc.on.ca>
Source record: 231772

In article <3272@laura.UUCP> haacke@exunido.UUCP (Ralf Haacke) writes:
>
>Dieter have no permission to post articles to the News, so here is his message:
>
>==========
>
>Hi folks,
>
>sorry but the program/accessory posted in comp.binaries.atari.st have a few
>bugs or "unknown features".

...

>- The main-(log)-window have a FULLER-button, which makes a very small and
> smart window.

This sounds interesting.

...

>What to do in the future:
>
>- GemView could be faster (and smaller).
>- A Big-GemView, which saves pictures in other formats (???)
>- Transfer GEM-Metafiles into pixel-maps (and reverse ???)
>- Saving installs.
>- Continue work, if GemView runs as ACC and changing the main-application.
> Therefor some questions: Should GemView automaticly opens its own windows,
> if it found out that the runing main program is a gem-program (appl_init)?
> Or should GemView wait for a handling with windows (wind_create/open)?
> Should it ask the user for CANCEL the action, WAIT for new activition or
> changing program or CONTINUE it's work and open the windows?
> (!!! THIS WILL NOT IMPLEMENT IN THE NEXT SOME WEEK/MONTH !!!)
>- A new color reduce algorithm. I have the followed idea:
> A color is a point in a 3-dim-room (N^3). First calculate the distance
> from each point to each other and save the nearest point with the distance.
> Next searching the nearest neighbours and make this two point to one. The
> new points is nearer to a point which represent more points then the
> other. From the new point calculate the distance to all other points and
> save the nearest (some other points must update, if the new point is nearer
> as the nearest neighbour before). Then begin to search the nearest ....,
> until we have reduce enough.

I felt that you did a really good job on the colour reduction
algorythm. The colour selection seems better than on a couple of
other programs I've been using ("VDI_GIF" and another one I can't

remember offhand). I've been kicking around ideas for colour reduction codes for a while now and I haven't gotten around to writing one yet, but it seemed to me that it might be easier to work in a 2D framework based on Hue and Intensity, which is the way a television signal works. But to do this you have to start by converting the palette from RGB's for most picture format, then do the calculations, and then re-convert to the target palette style (Atari in this case).

Working from Hue and Intensity, I think you could give preference to one or the other for your colour assignments, as an option for the user. That is to say you could allow the user to chose whether colour assignments are weighted to give the maximum detail in terms of the hues (which could result in a pastel, low contrast image with a lot of detail in terms of colours) or maximum detail in terms of contrast (which might result in a picture with fewer colours, but more shading).

Again, I'll emphasize that I haven't gotten around to writing this code yet so I don't know if it's going to work out the way I'm expecting it to.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4245. Probs with RCS5AP1

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 20:30:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <61856@hb.maus.de>
Source record: 231783

Why me! ;-)

Why do I have have problems with almost every gnu program?

gcc doesn't want to find the standard include files although GCCINC and GCCLIB are properly set and now I want to use RCS and it doesn't work either.

When use ci for the first time everything works great, the file is checked in (into the ,v file in the RCS folder) and deleted. The co works also, but when I change the file now and want to check the new revision in ci aborts with an diff error. This behaviour I get under TOS and MinT, but when using MinT the error msg is more specific, it seems that the output form diff is not what ci expects, because what diff says only that the two input files (filexx and e:\tmp\xxxxx) differ. The same result that I get, when I call diff with only two filenames, but without any other parameters (like -ae, etc.).

So what am I doing wrong this time?
I've all the rcs binaries in my bin folder which is in my PATH, also I have USER and TMP properly set (TMP without a trailing backslash) and PWD isn't set at all.

Any ideas? somebody? The class? ... ;-)

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | (UUCP) bsp3@informatik.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | & Franz)

4246. Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 20:52:30 UTC
From: ckj@cbnewsb.cb.att.com
Message-ID: <1991May22.205230.12998@cbfsb.att.com>
Source record: 231893

```
Atari 1040 ST with PCDITTO II and Tweety Board Installed.
Color Monitor, external 5.25 drive, 20 meg hard drive, and
software. $1200.00.
```

4247. MV16/BAT/soundtrackers...

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 21:30:27 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991May22.213027.11797@doc.ic.ac.uk>
Source record: 231897

Hi,

Well on the network a while back I put out a plea for information on
soundtrackers for the ST.And I thought I would post my conclusions..

So far I have the following soundtrackers,if you know of any more then
please let me know...

TCB soundtracker demo - quite good but only demo,advanced features
missing like MIDI.

ESION I tracker - pretty good,comes in two forms,one for the ST
and one for the STe,sound is very good compared
too some,has some nice features.

Noisetracker - By Dr.Satan V1.5 , very good soundtracker for
ST,no STe support as yet.Looks and feels like
an Amiga noisetracker,some features missing
Still no MIDI support... Supports external sound
cartridges like STReplay,ProSound and the MV16
cartridge given away with B.A.T.,nice feature.

Digicomposer - Improved version of the previous,with STe
support and Stereo support for St's with
external cartrigdes.extra features very nice
For me this is the best of the lot,but does
have some bugs,like not treating drive B
correctly and sound glitchs when changing params
of output device.

NOTE:- this are in the order of WORST to BEST in MY opinion and only my opinion.

but unfortunately none of them seem to support MIDI at all,and most die when
my MIDI keyboard is powered up???? DO any support MIDI as an Input device??

any way just thought you'd like to know....

Alan Messer.

4248. Rainbow TOS Bombs again

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 22:26:26 UTC
From: freds@hpspdra.spd.HP.COM
Message-ID: <12020002@hpspdra.spd.HP.COM>
Source record: 231768

I have recently installed the new? rainbow TOS in my mega2.

flameon
It seems to run less software than the old version, which
is depressing since the my older 1040 which I sold for the Mega
ran the largest set of software.

Well is it my imagination???

Is there a solution to all this bombing?
flame off
And can I speed this slow poke up?

thx,

freds@hpspdra.hp.com

4249. Re: Reliable archiver/compressor wanted

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 22:36:24 UTC
From: nox@jelal.north.de
Message-ID: <a5434559@jelal.north.de>
Source record: 231778

From article <B2g421w164w@mantis.co.uk>, by
mathew@mantis.co.uk (CNEWS MUST DIE!):
> ...
> I'm having trouble finding a reliable compress/archive program.

you didn't mention GNU tar + compress. reliable at least, not even
too slow. :-) (but forget other ST tar's, GNU is the only one i've
seen that works...)

> LHARC is too
> slow, ZOO falls over with particular files, and ARC seems to be dodgy when
^^^

4250. Re: WordPefect 2.0 for the Mac and Spectre

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 22:58:39 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <15103@ccncsu.ColoState.EDU>
Source record: 231898

In article <1991May21.030839.19291@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Does anybody have WordPerfect 2.0 for the Mac running on
>Spectre? I'm just wondering if it works.
>-Gerry
>ggreenbe@rodan.acs.syr.edu
Yes, It works just fine with Spectre. (Yes, I have try it and the system did not crash or misbehave.)
Tang
sytang@lamar.colostate.edu

4251. Emulators (PC and Mac)

Newsgroup: comp.sys.atari.st
Date: 1991-05-22 23:57:38 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991May22.235738.25827@news.iastate.edu>
Source record: 231763

Could someone give a summary of the PC and Mac (and whatever other computers) emulators available for the ST/TT, and what they do and don't do, and what they cost once you have the necessary ROM's, etc...

Thanks,
Steven Ourada
Still livin' with my 8-bit...

4252. Re: STE Problems

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 03:13:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May23.031344.10252@actrix.gen.nz>
Source record: 231793

Sorry I can't E-Mail you , your header is faulty,..
Check to se if you have brass inserts underneath the machine, used to hold the Main PCB down, if not get your machine changed to one of these later ones..
It looks like you could have the DMA problem, but there could also be problems with your old Supra Drive..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4253. Re: Latest Atari hard disk formatter/partitioner?

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 03:26:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May23.032656.10546@actrix.gen.nz>
Source record: 231791

Get the DMA chip replaced, you could change to a better hard drive at a later date, from what I have read the faulty DMA chips are very unpredictable, some will work with a Atari drive, but otheres not.

The dealers here find that there are no good rules for testing for these chips, if it is tested on say a Atari drive in a shop, it could probably fail on a different Atari drive.

I would not like to be stuck with a machine that was a bit iffy

Note: the ICD booter will only work if you have a ICD host adapter in your system.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4254. Re: AIM offer to STart subscribers

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 04:39:11 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May23.043911.17271@chinet.chi.il.us>
Source record: 231894

Not to minimize what's involved in putting out a magazine, AIM is not exactly in the league STart was trying to play in. I'd personally put it at about the level of professionalism Current Notes was at when it first hit national distribution. Perhaps it will follow the same upward path. But anyway, the press release that prompted this struck me as real real strange.
Steve

4255. Re: MV16/BAT/soundtrackers...

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 05:52:23 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May23.055223.3090@ecst.csuchico.edu>
Source record: 231896

In article <1991May22.213027.11797@doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
>Hi,
>
> Well on the network a while back I put out a plea for information on
>soundtrackers for the ST.And I thought I would post my conclusions..
>
> So far I have the following soundtrackers,if you know of any more then
>please let me know...
>
> ESION I tracker - pretty good,comes in two forms,one for the ST
> and one for the STe,sound is very good compared
> too some,has some nice features.
>
> Digicomposer - Improved version of the previous,with STe
> support and Stereo support for St's with
> external cartrigdes.extra features very nice
> For me this is the best of the lot,but does
> have some bugs,like not treating drive B
> correctly and sound glitchs when changing params
> of output device.
>
>NOTE:- this are in the order of WORST to BEST in MY opinion and only my opinion.
>
>but unfortunately none of them seem to support MIDI at all,and most die when
>my MIDI keyboard is powered up???? DO any support MIDI as an Input device??
>

Digicomposer seems to have the worst sound of any of the Noisetracker players whereas Esion I has some of the best sound. Digicomposer on the other hand has more graphic bells and whistles, which I like, than Esion.

Oh, lemme add than Digicomposer seems to have the worst sound on an STe, at least mine. :^) I'm not sure about ST.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
ONE WEEK UNTIL GRADUATION!!

4256. GemView and TOS 1.0 (1.2)

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 07:41:39 UTC
From: news@laura.UUCP
Message-ID: <3274@laura.UUCP>
Source record: 231895

From: haacke@exunido.uucp (Ralf Haacke)
Path: exunido!haacke

The newest version of GemView (1.0.4) now runs with TOS 1.0 and TOS 1.2.
SORRY FOR THIS BUG.

Next in atari.archive or send my a mail to get the program

| Dieter Fiebelkorn | With a rubber duck, :-) |
| fiebelko@petra.informatik.uni-dortmund.de | one's never alone. :^{ |

4257. Re: Calamus Printer I/O redirection

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 08:34:52 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991May23.083452.2785@ugle.unit.no>
Source record: 231899

In article <1991May22.020619.28195@minyos.xx.rmit.oz.au>, s883334@minyos.xx.rmit.oz.au (James Alan Hall) writes:
|>
|> Are there any utilities (preferrably public domain or shareware) to
|> intercept Calamus' printer output and direct it into a file instead ?
|> Calamus supports the HP Laser, but I have to go elsewhere to use this
|> printer. I need to be able to save the output Calamus sends to the port
|> and later on send it straight through to the HP Laser on another computer.

Calamus 1.09 writes directly to the port instead of using OS calls, so I suppose it will be very hard to redirect printer output to a file.

Stig Vidar Hovland - stigvi@lise.unit.no

4258. Re: GemView (new version and some questions)

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 09:06:38 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May23.090638.25503@lsuc.on.ca>
Source record: 231759

In article <1991May22.193554.26435@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>In article <3272@laura.UUCP> haacke@exunido.UUCP (Ralf Haacke) writes:

...

>>- A new color reduce algorithm. I have the followed idea:
>> A color is a point in a 3-dim-room (N^3). First calculate the distance
>> from each point to each other and save the nearest point with the distance.
>> Next searching the nearest neighbours and make this two point to one. The
>> new points is nearer to a point which represent more points then the
>> other. From the new point calculate the distance to all other points and
>> save the nearest (some other points must update, if the new point is nearer
>> as the nearest neighbour before). Then begin to search the nearest ....,
>> until we have reduce enough.
>
> I felt that you did a really good job on the colour reduction
>algorythm. The colour selection seems better than on a couple of
>other programs I've been using ("VDI_GIF" and another one I can't
>remember offhand). I've been kicking around ideas for colour
>reduction codes for a while now and I haven't gotten around to
>writing one yet, but it seemed to me that it might be easier to
>work in a 2D framework based on Hue and Intensity, which is the
>way a television signal works. But to do this you have to start
>by converting the palette from RGB's for most picture format, then
>do the calculations, and then re-convert to the target palette
>style (Atari in this case).

So there I was trying to sleep when it hit me at about 4:30 AM
that I was wrong. This *still* isn't a 2D system because you still
have to consider "Saturation". There doesn't seem to be any way
to reduce it to 2D. At least I don't think so. I still might
use Hue/Intensity/Saturation instead of RGB if I get around to
writing a conversion. No rush though. I have other things to
get to first.

> Working from Hue and Intensity, I think you could give preference
>to one or the other for your colour assignments, as an option for
>the user. That is to say you could allow the user to chose whether
>colour assignments are weighted to give the maximum detail in terms
>of the hues (which could result in a pastel, low contrast image with
>a lot of detail in terms of colours) or maximum detail in terms of
>contrast (which might result in a picture with fewer colours, but
>more shading).
>
> Again, I'll emphasize that I haven't gotten around to writing

>this code yet so I don't know if it's going to work out the way
>I'm expecting it to.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4259. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 09:59:50 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3058@odin.cs.hw.ac.uk>
Source record: 231761

In article <1991May22.100201.1231@lut.ac.uk> M.A.Rahin@lut.ac.uk
(Mohammad A. Rahin) writes:
>Read in the june '91 issue of Atari St User (UK) : The original copyright
>holder of the Scrabble board game (Spears & co. ?) are taking legal
>action against a small PD software distribution library in Engalnd for
>distributing Scrabble clone STrabble (by Warwick Allison).
>
>Your views ?

Spears are quite right to pursue this. I believe there is already a licensed version of Scrabble from a company called Leisure Genius. PD versions would be direct competition. I did not like the way the ST User article started with biased comments like how big Spears are and how they make lots of money and the PD library was a non-profit pauper of an organisation.

Bottom line. Spears have the copyright and if there is a demand for Scrabble in any shape or form then they have the last word on its distribution.

I have seen a PD version of Monopoly on the ST and have also heard of Parker Brothers pursuing similar cases of duplication.

For games that are not identical to the original, I suppose the 'look and feel' laws must creep onto the scene.

>- Rahin

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 double word scores!" !
+---+

4260. Atari.archive monthly posting

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 11:05:50 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May23.110550.23902@terminator.cc.umich.edu>
Source record: 231752

Welcome to atari.archive.umich.edu

This is the monthly posting from the umich atari posse. We hope
it will answer some of those nagging questions that always seem to pop up
from time to time. If you have any additional suggestions, please mail
them to me, at weiner@atari.archive.umich.edu.

1: How do I use BART?
Now that BART is back on-line again, you can get bart help by mailing
atari@atari.archive.umich.edu and include the word 'help' in the body of
the message. This doesn't mean you have to send mail Jon or I.

2: How can I connect via FTP?
If you are interested in ftp, I recently wrote a beginner's guide. Please
mail me and I will send you a copy. I'll post it every once in a while too.

3: What if my machine doesn't support name service?
Two things to do here:1) Demand that your sys-admin install it soon,
and 2) use the internet address 141.211.164.8

4: I can't download because my hard drive doesn't work and my modem goes
out sometimes and .....HELP!!!
Sorry, outside of the archive I really can't help you....Your best bet is
to find someone at your site with a similar set-up, or post to c.s.a.st
for advice.

5: HEY! Your index is much better than it used to be!!!
HEY! I know! We've added text descriptions and a whole lot more! To top
that off, the index will now be updated instantaneously. No more waiting
for me to get off my butt and do it.... If you have noticed any errors,
or have any suggestions or descriptions of files
please mail them to me!!

6: When I try to FTP to the archive's host, I get a message saying that my
machine wasn't recognized and I wasn't allowed to log in. What's up?
We only accept ftp logins from recognized hosts. If you are not allowed
to log in, please try again. It is possible that the DNS took a bit too
long. If you are still denied access, ask your sys-admin to fix your
name servers.

7: Here's a question for you Jeff, how come I can't use 'ftp terminator.cc.etc'
any more to connect?
That's because you're not using atari.archive.umich.edu like we told you
to. In the near future, terminator.cc.umich.edu will change it's name.
Don't say we didn't warn you.......

There are a few files you'll really like to have:

archivers/arc602.arc : The latest version of arc
archivers/zoo.arc : The classic archive program
archivers/compress.zoo : Useful for removing .Z from sounds and binaries
archivers/unlzh11.arc : Unpacks .lzh files
archivers/sttar.arc : Removes those nasty .tar extenders
THEY ARE CONTAINED IN THE SELF EXTRACTING ARCHIVE starter.tos!!! PLEASE USE IT!

Thanks to everyone who has uploaded anything lately.....

Interesting things this month:
1. We will be posting the New0 fiel every week now. Hope you all love
this. This should eliminate the need to ftp overseas to check for new stuff.

2. I also put up a ls-lR.Z version of the index for anyone who wants it.
This will be updated periodically.

BART PROBLEMS:
Common Error for the month of May: BE SURE TO CHECK YOUR SPELLING!!!

PLEASE NOTE: FTP service is a privelege, not a right! Please make
a supreme effort to keep heavy FTP use in off-time hours (i.e. after
5 pm EST but before 8 am EST).

Any ideas, questions, comments, etc. to me,
weiner@atari.archive.umich.edu

--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu

4261. How to upload to atari.archive or comp.{binaries,sources}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 11:07:32 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May23.110732.24078@terminator.cc.umich.edu>
Source record: 231753

```
Uploading to Atari.archive.umich.edu
and
Posting to comp.{binaries,sources}.atari.st
By Jeff Weiner, Atari.archive Guardian

How to upload to atari.archive.umich.edu:

There are two main ways to upload to the archive: FTP or mail

1: FTP - This is the preferred method, as it doesn't clog my mailbox with
megs and megs of stuff, not to mention it's a bit easier for you too.
Logon to the archive as usual, then issue the following commands

cd ~atari/new
type binary
put filename.ext
mail weiner@atari.archive.umich.edu .... "Hey Jeff, I just uploaded this..."

This last step is very important. As we're now integrating the
index with text and the ls -lR listing, descriptions and an address to
send questions to are key.

Ed Krimen, ekrimen@ecst.csuchico.edu, adds this:

For those that may not know, may I add that, for aesthetic effects,
if you enter "hash," before you "put filename.ext" or "get
filename.ext," the ftp program will display a # for every 1024 bytes
sent or received. Actually, when you 'put' a file, it will display
bunch of # at once. Moreover, if you enter "bell," it will sound your
system bell when a function has completed. Finally, you can send and
receive a list of files using the "mput" and "mget" commands,
respectively, with a list of the files after the command.

2: MAIL - This is a bit slower for you and for me, but is still very effective.
Simply uuencode the file, (please split it into parts ~=60 K or less please)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpfull as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled file transmission, containing a short description of
the file, etc. Shar files are also acceptable, but I prefer the uuencoded.

And for those of you who would like to see your binaries and sources appear
in comp.{binaries,sources}.atari.st, the following is taken from Steve
Grimm's Introduction to Binaries and Sources:

Subject: Submitting binaries for publication
```

Items intended for posting or queries and problem notes should be sent to atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator, Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist, atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and forward them to me. Submitting to him saves net bandwidth, so it's encouraged.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while.

Also, as of volume 8, I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this pretty much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to atari-sources@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to sun!ebay!panarthea!atari-sources. In Europe, send your submissions to Jan-Hinrich Fessel, the European submoderator of the group, at unido!atari-sources (or, if you're a masochist, atari-sources@unido.informatik.uni-dortmund.de.)

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it

for a couple of days. Please note that, except in rare cases, source without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a pain to separate them, and such submissions are invariably placed on the back burner. Sources should be submitted in the same format as binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas' "uue" program if possible, as it can correct some common transmission errors. Split long submissions up into reasonable (less than 50K) chunks. "uue" will do this for you, if you use "uue -700 file" to encode.

Please inform me of any special system requirements, and what development environment was used, so that I can properly test your submission and label it when I post it.

--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu

4262. FTP Beginner's Guide

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 11:09:10 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May23.110910.24217@terminator.cc.umich.edu>
Source record: 231754

This is a basic guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

~~~~~~
Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.
Also, if your machine doesn't allow you to specify the atari.archive name,
try using out internet address : 141.211.164.8 Then, march down to
your sys-admins office and ask him to install name-service. Your life will
become much easier.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
ls -C : Lists the files horizontally, instead of vertically.
ls -F : Lists filenames, but adds a / to the end of directory names.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
cd .. : Goes 'back up' a directory, to the one you came from.
~~~~~~

This from redmond@IUS4.IUS.CS.CMU.EDU:
For more than one argument to ls, use double quotes. Eg. ls "-FC *.lzh"

These are about all you need to get moving around the archive.

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer files. More often than not, you'll want to transfer the files from the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that you'll be transferring a binary file. This is really important. You'll waste a LOT of time if you download files that were not transferred in binary mode.
Third, issue this command 'get <filename.ext>'. This will instruct the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This tells our machine you're no longer interested in ftping files, and would like to go back to your command prompt.

Now, you'll need to download your files from your mainframe(sparc, whatever) to your ST. Usually you'll want to use either kermit or x- or y- or z-modem protocals. They're very reliable. I'd be quite hesitant to try something else. Also, your machine and ST are usually unique to you. This means that I really can't help you with this part. You could try asking, but I'm going to promise anything.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of. Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours, in our time zone. That would be 9 am to 5 pm , EST. This roughly means upload or download one file or so and little else during these hours. After 5pm, have a blast. Go nuts. We probably won't mind nearly as much..... Otherwise, we will drive to your campus or place of work (even if you live in Europe) and we'll kick youe butt. Or, Jon will sing Prince songs to you. Whichever you'd like the least.

2) If you have a question about some aspect of ftp service or some other area of your computer, please ask around at your site first. Don't immediately fire off all of your questions to us. I don't mind answering questions about the archive, problems with logging in, or something similar. But I tend to get upset when people ask me questions like, "Jeff, how come I can't get the fgrep command to work properly on my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I know it's not the greatest thing to do, but if you can find time to download stuff, I think you can find time to return the favor and upload things also.

If you have any reasonable questions, any comments or concerns, etc.
please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu

4263. Re: Latest Atari hard disk formatter/partitioner?

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 12:50:17 UTC
From: gerloff@opal.cs.tu-berlin.de
Message-ID: <628@mailgzrz.tu-berlin.de>
Source record: 231900

In article <5186@syma.sussex.ac.uk>, grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
|>
|> What is the latest version of Atari's own hard disk formatter? I am
|> about to buy a second-hand Atari Megafile 60, and would like to reformat
|> it with up-to-date software. My current hard disk (SH205, same as a
|> Megafile 20, I think) has been formatted with HDX301, which was written
|> in Summer 89. Has there been anything since? Does anyone have strong
|> feelings about whether a different formatter (Supra, ICD, GE-Soft, Claus
|> Brod's driver, etc.) would be better?
|>

Hello Graham!
The latest version of HDX and AHDI is 4.0. I use it to format my MEGAFILE
and it works fine. The difference between 3.01 and 4.0 is, that the driver
will support SCSI-DMA on the TT. I copied it from the MEGA STE Harddisk-
Utility Disk.
The only other driver I know is CBHD from Claus Brod. The driver is good,
but it didn't support big GEM and extended partitions in the current
version :-(and I want one big partition.

Greetings, Olaf
--

* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG)* or gerloff@opal.cs.tu-berlin.de *
* Department of Computer Science * BITNET : GERLOFF@DB0TUI11 *
* Computerbased Informationsystems * Usenet : ...!mcsun!unido!opal!gerloff *

* Impossible things will be executed immediately, *
* miracles take a little longer! *

4264. ST World (UK) (was Re: Publishers (II))

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 13:36:29 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991May23.133629.7264@newcastle.ac.uk>
Source record: 231766

In the editorial of the very thin ST World included free with ST User it states that ST World is being refloated as a monthly mag after a few issues when it is included free with ST User. This could be a great day for the ST as this magazine was from 1986 - 1990 a very nice non games magazine catering for the ST community. Perhaps this re-publication as a monthly is in line with Atari UK's aim at capturing more of the professional computing market.

Dave H
(D.C.Halliday@newcastle.ac.uk)

4265. GemView

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 13:39:01 UTC
From: darling@cellar.UUCP
Message-ID: <qRJe31w164w@cellar.UUCP>
Source record: 231760

Is anyone else having trouble getting the GEMVIEW program to run as a desk accessory? It works brilliantly as a .TTP application, but every time I try to use it as an .ACC I get an error message, and the promised file selector box never appears. I've tried it with no other .ACCs or TSRs. Suggestions?

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

4266. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 14:18:08 UTC
From: jerry@polygen.uucp
Message-ID: <1111@stewart.UUCP>
Source record: 231907

saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
>Sure enough, in selected applications,
>the TT beats the pants off anything based on an Intel chip. In a lot of
>other applications, it runs pretty much even with a 25 MHz 80486. And the
>price is in the 80386 range.
>

Not to flame you or anything, but I seriously doubt all three claims. Perhaps
you could provide some numbers to substantiate them?
--
+-------------------+----------------------+---------------------------------+
JERRY J. SHEKHEL	POLYGEN CORPORATION	When I was young, I had to walk
Drummers do it...	Waltham, MA USA	to school and back every day --
... In rhythm!	(617) 890-2175	20 miles, uphill both ways.
+-------------------+----------------------+---------------------------------+
| ...! [princeton mit-eddie bu sunne] !polygen!jerry |
| jerry@polygen.com |
+---+

4267. Re: MV16/BAT/soundtrackers...

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 15:12:23 UTC
From: micro@imada.ou.dk
Message-ID: <1991May23.151223.11911@imada.ou.dk>
Source record: 231917

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
...
>Digicomposer seems to have the worst sound of any of the Noisetracker
>players whereas Esion I has some of the best sound. Digicomposer on the
>other hand has more graphic bells and whistles, which I like, than Esion.

>Oh, lemme add than Digicomposer seems to have the worst sound on an STe,
>at least mine. :^) I'm not sure about ST.

Sound Quality is no problem, try to upload the program NT_COMP from atari.
archive. This program can compile the modules to VERY high quality compressed
samples. The Program can also play them on both st,ste and tt.

Klaus, micro@imada.ou.dk

>--
> ||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
> ||| Video Production Major, California State University, Chico
> / | \ SysOp, Fuji BBS: 916-894-1261
> ONE WEEK UNTIL GRADUATION!!

4268. TOS 1.4 bug?

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 15:41:13 UTC
From: lincoln@cbnewsc.att.com
Message-ID: <1991May23.154113.24096@cbnewsc.att.com>
Source record: 231762

I've not seen anyone else describe this problem, but it started
for me after I installed TOS 1.4 on my 1040ST.

Every now and then when I double-click on a GEM application,
instead of running it, the desktop gives me the show/print/cancel
dialog box. When I click on cancel and double click on the
application again, it always runs normally the second time.
I haven't been able to detect any pattern as to when this
happens, but I'm reasonably certain it's not the result of
clicking on the wrong file. I would estimate it happens
5-10% of the time, and it can happen with any .PRG program
(I haven't noticed it with .TOS or .TTP programs).

Has anyone else observed this? Any solutions? If no one else
has encountered it, I'll start ripping stuff out of my auto
file to see if I can find the culprit.

Chuck Lincoln
lincoln@ihlpf.att.com

4269. Re: Atari.archive monthly posting

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 15:44:49 UTC
From: ajw@watson
Message-ID: <1991May23.154449.3875@aus.intel.com>
Source record: 231765

In article <1991May23.110550.23902@terminator.cc.umich.edu> weiner@terminator.cc.umich.edu (Jeff Weiner) writes:

>BART PROBLEMS:
>Common Error for the month of May: BE SURE TO CHECK YOUR SPELLING!!!

>PLEASE NOTE: FTP service is a privelege, not a right! Please make...

Ahem! :-)

(Thanks for this great service, BTW)

-- Alan Waldock, from but not on behalf of Intel Corporation
ajw@watson.hf.intel.com ...uunet!intelhf!watson!ajw

4270. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 16:45:38 UTC
From: lunnon@qut.edu.au
Message-ID: <1991May23.114538.29270@qut.edu.au>
Source record: 231792

In article <1991May20.065517.4450@unx2.ucc.okstate.edu>, cummins@unx2.ucc.okstate.edu (John Cummins) writes:
> I still want a TT system unit with TOS, no HD, and no Monitor.
> Don't much care for factory ram expansion either. But I don't want it
> crippled. I have serious doubts a machine like this is possible, but if
> it were, it wuold be purchaced(sp?) by me..., and probably a few other
> 'loyal' Atarians. Sheesh.... It couldn't cost over $1200 to $1400...
> could it? Possibly less!
>
> Neatest thing about this machine is it would activate Atari USA's best
> advertising network... a bunch of satisfied owners.... who could show
> anyone a fast low-priced system...

I would have to echo this, last I heard a TT (whenever they get around to selling them) will be about $5000 with HD 4 MB etc. _I_ want a TT with _NO_ disk (I have a big disk already) and minimal ram. It will be cheaper if I plug in the simms rather than Atari. This will allow me to upgrade at a resonable price. If not then I guess I will buy a decstation 2000 at EDU discount instead (It will be cheaper).

The Point I would like to make is that the upgrade path for many existing users has unwarranted expense - not all TT buyers will be new customers and many will have HD's already.

BOB
R.Lunnon@qut.edu.au

>
> John Cummins
> cummins@unx2.ucc.okstate.edu

4271. making a hookup for ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 17:00:45 UTC
From: 9020675@ul.ie
Message-ID: <17473.283bf53d@ul.ie>
Source record: 231905

On the subject of hooking up to a stereo, I made a cable for my C=64 some years back so that I could go from the 5 pin monitor socket to a stereo. All you needed wa plugs, a soldering iron and a layout of the pins.

Is it possible to do the same through the ST monitor port. Could you wire a plug for that port from the sound pins to a cable ????

Although not stereo, I hooked my C=64 up and sound from games like Sahdowfire, Frankie goes to Hollywood etc were unbelievable from a commodore 64.

Recently I hooked up a sega megadrive to a sony stereo - 3 channel speakers, 80 watts of power each - Wow. Games like shinobi,Ghostbusters,shadow dancer, Strider - I was speechless.

Alan

****
* Alan Weadick * *
* University Of Limerick * To err is human, to really screw *
* Ireland. * *
* * things up you need a computer. *
* E. Mail. 9020675@ul.ie * *
****

4272. COLOR MONITOR, PC-DITTO, SUPERCHARGER & HARDISKS (BEST OFFER)

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 17:34:38 UTC
From: kron@netcom.COM
Message-ID: <1991May23.173438.6770@netcom.COM>
Source record: 231773

I will sell the following items to the best offer recieved by 5/31.
All were in working condition when last used and still are as far as
I know.
I will ship on reciept of check (UPS Ground insured unless alternative
method is suggested). You pay shipping, I'll pay insurance.

SM 1224 Color Monitor
PC-DITTO II
Super Charger with 8087 Math Co-Processor installed
1 55 M SCSII and 1 40 M ST-506 Harddisk (20 millisecond)
1 Harddisk case and power supply
1 Adaptek 4000 ST-506 -> SCSII adapter

Games
Loom (by Lucas Films) 2
Guild of Thieves 1
Heroes of the Lance 1
Rogue 1
Demons Winter 1
Hitch Hickers Guide to the Galaxy 1

1 Complete original documentation
2 Complete original documentation + box cost me $60 bucks
--
Kenneth Kron -- Bit Whys Software & Technology Consulting
293 Sleeper Ave
Mountain View, CA 94040-3818
email: (usenet) kron@netcom.COM (compuserve) 76040,1756

4273. Re: 19-pin D-sub connector. (DMA)

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 18:03:09 UTC
From: bpohl@dvorak.amd.com
Message-ID: <1991May23.180309.18196@dvorak.amd.com>
Source record: 231780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3691@hexagon.se> alkman@hexagon.se (Stefan Alkman) writes:
>Hello.
>
>I locking for 19-pin D-sub connectors (Female to solder on PCB and male
>to put on som cables (with caps)) I can't find it some there. If you
>now there i can bye it please tell me! I am also locking for cheep 4 MB
>simms.

I've been looking for some also. I can't find any anywhere.

4274. karate game results.

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 18:43:44 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991May23.134344.1@wharton.upenn.edu>
Source record: 231769

Hi Net,
I would like to thank everyone who replied to my
request for their favorite karate game.
EVERYONE and their brother recommended that I buy
"International Karate +", it's supposed to have the
best animations, sounds, and controls. I will probably
purchase next month. Thanks again to everyone who
replied.

Greg.
****
Greg Zeibari
email: zeibari@wharton.upenn.edu
school: Temple University
work: University of Pennsylvania
disclaimer: If it's going to happen, it will happen on my shift.
****

4275. ATARI ST still for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 19:52:11 UTC
From: hong@tove.cs.umd.edu
Message-ID: <34827@mimsy.umd.edu>
Source record: 231751
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Well, I have got a lot of inquiries when I post my machine for sale. But none of them make a firm offer, so here it is again,

atari 1040st :$200
atari color monitor : $200
or both for $380.

I'll throw in some softwares and the book Atari st GEM programmer's reference. (by abacus).

Please reply to hong@tove.umd.edu
Sze Hong
(BTW, I will be out of town, so I won't be able to answer until monday. But I will answer to every who send me offers)

4276. Re: TT memory question

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 20:50:19 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b5usgo@jonh.wimsey.bc.ca>
Source record: 231781

In <1991May21.183534.22211@ecst.csuchico.edu>, Ed Krimen writes:
>Basically, how is the RAM in the TT configured?
>
>From reading reports in STart (R.I.P.:^) and Atari Explorer, I get the
>impression that both ST- and TT-RAM are banks of DIPs (correct term?),
>with the TT-RAM requiring a daughterboard. Moreover, Atari does not
>sell this daughterboard separately. So the only way to get TT-RAM is
>if the machine is shipped with at least 2megs of TT-RAM from the factory,
>and then, I suppose, more TT-RAM can be plugged in later.

This is wrong. The daughterboards for Video and Fastram are sold
seperately, at least in Canada. The boards contain a memory controller
which is necessary for the TT to access the extra ram.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

4277. BAT/MV16....

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 20:51:34 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991May23.205134.25569@doc.ic.ac.uk>
Source record: 231785

Hi,

Does anyone else out there own BAT??? And if so how far have you got?
I don't seem to be able to get very far!!

So far I have pretty much explored the city,but I getting get passed the guard to the DRAG,I also can't get through those doors that lead to the engines for something like that... When asking about the Baddies around town I get the chance of a meeting but nothing much ever seems to come of it???

Can anyone help???

ALSO,does anyone know how to program the sound cartrigde that comes with BAT, called the MV16,it is evidently possible as Dr.Satan's Noisetracker can do it? As far as I can see,it seems to be Two 8-way multiplexed D to A's thus giving 16 channel mono 8-bit sound... <does this help??>

and finally are there any other sound cartridges like this,I heard something about a MT-16 somewhere???

Thanks in advance,

Alan Messer.

4278. Re: Looking for screen capture

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 20:53:07 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250022@hpindda.cup.hp.com>
Source record: 231789

/ s37837k@saha.hut.fi (Jari Lehto) / 3:04 pm May 21, 1991 / writes...

>I need badly a screen capture/snapshot, which is able to capture the
>dropdowns and "About.." items too.
>This kind of screen capture is propably activated by a key-combination.

I think that MiGraph's SuperCharger has a facility for this. I'm pretty sure it only dumps .IMG files, but it's a start. SuperCharger used to be an add-on product for EasyDraw, but now comes included with the SuperCharged version of EasyDraw. Hope this helps.

4279. Re: vro_cpyfmt() blues

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 21:05:56 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91143.110755ONM07@DMSWWU1A.BITNET>
Source record: 231767

In article <1991May21.171701.2602@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) says:
>I might be wrong here, but it is my experince that you need to set the
>fd_stand to device dependent format. Anyway it have helped me in my
>programs. I will go home and try it out now...
>
>Klaus, micro@imada.ou.dk

Shouldn't. Using a NULL pointer as raster adress means `I want the VDI screen buffer and nothing else'. Clearly, the physical screen is ALWAYS in device specific format.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

4280. Re: PC Ditto ? -or- PC Emulation on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 21:43:20 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5709@wucc.waseda.ac.jp>
Source record: 231777

In article <91142.115339SYSPMZT@GECRDVM1.BITNET>, SYSPMZT@gecrdvm1.crd.ge.com writes:
> Pardon my ignorance, but... I understand there is an IBM PC emulation
> package (hardware or software) available to run on the ST. I have an
Yes, there is.
> old (TOS 1.0) 1040 ST that I'm thinking of dedicating to a PC, as I've
> just bought a new 1040 STe. I need the compatability to my and my
> girlfriend's workplaces, and this could be cheaper than buying a clone.
> I also get the potential of running ST stuff on that machine when I want to.
>
> Does anyone have any experience with PC emulation on the ST? Is it fully
> compatible with the MS-DOS world, and does it work on early levels of TOS?
I bought mine in 1988 when the TOS was 1.4. The sales talk says it runs most
of the famous programs.
> Any disk compatability problems (I understand early TOS would not add a
> 3 byte identifier to DOS disks) and/or software solutions? Approximate
It comes with a formatter, because it assumes that a 5.25" double sided
double density 40-cylinder drive (360K, not 720K) is the standard media.
> cost range, and a good place to purchase it? Did I dream that this capability
> exists?
I want to sell them to anyone. The reason is that the MSDOS we use here has
almost nothing to do with the American version (I didn't expect PC Ditto to
print Japanese characters on ST's screen) and therefore unusable except
for copying files, which primarily does not require an emulator.
>
> Thanks for any and all information and suggestions.
>
> Phil Z

For sale:
pc-ditto by Avant-Guarde Systems. Euro version (for UK?). The user registration
card yet to be filled. The program itself is in a 3.5" diskette. Eidersoft,
a London vendor, has attached a 'IBM FORMAT SOFTWARE'.
Asking Yen 5,000 or US$35.oo including postage by air.

A 80/40 track 5.25" floppy drive for immediate use for ATARI ST. (240 Volt
power supply is assumed) You will have to fix the power supply if you are
outside UK (using a 5 and 12 DC volt power supply or a transformer).
Asking Yen 10,000 or US$75 including surface mail postage (I could
remove the 240V to 8V transformer inside to make it less heavy).

Originally bought from PowerComputing in England.

If you are interesed, please email to
ytsuji@cfi.waseda.ac.jp or
YTSUJI AT JPNWS00 (bitnet)

4281. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 22:32:48 UTC
From: Patrick_Devine@resbbs.UUCP
Message-ID: <Patrick_Devine.3556@resbbs.UUCP>
Source record: 231782

The point of my argument was that you were refering to all IBM's as MS-DOS machines. While that is true for the most part, a lot of IBM users (like myself) wouldn't hear of using MS-DOS.

-- Via DLG Pro v0.97b

==========

patrick_devine@resbbs - ignorance is a way of life
==========

4282. Re: PC Ditto ? -or- PC Emulation on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-23 23:53:45 UTC
From: revpk@cellar.UUCP
Message-ID: <a9BF36w164w@cellar.UUCP>
Source record: 231771

SYSPMZT@gecrdvm1.crd.ge.com writes:
>
> Does anyone have any experience with PC emulation on the ST? Is it fully
> compatible with the MS-DOS world, and does it work on early levels of TOS?
> Any disk compatability problems (I understand early TOS would not add a
> 3 byte identifier to DOS disks) and/or software solutions? Approximate
> cost range, and a good place to purchase it? Did I dream that this capabilit
> exists?
>
> Thanks for any and all information and suggestions.
>
> Phil Z

I had the misfortune of buing a PC Ditto board for my ST-- not only
didn't the thing fit in my 1040's case, but even attached without a case, the
thing simply wouldn't work. Since Avante-Garde has apparently gone out of
business, I doubt I'll ever get the worthless thing running.

You may consider simply buying a real PC cone-- they're very cheap,
and since Intel lost a copyright suit, we can look forward to some price
wars over 386s and 486s. Even if you get the Supercharger (an IBM emulator
I've heard lots of good things about), you're still tied to the ST-- and
upgrade boards and stuff might not always be supported.

4283. Re: GemView

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 00:26:24 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May24.002624.17346@ecst.csuchico.edu>
Source record: 231774

In article <qRJe31w164w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:
>Is anyone else having trouble getting the GEMVIEW program to run as a desk
>accessory? It works brilliantly as a .TTP application, but every time I try
>to use it as an .ACC I get an error message, and the promised file selector
>box never appears. I've tried it with no other .ACCs or TSRs. Suggestions?

Get version 1.0.4. It sounds like you have TOS 1.0, which the old versions
didn't work on. I had a couple of people tell me that they couldn't get
it to work with TOS 1.0.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
"I AM OUTTA HERE!!!" -

4284. Re: TOS 1.4 bug?

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 00:51:54 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May24.005154.17638@ecst.csuchico.edu>
Source record: 231775

In article <1991May23.154113.24096@cbnewsc.att.com> lincoln@cbnewsc.att.com (charles.e.lincoln) writes:
>I've not seen anyone else describe this problem, but it started
>for me after I installed TOS 1.4 on my 1040ST.
>
>Every now and then when I double-click on a GEM application,
>instead of running it, the desktop gives me the show/print/cancel
>dialog box. When I click on cancel and double click on the
>application again, it always runs normally the second time.
>I haven't been able to detect any pattern as to when this
>happens, but I'm reasonably certain it's not the result of
>clicking on the wrong file. I would estimate it happens
>5-10% of the time, and it can happen with any .PRG program
>(I haven't noticed it with .TOS or .TTP programs).
>
>Has anyone else observed this? Any solutions? If no one else
>has encountered it, I'll start ripping stuff out of my auto
>file to see if I can find the culprit.

This was one of the noted bugs in TOS 1.6 when the STe came out. This is the first time I've heard about it on TOS 1.4. People suspected that this was caused using an old DESKTOP.INF with the new TOS. This hasn't worked because this bug occurred for me several times when I ran GEM-View as a program. The theory in the beginning was that this bug was caused when an application with a short filename was executed; however, GEMVIEW.PRG isn't short.

Also, an almost assured way to crash TOS 1.6:

1. At the desktop, set up a directory window showing the files in text mode; resize the window so that only the filename and size are showing. Position this window on the left side of the screen.

2. Select a text file and SHOW it. Use the right mouse button to exit, and hold it down when the computer redraws the desktop.

3. While the desktop is redrawing the scroll bar for the directory window, it seems that it gets confused with it and the right mouse button, which just happens to be on top of the scroll bar.

I haven't done this in a while. You may have to move the mouse while holding down the right mouse button to get it to crash. Actually, I think it may reboot.
--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico

/ | \ SysOp, Fuji BBS: 916-894-1261
"I AM OUTTA HERE!!!" -

4285. Re: Rainbow TOS Bombs again

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 01:19:50 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May24.011950.17816@ecst.csuchico.edu>
Source record: 231776

In article <12020002@hpspdra.spd.HP.COM> freds@hpspdra.spd.HP.COM (Fred Saavedra) writes:
>I have recently installed the new? rainbow TOS in my mega2.

Sounds good to me.

>*flameon*

Oh boy! Wait a second -- lemme check. Okay, I have my flame-retardant
underwear on.

>It seems to run less software than the old version, which
>is depressing since the my older 1040 which I sold for the Mega
>ran the largest set of software.

Hehehe. Well, could you be more specific than 'less software?' What
specifically doesn't it run? Typically, most software runs on TOS 1.4.

>Well is it my imagination???

Dunno.

>Is there a solution to all this bombing?

Don't write your own software. :^)

>*flame off*

Hmm, that wasn't so bad. Not even a spark.

>And can I speed this slow poke up?

You or your computer? :^)
--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
"I AM OUTTA HERE!!!" -

4286. Re: TT memory question

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 01:21:57 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May24.012157.17905@ecst.csuchico.edu>
Source record: 231770

In article <A0b5usgo@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1991May21.183534.22211@ecst.csuchico.edu>, Ed Krimen writes:
>>Basically, how is the RAM in the TT configured?
>>
>>From reading reports in STart (R.I.P.:^) and Atari Explorer, I get the
>>impression that both ST- and TT-RAM are banks of DIPs (correct term?),
>>with the TT-RAM requiring a daughterboard. Moreover, Atari does not
>>sell this daughterboard separately. So the only way to get TT-RAM is
>>if the machine is shipped with at least 2megs of TT-RAM from the factory,
>>and then, I suppose, more TT-RAM can be plugged in later.
>
> This is wrong. The daughterboards for Video and Fastram are sold
>seperately, at least in Canada. The boards contain a memory controller
>which is necessary for the TT to access the extra ram.
>

How much are the daughterboards?

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
"I AM OUTTA HERE!!!" -

4287. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 01:43:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1586@uqcspe.cs.uq.oz.au>
Source record: 231779

>Spears are quite right to pursue this. I believe there is already a licensed
>version of Scrabble from a company called Leisure Genius. PD versions would
>be direct competition.

Can't have competition can we!

>I did not like the way the ST User article started
>with biased comments like how big Spears are and how they make lots of money
>and the PD library was a non-profit pauper of an organisation.

Why not?

>Bottom line. Spears have the copyright and if there is a demand for Scrabble
>in any shape or form then they have the last word on its distribution.

So if all they want to produce is a wimpy piece of junk version, then that's
all anyone can have? If that's right, then I feel strangled.

>For games that are not identical to the original, I suppose the 'look and feel'
>laws must creep onto the scene.

As I posted, STrabble is very different from Scrabble the board game. If it
is copying the Scrabble programs (eg. Leisure Genius') that is the problem,
then every PD author is in trouble (esp. Shareware):

* Hackman is better than any Pacman I've seen.
* Cooltetris is better than any Tetris I've seen.

I think PD authors (and Shareware authors - it's almost the same thing - but
don't argue it) should be free to write whatever programs they want.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

4288. Upgrading a single sided st

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 01:54:22 UTC
From: s902156@minyos.xx.rmit.oz.au
Message-ID: <1991May24.015422.23817@minyos.xx.rmit.oz.au>
Source record: 231786

This is my first posting to this group.. hope it works 8-)

A friend of mine is one of those poor souls with a single sided drive in his
520 st. He bought another drive (which we tested on an IBM and was fine)
But we can't get it to work in his ST! There is a little board on the back
of the original board which we found to be neccesary.. don't know what for though.. just
that it doesn't work without it in there.
The new drive WORKS! It just doesn't use the second side!
Is there a nice simple fix like setting a jumper on the mother board?
(I don't know much about it, but it looks older than mine and has
room for sockets for extra ram)

This can"t be such a hard thing to get working!! Please help.
-Andrew.
(s902156@yallara.cs.rmit.oz.au)

4289. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 08:23:08 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3080@odin.cs.hw.ac.uk>
Source record: 231799

In article <1586@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Spears are quite right to pursue this. I believe there is already a licensed
>>version of Scrabble from a company called Leisure Genius. PD versions would
>>be direct competition.
>
>Can't have competition can we!

Competition. Of course! But think up your own idea. There are plenty of word
games that are not like Scrabble. Parker Bros. Probe comes to mind.

>>I did not like the way the ST User article started
>>with biased comments like how big Spears are and how they make lots of money
>>and the PD library was a non-profit pauper of an organisation.
>
>Why not?

Because the biased reporting quite clearly showed where ST Abusers sympathy
was and wanted you, the gentle reader, to feel the same.

>>Bottom line. Spears have the copyright and if there is a demand for Scrabble
>>in any shape or form then they have the last word on its distribution.
>
>So if all they want to produce is a wimpy piece of junk version, then that's
>all anyone can have? If that's right, then I feel strangled.

Have you seen the Leisure Genius version? Is it wimpy?
I'm sorry if you feel strangled but the law is the law. If you invented the
original game I suppose you'd be encouraging everyone to clone it.

>>For games that are not identical to the original, I suppose the 'look and
>>feel' laws must creep onto the scene.
>
>As I posted, STrabble is very different from Scrabble the board game. If it
>is copying the Scrabble programs (eg. Leisure Genius') that is the problem,
>then every PD author is in trouble (esp. Shareware):
>
> * Hackman is better than any Pacman I've seen.
> * Cooltetris is better than any Tetris I've seen.

Way back in the old days, Atari used to shoot the head of anyone who produced
a Pacman lookalike. They did this mainly to non-Atari software houses. Since
the split of Atari Games and Computer companies they have been less forceful.
I'm surprised Dave gets off with Hacman 2.

>I think PD authors (and Shareware authors - it's almost the same thing - but
>don't argue it) should be free to write whatever programs they want.

It would be nice but as stated earlier, by others, if PD stuff competed really strongly with commercial products then companies would go out of business.

>Warwick.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

4290. GemView and different TOS versions

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 08:59:38 UTC
From: haacke@exunido.uucp
Message-ID: <3497@laura.UUCP>
Source record: 231787

GemView runs since version 1.0.4 on TOS1.0 and TOS 1.4
But i have link a wrong library in it. So this version makes only Buserrors
on an Atari TT. This is fix in 1.0.4a, that i have uploded to atari.archive
and send to Ed Ekrimen (ekrimen@ecst.csuchico.edu)

SORRY FOR THIS STUPID BUGS

4291. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 09:03:04 UTC
From: johnr@cged.co.uk
Message-ID: <1991May24.090304.19797@cged.co.uk>
Source record: 231797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Todd Drga asked about using Mac fonts on an ST...
>
Fontkit Plus V3 will convert Mac fonts to GEM fonts (though I haven't tried it). Fontkit Plus is a great package for editing bit-map fonts. I've used it for creating screen fonts for use with Fleet Street Publisher 3. It will also convert Calamus fonts.

It's available from the ST Club in England. Cost is about 19.95 pounds. If you want the address, e-mail me and I'll find it.
--
John Richards

4292. redraw for window 0

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 10:17:43 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991May24.101743.28123@informatik.uni-erlangen.de>
Source record: 231788

I've written a small GEM program with icons and windows.
When I close a window (handle > 0), how do I get a redraw
message for window 0 (desktop bg) to force a redraw of
part of other windows and icons?

And I have another problem, when using DEGADESK. Switching
on a bg picture overwrites all my icons on the screen.
(May be the same problem)

What is it with WF_NEWDESK ? (I tried out but saw no effect)

Any help would be useful

Lars

+---------------------------------------+----------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars Michael				"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"
at University of Erlangen/Germany	/	\
+---------------------------------------+----------------------------------|
"May the Schwartz be with you!"
+---+

4293. Re: ST World (UK) (was Re: Publishers (II))

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 11:07:41 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91May24110741@sol.brispoly.ac.uk>
Source record: 231796

In article <1991May23.133629.7264@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

In the editorial of the very thin ST World included free with ST User it states that ST World is being refloated as a monthly mag after a few issues when it is included free with ST User. This could be a great day for the ST as this magazine was from 1986 - 1990 a very nice non games magazine catering for the ST community. Perhaps this re-publication as a monthly is in line with Atari UK's aim at capturing more of the professional computing market.

Dave H
(D.C.Halliday@newcastle.ac.uk)

I wholeheartdly support the re-float of ST World, but I refuse to buy ST User to get it. My reason is this. I once had a subscription to a good mag called ST User which had a fairly good mix of Hardware, Progging and Games etc. However one day about a year ago they started a 'new look', which I find not only less appealing but downright insulting. I am not a 16 year old hacker games player and object to the comment style in the magazine. In the letters section they fail to take anything seriously and the rest of the magazine is not much better. At least ST World always treated its readers as though they had an IQ above 6.

ST World itself isn't published by Atari UK, its not published by Europress (aka Europa publishing). If they re-launch it as a standalone mag with the format they established in the quarterly segment of their history (2 issues) and encourage serious advertisers in there then I'm all for it.

...Les...
"No to cover disks!"

4294. Re: ST World (UK) (was Re: Publishers (II))

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 11:23:06 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May24.112306.25451@actrix.gen.nz>
Source record: 231790

In article <1991May23.133629.7264@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
> In the editorial of the very thin ST World included free with ST User it
> states that ST World is being refloated as a monthly mag after a few
> issues when it is included free with ST User. This could be a great day
> for the ST as this magazine was from 1986 - 1990 a very nice non games
> magazine catering for the ST community. Perhaps this re-publication as a
> monthly is in line with Atari UK's aim at capturing more of the
> professional computing market.
>
> Dave H
> (D.C.Halliday@newcastle.ac.uk)

Well I did not get see the last issue of ST-World (April), the importer
here lost the entire Air Shipment of magazines, the last one we got here
was in December 1990. but that was of the 1/4 issues.
Are you stating that its gone back to a mouthly issue ?,
and was the April ST-World combined with the ST-User for that month ?.

I have just written to my sister to see if she can get me the missing issue,
1st, Quarter No. 54
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4295. Re: Mac fonts to gem...

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 12:18:15 UTC
From: wilsona@dcs.glasgow.ac.uk
Message-ID: <1991May24.121815.2528@dcs.glasgow.ac.uk>
Source record: 231903

I forgot to add that 'mac2gem' will convert ALL fonts in a Font/DA
Mover document, including fonts in same family, and any others.

The ST Clubs address again is :

ST Club
49, Stoney St,
Nottingham
U.K.

(and no I am not a shareholder!)

--

##
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

4296. Re: Upgrading a single sided st

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 12:52:05 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May24.125205.979@actrix.gen.nz>
Source record: 231794

In article <1991May24.015422.23817@minyos.xx.rmit.oz.au> s902156@minyos.xx.rmit.oz.au (Andrew Donaldson) writes:
> This is my first posting to this group.. hope it works 8-)
>
> A friend of mine is one of those poor souls with a single sided drive in his
> 520 st. He bought another drive (which we tested on an IBM and was fine)
> But we can't get it to work in his ST! There is a little board on the back
Remove this Board ^^^^^^^^^^^^
> (I don't know much about it, but it looks older than mine and has
> room for sockets for extra ram)
>
> This can"t be such a hard thing to get working!! Please help.
> -Andrew.
> (s902156@yallara.cs.rmit.oz.au)

Well I see that you can now get Real Atari replacement drives in the UK.
about 50 pounds...

You must remove the PCB that has a cpu fitted to it, this was a botchup
for some slow stepping drive, has no side select and only gives 80 tracks..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4297. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 12:54:50 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May24.125450.17582@lsuc.on.ca>
Source record: 231906

In article <1586@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Spears are quite right to pursue this. I believe there is already a licensed
>>version of Scrabble from a company called Leisure Genius. PD versions would
>>be direct competition.
>
>Can't have competition can we!

Well, sure you can. If you want to compete, you come up
with your own game. It's the same as "competition" in the book
writing field. Nobody is stopping you from writing your own
book. You just can't photocopy Arthur C. Clarke's latest book
and sell the copies to other people, and you can't just change
the names of the characters and claim it's yours or take similar
short cuts. You have to "write your own book." Hundreds of
writers do it every year.

> * Hackman is better than any Pacman I've seen.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4298. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 13:56:27 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91144.113322ONM07@DMSWWU1A.BITNET>
Source record: 231795

In article <1991May23.114538.29270@qut.edu.au>, lunnon@qut.edu.au says:
>I would have to echo this, last I heard a TT (whenever they get around to
>selling them) will be about $5000 with HD 4 MB etc. _I_ want a TT with _NO_
>disk (I have a big disk already) and minimal ram. It will be cheaper if I
>plug in the simms rather than Atari. This will allow me to upgrade at a
>resonable price. If not then I guess I will buy a decstation 2000 at
>EDU discount instead (It will be cheaper).

Here in Germany you can get a TT equipped with 8MB RAM, a TTM194 and a
nice quantum drive (52 mb) for ~6500 DM. Most dealers sell you TT's with
any SCSI drive they have.
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

4299. Two Games for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 14:20:12 UTC
From: gaines@mars.njit.edu
Message-ID: <1991May24.142012.12162@njitgw.njit.edu>
Source record: 231784

Dungeon Master I
Rogue

$10 each. Rogue comes with TOS 1.0 on disk since it doesn't work with versions above 1.0.

==========
"We seek peaceful coexistance!" | Mike
"Yeah, and monkeys will fly outa my butt!" | gaines@mars.njit.edu
==========
Wayne's World: The Next Generation...NOT!
==========

4300. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 14:43:08 UTC
From: wilsona@dcs.glasgow.ac.uk
Message-ID: <1991May24.144308.8344@dcs.glasgow.ac.uk>
Source record: 231904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The easiest way to get stuff from a Nac is to format a DOS disc on an FDHD equipped mac (all of the later ones), and simply copy the fonts onto it. Stick the disc in an atari and run 'mac2gem' from (wait for it...) the ST Club on it. Easy. No problem. If you do not have access to a Mac then it is a problem. There is some PD stuff on terminator. A non FDHD Mac involves connecting the computers together. Note: Format the MS-DOS disc using 'Apple File Exchange'.

Alan Wilson (No relation to anybody connected with the ST Club...)

--

###
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

4301. Re: Reliable archiver/compressor wanted

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 17:43:00 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May24194300@orion.laas.fr>
Source record: 231798

In article <a5434559@jelal.north.de> nox@jelal.north.de (Juergen Lock) writes:
| ok, there is this zoo 2.01 that someone compiled with Turbo C....

This reminds me that the Zoo that is in starup.tos on atari.archive is
not the latest release. Both zoo.ttp and fiz.ttp are slightly out of
date. My copy of zoo (from USENET) is 2.01STg. The version in
startup.tos is 2.01STe. There is a similar difference for fiz.ttp.

Can we get statup.tos updated?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4302. Software Compatibility Poll

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 18:24:09 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59873@aurs01.UUCP>
Source record: 231910

Hullo, folks!

I have long been frustrated that I haven't been able to find a good list of software that works or doesn't work on this version or that version of TOS. I have been considering upgrading to a new machine, but I want to know which programs will be able to jump platforms with me.

Therefore, I am going to attempt to compile a list of ST/TT software that Net readers have had experiences with on different platforms. I will post the results.

Please cut out the form at the bottom of this posting and return it to me filled in with data about specific ST/TT software that you know works or doesn't work on various Atari computers.

I want to try to limit the scope of entries so that this doesn't get out of hand. It probably won't do many people much good to know that you have 47 games that all run on TOS V1.0. It would be useful to list the 16 of these that don't run on the STE. I'm not really interested in old programs that aren't available any more, or programs you don't use. I especially don't want information about programs that you cannot _personally_ verify will run or not run on the systems you specify. Don't quote from friends or magazine articles. I want _your_ experiences.

In order to make the list as simple and managable as possible, I need the following information on each program:

Title/Version: This field should contain the title of the program, and the version number or release date. Use a slash character to separate the title and version. I only want one version per title... use the most recent one you have.

Type: I want to give a broad classification to each program, followed by a code indicating if the program is commercial or not. The classifications should use the following codes:

acc: Desk Accessory
env: Environment (command shells, alternate desktops, emulators)
game: Gender Altering Mind Envelope...er...Game.
grph: Graphics (art, drawing, CAD)
midi: Midi (Sequencer, Notation, Patch Editor)
text: Word processor, DTP, database, etc.
util: Utility
app: Application (none of the above)

Compatibility/Incompatibility: Indicate which version of TOS you
have noted compatibility or incompatibility with. Use
these letter codes for each:

A: TOS V1.0
B: TOS V1.2 ("Mega TOS")
C: TOS V1.4 ("Rainbow TOS")
D: TOS V1.6 (1040 STE)
E: TOS V2.nn (Mega STE)
F: TOS V3.nn (TT) All resolutions
G: TOS V3.nn (TT) ST resolutions only

Examples:

Title/version Type Compat Incompat
==========
Wowterm/2h app A,D
Spud Writer Professional/(10-89) text B,D E
Daily Fat Intake Counter acc B C
Speedzotz 1000 game B D
NoiseGronker/4.6 midi A,B D,E,F,G

I know these codes are cryptic, but I anticipate a large response,
and I'd like to be able to manage the data. I will sort out
the data and try to make a more presentable report later.

Please e-mail responses to me using this form:

>>CUT HERE<<

TYPE COMPATIBILITY CODE
==== ==========
acc: Desk Accessory A: TOS V1.0 ("TOS Classic")
env: Environment B: TOS V1.2 ("Mega TOS")
game: Game C: TOS V1.4 ("Rainbow TOS")
grph: Graphics D: TOS V1.6 (1040 STE)
midi: Midi E: TOS V2.nn (Mega STE)
text: Text F: TOS V3.nn (TT) TT resolutions
util: Utility G: TOS V3.nn (TT) ST resolutions
app: Application

LEAVE FIELDS BLANK IF YOU DON'T *KNOW* THE ANSWER!!

Title/version Type Compat Incompat
==========

>>END OF FORM<<

Thanks!
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

4303. IMG gormat

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 18:52:32 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.675111152.larserio@kvart.ifi.uio.no>
Source record: 231800

Does anyone have an EASY TO UNDERSTAND description of the .IMG Gem bitmap file format. I have written some scanner software but today I use the DEGAS format (640 x 400) and that is to small so I need to convert the program to use IMG files instead (and then I need the IMG format :-)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4304. Re: TOS 1.4 bug?

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 18:59:14 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May24.185914.13562@cs.ucla.edu>
Source record: 231902

In article <1991May23.154113.24096@cbnewsc.att.com> lincoln@cbnewsc.att.com (charles.e.lincoln) writes:
>I've not seen anyone else describe this problem, but it started
>for me after I installed TOS 1.4 on my 1040ST.
>
>Every now and then when I double-click on a GEM application,
>instead of running it, the desktop gives me the show/print/cancel
>dialog box. When I click on cancel and double click on the
>application again, it always runs normally the second time.
...
>

At least in TOS 1.6, this happens with files that have an 18 character path name, I think. I only get it for E:\MWC\BIN\MSH.PRG... You can very nearly eliminate it (if not entirely) by changing names that happen to be that length.

Pretty annoying. I have yet to hear any comments from Atari on it so I don't believe it's been fixed in later TOSses.

>Chuck Lincoln
>lincoln@ihlpf.att.com

--
Steve Whitney - UCLA CS Grad Student ())_-_())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

4305. please reply to this. favorite dealer listing.

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 19:33:48 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991May24.143348.1@wharton.upenn.edu>
Source record: 231901

Well, from the mail I received it seems 10 people on this net purchase
their software and everyone else either uses public domain software
or pirates their software. I know that's not true, but I was expecting
everyone to submit at least 1 favorite dealer to add to this list. It
benefits everyone, please email or post your favorite dealer. Thank you!
This will be the last time I post for names.

Below is the original post:

Hello again Netland,

I would like to compile a list of Mail-Order houses and dealers
that support the ST with software and/or hardware.
Please email me your favorite suppliers name, phone #, and
what they sell (i.e. software/hardware). Dealers and Mail-Order
places reading this should mail me also. I don't want to list
products, just company names so that we can all reference some
sort of list. PLEASE MAKE SURE YOUR INFORMATION IS ACCURATE!!!
I DON'T HAVE THE TIME TO VERIFY WHAT YOU MAIL ME. All I am going
to do is compile the list. In about 2 weeks when I think I've
got enough companies listed, I will post it to this group.

This means you! Get your favorite dealers name and number out
and mail it to me.

Thanks for your time and I hope this will be useful for others
too!!!

****
Greg Zeibari
email: zeibari@wharton.upenn.edu
school: Temple University
work: University of Pennsylvania
disclaimer: If it's going to happen, it will happen on my shift.
****

4306. Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 20:29:42 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91144.152942U43610@uicvm.uic.edu>
Source record: 231908

I have been considering several peoples' offer for atari 540 ST computer system
s.. (With a monitor and mouse).. I do have question, however, before I actual
ly buy one.. -
1) How is the graphics? I am a mini-man.. I never owned a computer that did
graphics.. (except VT100 linedraw and Tektronics TekGraphics). What is the s
resolution? What is the color capibilities? How easy is to program graphics
via computer programs that I'd write?
2) Is there a CAD system available for Atari ST units? How GOOD is it?
Will it support a line-Plotter?
3) How good is the mouse system on the unit? Is a shitty piece of plastic,
or is it a precision unit.. (Is it better than macintosh mice?)
4) How available is software? Is it expensive? Is is widly pirated?
5) What storage devices are available? Is there a floppy drive built in?
What is its capacity? Is it fast (For a floppy. I'm not asking for a
Jesus box.. just a pretty fast floppy)..
6)Is there telecommunications available for the unit? Is there a serial port
on the Unit? Would I be able to Network it to my Minicomputer network?
7) Finally, is $400 a good price for a unit and a monitor (a 540St + mouse)
-
R{ REALLY appreciate any answers..
-
Ken

4307. Re: TOS 1.4 bug?

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 20:45:38 UTC
From: steveh@tharr.UUCP
Message-ID: <2177@tharr.UUCP>
Source record: 231840

In article <1991May23.154113.24096@cbnewsc.att.com> lincoln@cbnewsc.att.com (charles.e.lincoln) writes:
>Every now and then when I double-click on a GEM application,
>instead of running it, the desktop gives me the show/print/cancel
>dialog box. When I click on cancel and double click on the
>application again, it always runs normally the second time.

There's a bug in the TOS 1.4 desktop that I've come across which prevents installed programs from running properly when the full name is 30 characters long. e.g. I've got Tempus installed so that clicking on any .MOD extender file runs it with that file. However, clicking on 'f:\modula2.sys\def\tqm\vdi.mod' just gives the Show / Print / Cancel dialog instead.

--
--- steveh%tharr.uucp@ukc.ac.uk Freebie usenet & 13 megs of Atari sox
---- ...ukc!axion!tharr!steveh Tharr: 0234 841503

4308. Re: ST World (UK) (was Re: Publishers (II))

Newsgroup: comp.sys.atari.st
Date: 1991-05-24 21:44:37 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5725@wucc.waseda.ac.jp>
Source record: 231909

It's a real pity that UK has lost magazines for non-kid Atari users. It's because most of the serious users are MIDI people and they are generally not concerned with other features of ST.
I would rather like to see some translation from German documentation (hardware project series, basic guide books, manuals of famous programs like Turbo-C and something like 'a collection of the best German articles of the year').
I wonder if someone in Germany could inform me of the addresses of German magazines by e-mail (I remember buying C't... or 68000er when I went skiing to Switzerland).
ytsuji@cfi.waseda.ac.jp

4309. okami

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 01:01:07 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <29915.9105250038@uk.ac.keele.seq1>
Source record: 231911

Does anyone have any english docs for the okami shell? Does anyone know
where I can get them from? Thanks very much. Bye!

```
____ ____ ____ ____ ____ ____ ____
/___/ /___ / / /___ / / /___/ __/
/ / ____/ / /___ ____/ /_/_/ / ___/
```

4310. Karl Anders Oygard's Demo

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 03:30:45 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May25.033045.488@ecst.csuchico.edu>
Source record: 231913

I've posted a better copy of this demo to atari.archive. This one includes
a working copy of Esion 1.1. The filename is the same as the last:
only_ste.lzh.

This demo only works on the STe.
--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

4311. RS-232 Port READ/WRITE status

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 04:42:15 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <16525@helios.TAMU.EDU>
Source record: 231916

```
RS-232 Status
-------------
If you know how to read RS-232 status, specifically the Carrier Detect
signal, please tell me how you did it with LaserC.

Standard RS-232 read/write calls
--------------------------------
Also, does any way to use the "fwrite" or "fprintf" commands to send
information to the serial port exist? I know how to use Bconout and Cconout,
but I really want to be able to use some standard C routines that I could
port to different computers.

Curses
------
Did anyone find a curses subroutine library for C on the Atari ST?
I am looking for some type of terminfo or termcap.

Goal
----
BBS users might be familiar with a USA and Canada wide Atari ST network
called "Link" or "Squidmail". I am trying to rewrite the "Squidmail"
and "Slugnet" rountines in C for easy portability. If you can help,.
please do, otherwise press "k" so that I won't bother you will this
concern anymore.

Thanks.
Mark Lehmann
Senior - Texas A&M University
IBM AIX Technical Support

tamuts.tamu.edu!n160ao

I am also interested if anyone found curses routines.
```

4312. PC-Ditto I problem

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 05:02:04 UTC
From: i9853100@ivax.ccit.arizona.edu
Message-ID: <25MAY91010204@ivax.ccit.arizona.edu>
Source record: 231912

I am having some trouble with the software version of PC-Ditto. My setup is : 1040 ST, Supra 20 meg HD, MS-DOS 3.3. Previously, I had DOS installed on my HD and everything worked great. However, I needed to reformat my HD. After I reformatted, and tried to reinstall DOS on the HD, I ran into problems. When I run PC-Ditto and try to run the DOS format to install the system, the format does not work right. I used "format c:/s" which should format the c: partition and install DOS on it. The command runs and says it is formatting the disk, but the disk access light says that it is not doing anything. When it is finished formatting, it does install the system properly (I can even boot DOS from the hard disk after doing this). I get problems, though, when I try to reinstall my ST programs onto the c: partition. Some things work OK and others don't. This seems to be because the disk was not formatted correctly. I have no idea why this doesn't work, as I have had this same setup working before. Does anybody have any ideas???? Help!? By the way, C: is formatted to 4.3 megs, the same size that worked before.
If there is no answer to this, is there a way to use a sector editor to make the partition look like a DOS system disk and then just copy the three files written out by the 'format c:/s' command? I tried copying the files (MSDOS.SYS,IO.SYS,COMMAND.COM) to the disk, but DOS still reports "Non-System disk" on bootup.
Any help would be greatly appreciated!!!!!!!!!!

Doug
I9853100@ccit.arizona.edu

4313. Address for HiSoft??

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 05:19:31 UTC
From: i9853100@ivax.ccit.arizona.edu
Message-ID: <25MAY91011931@ivax.ccit.arizona.edu>
Source record: 231914

If anybody has a recent address for HiSoft, I would greatly appreciate it if you could e-mail it to me or post it. (180 High Street North, Dunstable... is the old one that I have and is no longer valid). Thanks.

Doug
I9853100@ccit.arizona.edu

4314. Supra HD utilities

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 05:24:24 UTC
From: i9853100@ivax.ccit.arizona.edu
Message-ID: <25MAY91012424@ivax.ccit.arizona.edu>
Source record: 231915

Does anybody know what the most recent version of the Supra HD utilities is? If it is newer than 2.62, what are the improvements? Can I still get updates from Supra? Thanks!

Doug
I9853100@ccit.arizona.edu

4315. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 08:42:14 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <4cVH31w164w@ersys.edmonton.ab.ca>
Source record: 231919

> >Can't have competition can we!
>
> Well, sure you can. If you want to compete, you come up
> with your own game. It's the same as "competition" in the book
> writing field. Nobody is stopping you from writing your own
> book. You just can't photocopy Arthur C. Clarke's latest book
> and sell the copies to other people, and you can't just change
> the names of the characters and claim it's yours or take similar
> short cuts. You have to "write your own book." Hundreds of
> writers do it every year.

As a side note, it has happened in the past that an author will take a story, change a few superficial details, and then re-release it. On the subject of "copying" the Scrabble game, there is a difference between a copy and an enhancement. If the first car company took the second car company to court because "they copied our idea", where would we be? Shameless copying of ideas should not be encouraged, but I don't see any problems with significant enhancements. Trivial things, like names, are not things I would consider to be enhancements. As another example, take the Xmodem protocol. Zmodem is far better than Xmodem, and has many significant enhancements, but it is still an error-preventing file transfer program. If these were commercial products, would you expect the maker of Xmodem to take the maker of Zmodem to court? Of course not. The point, I suppose, is that improving an idea significantly is acceptable, while copying it shamelessly is not...

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< ---------------------------------- >>

4316. Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 09:41:26 UTC
From: data3d@aahs.no
Message-ID: <"636*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 231918

Y. Tsuji writes:
[stuff deleted..]
>Quite. If your favourite programs run comfortably on your TT, it's no one's
>business saying other machines are better. But if one simply compare the
>raw muscle of Intel chips and Motorola 68K series, Motorola is an obvious
>loser. I can program on 68K faster than on Intel chips so I use 68K because

[**FLAME ON**]

Seriously, this guy has *got* to be kidding! I've programmed both Intel and Motorola processors and quite honestly it's a world apart. When I converted from the Z80 to the MC68000 way back in '88, I was shocked at the power and the ease of use with which this processor was programmed (I've been a M/C fan ever since). As a lesser knowing lifeform, I went around in the belief that PC's were the top notch, and I got myself one eager to program its i8088 processor. But shock and horror: I found myself playing with something that was hardly more powerful than the Z80. I soon learned that while the MC68000 is a 16/32 bits processor, the i8088 is a 8/16-bits processor.

While mr. Y. Tsuji gets off comparing the ST/MC68000 with Fujitsu's fastest supercomputers, I would like to quote Personal Computer World upon reviewing the MC68040 and comparing it to the i80486: 'Motorola is the future. No sane hardware engineer would build a computer around a i80x86 unless he would want it to be MS-DOS compatible.'

Yeah, and the MC68040 has a execution time of 1.2 clockcycles per instruction, compared to the i80486's 1.7 clockcycles per instruction. And you did yourself say that the 68k series are programmed faster.

[flame off]

Thanks!

==========
Karl Anders 0ygard
More & Romsdal Highschool of Engineering, Norway 'I ache, therefore I am.'
Email: Karl A Oygard <data3d@aahs.no> - Marvin, the paranoid android

4317. WANTED: Calamus and DynaCADD for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 10:15:09 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <49502@ut-emx.uucp>
Source record: 231920
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I am looking to buy the two best programs for the Atari ST:

Calamus and DynaCADD.

If you have a used copy of either one that you are willing to part with,
please e-mail me at the address below.

I am looking for complete packages of the latest versions, including all
disks and manuals.

Transferable registration is a plus.

I will pay a reasonable price for the programs, depending on their condition,
competeness of package, etc.

Thanks,

Todd

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

4318. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 13:43:14 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5733@wucc.waseda.ac.jp>
Source record: 231922

I don't like to offend people who believe their machines are the best.
These people are everywhere. I thought Atarians were rather disillusioned.
For non-programming people, the sheer power of CPU may be everything but
for myself, speed means the time from the design stage, coding, debugging,
hundreds of times of debugging and rethinking to the end of a successful
execution. 68K is fast for me because I know it very well. Otherwise I'll
be reading the manuals all the time instead of concentrating on the program
itself. If someone gives me a 386 machine that runs perfect BSD4.2,
I'll be faster with it than on ATARI. (For us Japanese, 'atari' is a
rather annoying name; it's like calling 'bingo!')

4319. Re: ST World (UK) (was Re: Publishers (II))

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 14:18:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May25.141823.2473@actrix.gen.nz>
Source record: 231924

In article <5725@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
> It's a real pity that UK has lost magazines for non-kid Atari users. It's
> because most of the serious users are MIDI people and they are generally not
> concerned with other features of ST.
> I would rather like to see some translation from German documentation (
> hardware project series, basic guide books, manuals of famous programs like
> Turbo-C and something like 'a collection of the best German articles of the
> year').
> I wonder if someone in Germany could inform me of the addresses of German
> magazines by e-mail (I remember buying C't... or 68000er when I went skiing
> to Switzerland).
> ytsuji@cfi.waseda.ac.jp

Well I sent 2 letters with reply coupons, to 2 addresses for the
German magazine ST-Computer.

I never received one reply.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4320. The inexorable STacy???

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 15:44:01 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <6579@vela.acs.oakland.edu>
Source record: 231923

I never see STacy's for sale on the net. Is it that they are not sold that much, or that people are so happy with them that they never want to get rid of them?

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

4321. Re: please reply to this. favorite dealer listing.

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 16:49:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1580865209@thelake.mn.org>
Source record: 231931

[In article <1991May24.143348.1@wharton.upenn.edu>,
zeibari@wharton.upenn.edu writes ...]

> Well, from the mail I received it seems 10 people on this net purchase
> their software and everyone else either uses public domain software
> or pirates their software. I know that's not true, but I was expecting
> everyone to submit at least 1 favorite dealer to add to this list. It

Why shouldn't it be true? Not the piracy part, but the public domain part. The most common applications for personal computers are word processing and spreadsheets, and there are several PD and shareware programs for each of those categories. Many of the people on this network write their own software, which makes them potential purchasers of development tools, but Sozobon and the Free Software Foundation provide very good C compilers. There's a lot of freeware/ shareware to choose from -- our user group has published more than 500 disks -- and some of it is excellent.

I have commercial software, bought and paid for. Half a dozen games that haven't been played in a year or so. A drafting program I've used once. A C compiler whose library lacks the functions I need and get from dLibs. A spreadsheet that I probably can't even find. A couple of educational programs for the kids.

The software I use daily -- editor, formatter, compiler, shell, communications -- is the free stuff. (The exception is PageStream.)

I wouldn't find this particularly encouraging if I made my living selling software. But I'm on the other end of the food chain, so for me it's a good thing.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

4322. An ST System for Sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 17:50:59 UTC
From: jared%midiline.uucp@elroy.jpl.nasa.gov
Message-ID: <oRki33w164w@midiline>
Source record: 231925

Atari MEGA ST4, SC1224 color monitor, MEGAFILE 30 (with PD/Shareware on the C: partition), Epson LX-810 200cps printer, SF314 720k ext. drive, 2400 baud modem, joystick, manuals, commercial programs (with boxes and manuals), and all necessary cables and power supplies, etc. $1,200 obo.

Mind you, I paid $1,200 for JUST the MEGA ST4 alone! (Used, of course...)

Call: 818-351-8663 or 818-351-5135 and ask for Jared.

4323. 520STfm -- Probs. w/MIDI

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 18:28:32 UTC
From: ad0834@leah.albany.edu
Message-ID: <1991May25.182832.14517@sarah.albany.edu>
Source record: 231926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi -

Has anyone ever heard of an ST overheating and crashing or something when using the MIDI port? Here's my problem: I've had my 520STfm for about 2 years and only recently started using MIDI software. Two separate sequencers I have used crash occasionally for no aparent reason. The first software package I used was PD, so I thought it may have just been buggy. The software I'm using now (Mastertracks) seems to work fine, but if I leave the computer on running it for more than an hour or two, it crashes. After it crashes, I have to wait an hour or so before I can run the sequencer again. Other types of software seem to work fine (I leave UniTerm running almost constantly and it never crashes).

Any suggestions?

Confused,
Andy Dickinson

B.T.W. My synth is a Roland D-10, if that's a clue.

--
Internet : ad0834@leah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 161 Lark St., Albany NY 12210 - 1427 Ph : (518) 426 - 7907
* * Capital Dist. Draft and Milatary Counselors : [Info : (518) 434 - 4037]

4324. PORTABLE ADDICTION

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 18:39:25 UTC
From: a15@nikhefh.nikhef.nl
Message-ID: <1238@nikhefh.nikhef.nl>
Source record: 231929
Cross-posted to: rec.games.video,comp.sys.atari.st

PORTABLE ADDICTION Issue #01 May 15 by Tjerk Heymens Visser and Yiri Kohl
The newsletter for the Atary Lynx and the Atari Portfolio

Hi folks,
This is the second issue of Portable Addiction. We've had good reactions, so we'll carry on with the newsletter. It will come out around the middle of the month.
We had many requests from people who wanted to know what the computer market is like in Europe. For that reason we have started a regular column.
This month we have alot of Portfolio news, like reviews on PBasic 3.0, Portboot and the Portfolio Toolkit.
If you have any questions about the Lynx or Potfolio just send them in and we'll try to answer them in the letter section.
Here comes...

Tjerk Heymens Visser
Editor.

NEWS AND GOSSIP

The Portfolio II was not on the CeBit in Hamburg, so it will not be released in the comming 2 years.

Hewlett Packard has made it's own portfolio, it has already 0.5 meg RAM built in and it has also Lotus standard (!).
It is as big as the Portfolio and runs on 2 penlites. Detailed info when we have it.

There is said to be bigger memory cards for the Portfolio to be released soon, they will be up to 1 MB and they will NOT be extremely expensive, they might even be cheaper (!!).

Warbirds was released in the USA on 10 May, we've heared that it is a very good game. It has been designed by Robert Zdybel.
It will take about 2 month untill it reaches Europe, we'll have a review in issue 03.

Blockout is probably the next game for the Lynx to come out.

Hole in one and Big Run were to be released in March for the Super Famicom, Super R-Type and Darius Twin will be released in 1991, we don't know when.

There is a new video games magazine in Europe, it has reviews on games of all consoles. It is called Video Games (by the makers from Power Play).

It is German, it has been available since May and it will be a monthly.

LYNX SOFTWARE RELEASE DATES !!!!

We just got these dates and they have not been confirmed by Atari Holland, and
the March and April games have not been released yet in Europe.

MARCH: Blockout APRIL: Superbowl Football
Warbirds Checkered Flag
Xybots Vindicators

MAI: Tournament Cyberball JUNE: Scrapyard Dog
Worldclass Soccer Turbo Sub
Ninja Gaiden Viking Child
A.P.B. Bill and Ted's excellent adventure
Gridrunner Rolling Thunder
Pinball Jam/Shuffle
720 Degrees
Casino

JULY: Toki AUGUST: Ishido
S.T.U.N. Runner Baseball

OCTOBER:Ice-Hockey
Basket Brawl
Geo Duell

NOVEMBER/DECEMBER: No releases planed yet

Further games to be released in 1991:
Pac Land
Pit Fighter
Hydra
Hard Drivin'
Raiden
Leaderboard
Super Skweek

LYNX review GAUNTLET III

I think that never ever before a games reviewer has been bored so much by having
to test such a dispickable game. OK, so the title screen is nice, and the
graphics are quite well, but even these factors can't save the pathetic attempt
at a game. Nice when you start with it, but it gets SOOOOOOOO boring!!
Rush through 40 mazes filled with gold and monsters without losing all your
lifepoints? Nice concept, but 40 mazes can get SOOOOOOOO dull!!

Graphics: 6_ Quite nice
Sound: 3_ Irritating in-game music
Playability: 3_ Boring
Lastability: 1_ About 1 week
Overall: 3_ **********

LYNX review KLAX

SOUND, VOICES !!!!!
These are the most beautifull voices I've ever heard on any system.
The calls for the waves, the cries when you get a five-in-a-row Klax; It's
like it's live. At first the game play becomes second placed, but when you
get going you'll never want to stop. The graphics are nice, the tiles are
clear and the background is beautifull. You don't need to read the instructions
before you start playing, at the beginning of the first level everything is
explained. You must make rows of 3 tiles(horizonally, vertically and diagonally)
At the beginning of the wave the voice tells you what the wave objective is, if
you make a klax that does not match the objective you'll get the points but
it will not count towards completing the wave. The game does not get dull, even
after 100 waves, that's because of the various wavetypes, like Klax, Points,
Horizontal, Diagonal and Tile Waves. So this is a game that won't disappoint you.

Graphics: 8_ Background is static but stil nice
Sound: 9_ Great voices
Playability: 8_ Simple functions
Lastability: 8_ 100 levels so it'll take a while before you
you'll reach the end.
Overall: 8_ Great, simple, fun. Best falling blocks
game ever.

LYNX review ROAD BLASTERS

I was septic at first, but since I've played it it's heaven (till CHECKERED
FLAG is released that is).
The sound is not KLAX-quallity, but it's still nice.
The play is fast (scaling!!!) and it get's more fun when you catch a special
weapon, like nitro-injectors, cruise-missiles and uzi-cannons. It's a nice game
and it's not only attractive to those who like race games. Personally I
doubt that it is worth the full Dutch price (HLF 90,- = $ 45,-), but because it
is the first driving game on the LYNX , and it will take a while untill
Checkered Flag, Hard Drivin' and S.T.U.N. Runner are released I think that it
will be popular.

Graphics: 8_ Full use of scaling
Sound: 7_ Real radio like
Playability: 8_ Smooth driving, good shooting
Lastability: 6.5_ It's fun but 50 levels of the same
can get boring (but good to watch)
Overall: 7_ First racing game on the LYNX but still
waiting for CF and HD.
COMLYNX -SLIME WORLD

A nice idea of the designer of the game was to change some of the levels.
Level 2 changes from exploration into cooperate, where you have to work
together to find the end(you can't shoot each other but you can clean your
partner with your water pistol).

In level 3 you have to compete with each other, there are no extra slime-shields so the first Todd gets to pick up the shields and gems. There are special icons that make you shoot slime, so you can kill other Todds.
Level 5 becomes a COMBAT level, this level is totally different from the single player mode. There are not much aliens in this level but there are lots of mega bombs and slime icons, the goal is to blow up other Todds as many times as you can. We only tested in two-player mode(we couldn't find more people with Lynxes)and each player has 5 lives, but maybe in more-player-mode each player has more lives(we don't know). When you ComLynx Slime World this is the most recommended level.

SCREEN SCENE EUROPE

This month Screen Scene is a report of our visit to Germany.
Till one year and a half ago Germany was still devided in east and west. Then the wall came down and suddenly western things flooded the eastern part of Germany. We have visited east and west, and compared.
Western Berlin has lots of light-adds on the street(The whole city is like a Cyberpunk story!!). Eastern Berlin however has always been isolated, there were only 2 types of cars and computers were totally out of the question (though we met someone who made one himself!).
When "The Wall" came down western companies came to the east and started to make big money there. For that reason you'll find the Lynx in every shop in the eastern part of the city. But we didn't see a Lynx in the west (which has ofcourse more shopping districts), even in "Das Kaufhaus Des Westens", the biggest mall in Germany, there was no Lynx!! Argh!!!
Games cost DM 80,-, which is about $45,-.

Next month we'll have a full story on how Nintendo failed in Europe, and why Sega has been so succesfull. Plus information on PC Engine, Gameboy, and the normal computers.

PORTFOLIO DEPARTMENT:

Portfolio Toolkit v2.0

This "Toolkit" contains a number of utilities for the Portfolio. Personally I didn't find them all very usefull, but there certainly is something for everybody.
The utility that comes in most handy is the new DIR command, to make the directory more easy to read. It's a real good replacement for the old DIR command, as this wasn't very hot to say the least.

There's also PORTBOOT. This command needs no parameters. It just pops a reboot menu which let's you do a warm reset, cold reset or no reset at all. This can come in very handy.

A nice little utility is PORTTONE, a tone generator. You can even program the notes into a file and then replay it later! WARNING: Sound drains the batteries.
The other utilities can be nice if you have any use fore them. Just check the package out, it's freeware. You might have to search a little while before you

find it, and the only thing we can say is that the package is made by Centennial Software Systems. If you really can't get it anywhere just send us a diskette envelope with enough stamps included for the postage back and your address to:

Yiri Kohl
Liendenhof 113
1108 HE Amsterdam Z.O.
The Netherlands

PORTRIS

This is a nice little Tetris for the Portfolio. The Portfolio is held vertical (Hey! It allmost seems like a Lynx!)and the falling blocks are controlled by the keyboard. This is not the most sophisticated Tetris version, but if you are a true addict you'll probably like it.
Again if you can't find it anywhere, you can allways order from Yiri Kohl.

PBASIC 3.0

This basic for our alltime favourite palmtop was also programmed by our good ol' BJ Gleason (This guy must be programming all day! I like him!).
It works with the build-in editor to save memory, and supports all mayor basic commands. Version 3.0 has full string handling, except for the Inkey$ command. PBasic is more or less QuickBasic compatible, which makes it possible to program while on the run! Yeah! There are also a lot of Portfolio-only commands. you can easily draw an error window, or check the revision number, get the current cursor position, switch between display modes ect...ect...

Conclusion: I think that every self respecting Portfolio owning basic programmer should have this tool in his Portfolio. It takes around 30K, so that isn't much either.

If you want to download PBasic 3.0 you must have PKUnzip or something like that. You can find the PBas1.zip on CIS and GEnie, but I think it is already spread all over the world.

~~~~~~~~ADVERT~~~~~~
Do you need graphics for your own games, and you can't draw? Well fret no more!
write to: Lethal Graphics
Rijnstraat 126'''
Amsterdam
The Netherlands

LETHAL GRAPHICS FOR ALL YOUR ARTWORK !!!
~~~~~~

If you want to give us comments/criticisms about our newsletter and you can't write to our Use-net address, you can send them to:
Tjerk Heijmens Visser
Jacob van Lennepkade w.s. "Tjerk" t.o. 36
1054 ZX Amsterdam
The Netherlands

LETTERS!!

James Hague:
>For example, you gave RoboSquash a 5 but the note next to the number says it's
>"pathetic." Please don't write weenie reviews by always trying to come up
>with something positive.
And:
>If something really stinks, please say so.
Reaction: A game can be pathetic but it can be saved by it's music or graphics.
Maybe you're happy with the Gauntlet III review.
>Why a newsletter about both the Lynx and Portfolio? They have ABSOLUTELY
>nothing in common except that they are portable and produced by Atari. SO WHAT!
>One is a "real" computer and one is a game machine; there is no overlap
>between the two user bases.
Reaction: You're right but it can be interesting to read something about the
Portfolio even if you don't have one. BTW have you seen PTetris??

Corey Liu:
>Nice job guy's! The more I hear about the Lynx, the harder it is to resist
>the temptation to get one!
Reaction:Just what we need, more Lynx fanatics!!!

Na Choon Piaw:
>Looks interesting, but the tips section doesn't seem to cover anything
>not covered already in rec.games.video
Reaction: You're right but we live in Holland(do you know where that is?)
and all the news(like magazines and new games)arrives later here.

Thanks to everybody who replied to us about the newsletter, we are sorry we
can't answer each of you personally or react to your comments in the newsletter
because we had lots of reactions even from Cyber Labs!!).

Special thanks to: Andre "ALU" Luyer
And everybody who have spread our newsletter on the various
BBS'

Here follows a questionaire because we would like to know how our readers like
the newsletter.

1) Which systems do you own?
PC
Atari ST/TT
Amiga 500/2000/3000
Portfolio
Lynx
Game Boy
Game Gear
Famicom

2) Do you find PA: boring
mmm
nice
megagreat

3) Do you wish PA to appear: weekly
once in every 2 weeks
monthly

4) Do you want PA to be: longer
shorter
as it is

5)What do you think of PA's reviews?
I wipe my but with them, they stink
too dated
not enough info
good
mega great

a15@nikhefh.nikhef.nl
Yiri Kohl and Tjerk Heijmens Visser
c/o Peter Heijmens Visser
National Institute for Nuclear Physics
and High Energy Physics (NIKHEF-H)
Computer Department
Postbox 41882
1009 DB Amsterdam - Netherlands.
.

4325. Wanted: Atari St1040, $210....

Newsgroup: comp.sys.atari.st
Date: 1991-05-25 20:40:06 UTC
From: pilch@plains.NoDak.edu
Message-ID: <10619@plains.NoDak.edu>
Source record: 231927
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I would like to purchase a Atari 1040ST..... 1MB, 720k Drive, all ports must work...

This is for a friend, call him at (701)-838-1927. Ask for Travis. And he wants about $250 for it.

(Just kiddding, that's 210, (who would pay more for an St?)

Jay....

4326. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-26 01:20:29 UTC
From: chuck@richsun.reuter.com
Message-ID: <1871@richsun.cpg.trs.reuter.com>
Source record: 231930

In article <91144.113322ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:
>In article <1991May23.114538.29270@qut.edu.au>, lunnon@qut.edu.au says:
>>I would have to echo this, last I heard a TT (whenever they get around to
>>selling them) will be about $5000 with HD 4 MB etc. _I_ want a TT with _NO_
>>disk (I have a big disk already) and minimal ram. It will be cheaper if I
>>plug in the simms rather than Atari. This will allow me to upgrade at a
>>resonable price. If not then I guess I will buy a decstation 2000 at
>>EDU discount instead (It will be cheaper).
>
>Here in Germany you can get a TT equipped with 8MB RAM, a TTM194 and a
>nice quantum drive (52 mb) for ~6500 DM. Most dealers sell you TT's with
>any SCSI drive they have.
>_____________________________ cut here _____________________________________
>Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
>fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
>_____________________ correct me if I'm wrong ______________________________

How's this: TT030, 4M, 50M HD, with Color Monitor - $2680
Subtract about $500 without Color Monitor. I believe that you can also
get the 2M TT030 for just under $2000. A 4M model includes 2M of ST
RAM on the motherboard plus another daughterboard with 2 more Meg. One
can expand this ST RAM daughterboard to 10 M. The fast TT RAM includes
another daughterboard with 1M Sims to add another 4M to make a TT030
8M model. Remove the 1M Sims from this TT daughterboard and replace
them with 4M Sims to expand TT RAM to 16M. Result total RAM = 10 +
16 = 26M. I was told today from a dealer here in the Chicago area that
these RAM expansion boards will be ready for sale around mid June here.

CUL,
Chuck

4327. SuperCharger IBM emulator for sale

Newsgroup: comp.sys.atari.st
Date: 1991-05-26 04:04:52 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1991May26.040452.22338@lynx.CS.ORST.EDU>
Source record: 231928

I just bought a 1 meg SuperCharger from another reader of this net. It works great, and is literally in brand-new condition. I don't really need to sell it, but I don't need it as much as I though since I found out that my roommate-to-be for next school year has a real nice IBM PS-2. I have all the docs, cables, software (including MS-DOS 4.01), etc. I will pay shipping. The cheaper-than-cheap mailorder joints generally want more than $400 for this thing. Make me an offer or just drop me a line for more details.

John Thaanum thaanuj@prism.cs.orst.edu voice: (503)753-2361

4328. PD fonts for Calamus reqd

Newsgroup: comp.sys.atari.st
Date: 1991-05-26 10:24:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <19429@k2.maus.de>
Source record: 231720

I've got PD-fonts for Calamus here. Interested ?

Ciao
Christoph

4329. Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-26 15:19:57 UTC
From: slammy@admiral.UUCP
Message-ID: <yF9J32w164w@admiral.UUCP>
Source record: 231821

Ok, I'm sure we've all SEEN the TT, at shows and such, but does anyone
HAVE one yet?

//

slammy@admiral.UUCP (Dave Litchman)
The Grid/Magpie and /Waffle BBS
(HST/V32) 203-661-1279 (PEP/V32) -2873 (V32) -0450 (V29/MNP6) -2967
Multiplayer Games, Multicolor Chat, Multibbses, Multifun!

4330. Re: 19-pin D-sub connector. (DMA)

Newsgroup: comp.sys.atari.st
Date: 1991-05-26 17:47:26 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <6105664@cutie.ka.sub.org>
Source record: 231934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3691@hexagon.se> alkman@hexagon.se (Stefan Alkman) writes:

> Hello.
Re-Hello :-)

> I locking for 19-pin D-sub connectors (Female to solder on PCB and male
> to put on som cables (with caps)) I can't find it some there. If you
> now there i can bye it please tell me! I am also locking for cheep 4 MB
> simms.

This 19-pin-connector, Atari used is indeed difficult to get. When
I moved my Mega-ST 'motherboard' into a tower-case using a
ready-to-assemble kit, I found, that 25-pin-connectors can be used
instead: just tear off 6 of the pins. The shielding on the 24-pin-
connectors fits easily over the distance-bolt (right term ? english
is not my first language :-)) that's on either side of the connector
soldered to the motherboard.

Hope, that helped you.

Greetings, PMH
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice and carrier)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"Two men say, they're Jesus - one of 'em must be wrong ..." - (Dire Straits)

4331. Re: Reliable archiver/compress

Newsgroup: comp.sys.atari.st
Date: 1991-05-26 18:03:00 UTC
From: Martin_Koehling@do.maus.de
Message-ID: <2330@do.maus.de>
Source record: 231719

Juergen Lock nox @ jelal.north.de:
<a5434559@jelal.north.de>

>and i first had similar problems. the reason was a bug in Turbo C:
>it didn't compile things like
>
>int x=30000;
>y=foo[x];
>
>(where foo is an int * or something, i.e. anything `bigger' than a
>char *), properly. (made it something like `move (a0,d0.w),d1', if
>you know what i mean...)
>
> to `fix', i had to cast virtually everything inside [] to long's,
>to make it use `move (a0,d0.l),d1' like it should. so for the line
>above that would mean
>
>y=foo[(long) x]; .
>
> hope this helps,
> Juergen
>
>PS: to be fair, i don't know if the bug still is in TC's latest
>version (i only have 1.1), but if yes, at least you now know how
>to make the thing compile a working zoo. :-)

The bug was fixed in Turbo C version 2.00.
It wasn't really a bug but a "design restriction" - it made programs both
smaller and faster (it's even mentioned somewhere in the manual!).
The new compiler uses only 16 bits for array addressing if and only if it is
sure that the array addressed is smaller than 32 KBytes.
Otherwise all 32 bits are used...
Note that this is _not_ mentioned in the new manual; but it was one of the
first things I tried out when I got my 2.00 update... :-)

MfG,
Martin

4332. Patches for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-05-26 19:10:56 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991May26.191056.9550@colorado.edu>
Source record: 231933

I'm about to get TOS 1.4 and I was wondering what auto folder patches I'll need. The ones I was going to put in are tos14fix.prg (patched version), vdibfix.prg, poolfix3.prg (or maybe Claus Brod's version), foldr100.prg, and consbfix.prg since I use quick ST.

Are there any that I missed? Also, is pinhead faster than the TOS 1.4 fastload? (or I guess I should say faster enough to warrant its use, I'll be using a 4 meg ST)

thanks in adcvance,
todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

4333. ST-WRITER? New version?

Newsgroup: comp.sys.atari.st
Date: 1991-05-26 22:13:57 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991May26.221357.6325@garfield.cs.mun.ca>
Source record: 231937

What's the latest version of ST-WRITER? Where can I get it?

--

C. Miguel Borges "The philosophers have only interpretted
St. John's, Newfoundland, Canada the world in various ways; the point
carlos@garfield.cs.mun.ca is to change it."
an630@cleveland.Freenet.edu - Karl Marx

4334. problem with SC1224 moniter

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 01:18:52 UTC
From: badorion@watyew.uwaterloo.ca
Message-ID: <1991May27.011852.23760@watdragon.waterloo.edu>
Source record: 231935

Hi! I've just started having a problem with my SC1224 (colour) monitor.
When I'm using the computer the screen will go dark, with the green text
only being barely visible. After being off for a while I can use it again.
Does this sound familar to anyone?
How much will Atari charge to fix it?

Brian

4335. Re: Patches for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 01:31:27 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May27.013127.2539@actrix.gen.nz>
Source record: 231936

In article <1991May26.191056.9550@colorado.edu> millert@tramp.colorado.edu (MILLER TODD C) writes:
> I'm about to get TOS 1.4 and I was wondering what auto folder patches
> I'll need.
> The ones I was going to put in are tos14fix.prg (patched version),
> vdibfix.prg,
> poolfix3.prg (or maybe Claus Brod's version), foldr100.prg, and consbfix.prg
> since I use quick ST.
>
> Are there any that I missed? Also, is pinhead faster than the TOS 1.4
> fastload?
> (or I guess I should say faster enough to warrant its use, I'll be using
> a 4 meg ST)
>
> thanks in adcvance,
> todd
> --
> Todd C. Miller | "But all the politiCIAns now
> millert@tramp.Colorado.EDU | They have no excuse
> al804@cleveland.Freenet.Edu | They just hide behind their power
> University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

You don't need FolderFix with TOS 1.4.

PinHead can help as it can be programed to clear memory that the OS.
does not clear, and from what I believe is faster than the OS.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4336. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 02:14:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1624@uqcspe.cs.uq.oz.au>
Source record: 231938

>>>I did not like the way the ST User article started
>>>with biased comments like how big Spears are and how they make lots of money
>>>and the PD library was a non-profit pauper of an organisation.
>>
>>Why not?

>Because the biased reporting quite clearly showed where ST Abusers sympathy
>was and wanted you, the gentle reader, to feel the same.

The fact the Spears has the money to tread on the PD library IS VERY RELEVANT.
Even if the Laws are wrong, or the library's actions are legal, they may not
receive justice, simply because of a lack of funds.

>I'm surprised Dave gets off with Hacman 2.

I'm GLAD.

>>I think PD authors should be free to write whatever programs they want.

>It would be nice but as stated earlier, by others, if PD stuff competed really
>strongly with commercial products then companies would go out of business.

So what? I think if someone is willing to give you something BETTER for
FREE, then they shouldn't be punished. The problem is too many people like
that poster have the attitude "It would be nice, but the Law doesn't allow it".

I'm all for laws, but they are only laws, not statements of correctness.

Laws can be wrong.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

4337. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 02:32:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1625@uqcspe.cs.uq.oz.au>
Source record: 231939

> If the first car company took the second car
>company to court because "they copied our idea", where would we be?
>Shameless copying of ideas should not be encouraged, but I don't see any
>problems with significant enhancements.

STrabble is to the Scrabble board game as a Motorcycle is to a Bus
Sure, you can carry 6 people on a Motorcycle, but it's no fun.

As for the commercial Computer Scrabble programs - my conscience is
clear: STrabble was written before I even knew of their existence.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

4338. Cheats for SimCity

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 03:57:40 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991May27.035740.25856@cs.cmu.edu>
Source record: 231941

ZNET mentioned a couple of cheat programs for SimCity:
TERAFORM.ARC and SIMCTOT.ARC

Would anybody with copies of these kindly upload them to atari.archive ?
(or any program that might allow me to edit the land shape ?)

Thanks in advance,

Red/.

4339. Convert Mac text file to Atari text file

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 04:05:52 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <14252@ur-cc.UUCP>
Source record: 231940

Could anyone please tell me how to convert a text file which is written in a Macintoch formatted disk to an ST formatted disk. I don't have any file transfer program for ST now and have only the Mac Kermit. I like to transfer some file from atari.archive.umich.edu through my Mac Kermit and then transfer it to my atari disk.

Please e-mail me straight away if possible.

Thanks in advance.

...
Ling Cherd

I hope this work. This is the first time a post something.

4340. Looking for modem, floppy drive and hard drive

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 04:11:37 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <14253@ur-cc.UUCP>
Source record: 231932

I am looking for a 2400b modem, an external floppy drive and
a 40-60Mag hard drive (ready to be connected to my STe and used).

Anybody who are getting rid of theirs please let me know.

lchd_ltd@uhura.cc.rochester.edu (internet)
lchd_ltd@db1.cc.rochester.edu (bitnet)

Thanks in advance.

4341. Re: Probs with RCS5AP1

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 09:14:58 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.675335698@mi.eltn.utwente.nl>
Source record: 231942

My problems with RCS went away the moment that the first diff.ttp in the PATH was the gnu-diff. Another diff (private one, written years ago) didn't really like the gnudiff command line arguments...

To check this out, make . the first entry in PATH. Have the gnu diff.ttp in . as well. When this works, the problem is in your diff.

Klamer

PS You did pick up Allen Pratt's gnu diff as well didn't you???
--
Klamer Schutte Tel: +31-53-892786 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.eltn.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

4342. Bug in TT hardware?

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 10:17:19 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991May27.101719.2923@rhrk.uni-kl.de>
Source record: 231946

Did anyone ever try to save the last four bytes of TT-RAM on the TT's internal hard disk? This operation always fails because the scsi controller reports a bus error. (You don't get any bombs, because it's not a processor-related error. The hard disk driver simply aborts with the usual alert.)
This problem doesn't seem to be driver dependant. It looks as if the controller tries to access not only the last bytes of TT-RAM but some bytes on higher adresses, too. Of course, at these adresses there is no RAM, so this explains the bus error. If the last byte to transfer lies at least four bytes below the end of the physical RAM everything is fine.
Is there any reasonable explanation or is this some kind of hardware bug?

```
*******************************************************
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

4343. Re: PORTABLE ADDICTION

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 10:52:18 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May27.105218.694@informatik.uni-erlangen.de>
Source record: 231943
Cross-posted to: rec.games.video,comp.sys.atari.st

a15@nikhefh.nikhef.nl (Peter Heymens Visser) writes:

>The Portfolio II was not on the CeBit in Hamburg, so it will not be released
>in the comming 2 years.

The CeBIT fair is in Hanover, not in Hamburg.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

4344. Mega STe applications

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 11:04:04 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2819@prles2.prl.philips.nl>
Source record: 231944

Wow, I've got my Mega STe finally.
However, it's only 2MB, as my local dealer only received those.

A 48MB 28ms hard disk *IS* fast.

I got First Word Plus (second to last version) to work,
but was not able to work with long pathnames on the hard disk
(but this has nothing to do with running on the Mega STe).

Degas messes up the screen.
Degas Elite seems to work fine.
Both Degas and Degas Elite seems not to be able to get started
with the PI* or PC* images loaded when double clicked on these files.

Notator 3.0 works (on 8MHz),
however, I could not start it the usally way.
Instead of clicking NOTATOR.PRG as I was used to on my 1MB ST
(error msg: "p_ybox not found"), I had to click on SOFTLINK.PRG.

On its turn, SOFTLINK came up with the pop-up window
saying "Not enough memory", and lead me to EDITLINK.PRG
to divide the memory. Setting Memory 1 partition for Notator
to 1200kB and memory partition 2 to the rest available, was
still not accepted by SOFTLINK. I had to subtract a few kB
from the second memory partition before SOFLINK could be
started which on its turn started NOTATOR.
Tonight I'm gonna try the full features of UNITOR coupled
with Notator, as I used it as a simple dongle(key) until now.

One bad thing: The fan is kind of noisy.
This is no good for being used in a (little) music studio
during (synchrone) microphone recordings.

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

4345. Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 11:38:34 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2820@prles2.prl.philips.nl>
Source record: 231807

As I stated in my previous message, I finally (!) got my Mega STe.
I love the machine, it is good, except for the booting process
(and the noisy fan).

I only had a 1MB ST without hard disk before, so I do not know
if the following questions are particular for a Mega STe.

Is the following normal?

1. When I switch on the computer, it takes very long (>30s)
until it boots from hard disk.

2. When there is no floppy disk in the floppy drive
the light of that drive stays on forever (after booting).

Please reply (see below) quickly, as I do have a
one week money back garantee in case of problems.

I found out the following (undocemented) sequence for a quicker
start-up, however I do not like it:

1. Switch on all peripheralls (monitor, printer, etc).
2. Switch on computer, having an empty formatted disk in the FD.
3. Sometimes the light of Floppy drive flashes(=on) shortly.

or: replace 1.- 3. with: Press Ctrl-Alt_RightShift-Del.

4. Light of Floppy drive flashes aprox. 1-2 seconds.
5. Light of Floppy drive flashes aprox. 1-2 seconds once again.
6. Press Return.
7. Boot starts from Hard disk immediately now.

The same is true when no disk is in the FD, but then
5-6 changes in:
5. The light of the floppy drive goes on and stays on.
6. Wait until the disk-head crash noises are over
and press Return then.
(Note the drive light stays on, even after the system
has started and when running applications. It will only
go off after using the FD at least once).

Any comments?
Please!

Thanks!

BTW, I will be off the net for some day from May 31th onwards
because of a physical moving to another location, so I may not

be able to read all replies on the net, as net replies takes
a few days (sometimes).

So what I mean to say is >>> PLEASE REPLY BY EMAIL <<<,
as it is faster (normally).
I will summarise when I'm back on the net.

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

4346. Mega STe question

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 11:49:00 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2821@prles2.prl.philips.nl>
Source record: 231808

As I stated in a previous message I finally received my Mega STe.
Unfortunality, it came with 2MB RAM only, but I did not like to
wait another month for a 4MB machine, as I sold my previous ST
weeks ago.

So my questions:

1. Is it true that updating from 2MB to 4MB is easy to do?

2. What type of SIMMS (spelled?) do I need?
Size, Pinning, Speed, etc.

3. Is it true that you only have to unscrew one screw,
lift up the hard disk and place these SIMMS in their sockets?

4. What price do I have to expect?
Dollars (Am.), DMark, or NL-Guldens, any is ok.

Thanks.

Please REPLY BY EMAIL, as net-replies may take too long
(I'm moving to another location Friday 31 May and may not
be able to read news for some days = not reading replies!).
I will summarise ofcourse.
--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

4347. Searching *.gif to *.neo or *.degas converter

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 12:56:17 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <694@bigfoot.first.gmd.de>
Source record: 231947

Hi,
has anybody such a converter??

May you can send the source or program to see below.

Thanks for spending time.

Ralph

Ralph Berg, Reichenbergerstr.89,
D-1000 Berlin 36, West Germany during day 030/25499151
German National Research Center for Computer Science, FIRST
ralph@prosun.first.gmd.de

4348. DIY RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 13:28:28 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991May27.132828.5352@lut.ac.uk>
Source record: 231948

I've uploaded a text file to atari.archive describing a DIY RAM upgrade procedure. This is for upgrading the memory of 520/1040 ST(FM) to 2.5 (or perhaps to 4) Mega Byte using inexpensive 2x1MB SIPP modules. This article is written by Christopher Hicks.

- Rahin

4349. gcc.ttp missing from gcc139b.zoo at a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 14:55:02 UTC
From: millert@tramp.colorado.edu
Message-ID: <1991May27.145502.17773@colorado.edu>
Source record: 231950

Just downloded gcc139b.zoo from atari.archive, but gcc.ttp seems to be missing.
I did find a gcc.ttp in the gcc139.lzh archive in gnustuff/atari directory, but
the date is fevruary 3, is this the same version. If not can someone send me
the current gcc.ttp?

thanks in advance,
todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

4350. Re: Mega STe applications

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 15:53:21 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.675359601.larserio@kvart.ifi.uio.no>
Source record: 231949

Degas messed up my screen to (other programs that switches screen memory too)
It's a bad chip called GSTTER (or something like that). If you check you
will hear static on the DMA sound too :-)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4351. WordPerfect 5.1 for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 17:24:44 UTC
From: data3d@aahs.no
Message-ID: <"643*.S=data3d.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 231801

[excerpt from Z*Net 22/91]

> MORE ON WORDPERFECT FOR ATARI
> Z*Net announced weeks ago that WordPerfect was going to end its Atari
> support after a cancellation of a major order by Atari Germany. The
> story continues to develop. The German order was for version 5.1 of
> WordPerfect, which is not yet completed and may now never be.
> WordPerfect programmers had prepared the code and had grafted major
> parts of the NeXT computer version of 5.1 into what was to be the Atari
> version. Full FSM GDOS management and compatibility was also
> integrated, making the Atari WordPerfect 5.1 perhaps the most advanced
> version that would have been available on any platform. However, after
> Atari Germany canceled their advance order of 10-15,000 units under
> pressure of German developers, WP contacted Atari in Sunnyvale. Reports
> vary somewhat, but the result of that talk seems to be that Atari Corp
> will not at this time back WordPerfect by assuring a minimum order. It
> is said that Atari cold-shouldered WP, saying that "we have our own FSM
> GDOS document processor, called WORDUP!, and we don't need to be funding
> the competition." WP has left the matter open-ended, and does plan to
> continue the periodic bug-fixes and minor tweaks of the 4.1 version that
> is available for the Atari. Some Atari officials are working to reverse
> the situation and persuade all parties to take whatever measures needed
> to assure production of WordPerfect 5.1 for the Atari. Letters to Atari
> and WordPerfect might help. Atari Corp, attention BIll Rehbock, 1196
> Borregas Ave, Sunnyvale, CA 94088. WordPerfect Corp, 1555 N.
> Technology Way, Orem, UT 84057.

I have never been a WordPerfect fan, but I have to say that I find this very disturbing. WordPerfect has become a standard on nearly all computers, early releases also found its way to the ST. Unfortunately, these were bugridden to a such extent that they were practically useless.

I have seen people buy computers solely for the purpose of using WordPerfect on it, I have seen people trade in their ST's because of the unavailability of WordPerfect on the ST (Call it madness if you like, I do), and now Atari goes off and says 'NO!' to the possibly most advanced version available on any platform.

I can understand Atari perfectly well, but there comes a time when Atari has to think marketing rather than pure profit, like they do here in Norway. I can tell you: IT DOES NOT WORK AT ALL.

Send off your letter to Atari and WordPerfect Corp!

==========
Karl Anders 0ygard

More & Romsdal Highschool of Engineering, Norway 'I ache, therefore I am.'
Email: Karl A Oygard <data3d@aahs.no> - Marvin, the paranoid android

4352. Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 17:55:06 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May27.175506.11049@lsuc.on.ca>
Source record: 231945

I have been offered a 2nd hand copy of Lattice C version 5.
Unfortunately the registration card has been sent in. Does
anybody know what Lattice' policy is regarding transfer of
registration (for updates and such)? Does anybody have a
North American phone number for Lattice so I can call them
and discuss the matter with them?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4353. Test . please ignore

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 18:07:09 UTC
From: turk@vaxb.acs.unt.edu
Message-ID: <1991May27.181309.47106@vaxb.acs.unt.edu>
Source record: 231805

This is a test please ignore...

|--|
| Can Baytan M.D. (turk@vaxb.acs.unt.edu) Bitnet: turk@untvax |
| University of Nort Texas, Texas College of Osteopathic Medicine |
| Department of Physiology. Fort Worth, TX 76107 USA |
| |
| (Democracy is an impossible ancient dream and a silly game in the hands |
of Dirty Politicians. Support Sciencetocracy)

4354. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 21:00:09 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May27.210009.16927@lsuc.on.ca>
Source record: 231804

In article <4cVH31w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>> >Can't have competition can we!
>>

...

>
>As a side note, it has happened in the past that an author will take a
>story, change a few superficial details, and then re-release it. On the

A nice general statement without specific facts to back it
up. Look, take this discussion to 'net.legal' or whatever it's
called. You're not saying anything that's "special" to the Atari
community, so you may as well talk to people who are more likely
to be interested in the discussion than those in this group.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4355. My stupidity

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 21:42:35 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <16582@helios.TAMU.EDU>
Source record: 231802

I retrieved the SOZOBON compiler *.zoo files from the USA archive in michigan. Since I don't have a un-zoo program, I retrieved that too.

I have a problem though. The sozobon files have directory names that I want to keep. If I use the novice "zoo -extract" command, all of the files are retrieved without pathname. I looked at the man pages and tried the followin command:

zoo {x}[//] d:\term\download\sozobon1.zoo

But zoo doesn't understand and just give me the usage line. Would someone tell me the proper zoo command and flags needed to retrieve zoo files with their original pathnames.

Thanks.

BTW is anyone interested in the information that I received about modem control status. I'll be glad to post the mail that I got.

Mark Lehmann
tamuts.tamu.edu!n160ao

4356. Word Perfect v 5.1 on the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-27 21:59:53 UTC
From: revpk@cellar.UUCP
Message-ID: <imLm31w164w@cellar.UUCP>
Source record: 231812

I'm sort of the Word Perfect guru at work, and apart from its horrible slowness in printing and generating tables of contents, version 5.1 for the IBM is truly the best word processor going.

I suggest that, if Word Perfect was developing version 5.1 for the ST, perhaps some enterprising young programer could request the source code for it if WP decides not to develop it into a full application.

Preferably, one should retain printer driver compatibility with MS-DOS versions as well-- WP has the best printer support I'ev ever seen.

```
=============================================================================
Brian Siano, aka [ "Mr. A. Hitler, the old Nazi thing, says
[ Mickey's silly. Imagine that! Well, Mickey is
Rev. Philosopher-King [ going to save Mr. A. Hitler from drowning or
[ something some day. Just wait and see if he
revpk@cellar.UUCP [ doesn't. Then won't Mr. A. Hitler be ashamed!"
[ -- Walt Disney, 1933.
=============================================================================
```

4357. Color monitor for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 00:22:01 UTC
From: twmanino@taco.cc
Message-ID: <1991May28.002201.17051@ncsu.edu>
Source record: 231809

I know there must me someone with monochrome only that would like to have some color in his/her life! I have the solution!

SC1224 color monitor... >> $180 <<

Tony
twmanino@eos.ncsu.edu

4358. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 01:00:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991May28.010004.2754@jato.jpl.nasa.gov>
Source record: 231813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I set about converting PD Mac fonts using NeoCept Fontz!, I had access to a nearby Mac as well (my roommate's, at the time.) I used a Mac app called Font Librarian to split up Font sets into individual files, and then MacArc to collect them into a single .ARC file. Then I just used Ymodem to transfer to the ST. (Stupid Mac doesn't have a free Zmodem that I'm aware of. Of course, this was also a couple years ago...) Unarchive the files on the ST, load into Fontz!. There's nothing particularly difficult, it is just very very tedious/time-consuming. You need to spend a great deal of time touching up the scaled bitmaps for your particular output device. The Mac fonts are generally for screen and imagewriter, which are both 72x72dpi output devices. The ST screen is 80 or 90dpi depending on how your monochrome monitor is adjusted... Fresh out of the box an SM124 gives you 90dpi (and that 1 inch black border...). If you're not too fussy, and more than a little bit lazy, like me, you can use the screen fonts directly without scaling them, just setting the proper amount of spacing.

Scaling for your printer is a big hassle, one that I only did for a select few fonts. Best advice is to take the largest available screen font, then scale that to the largest desired printer font. When that is done, it'll be less work scaling down to the smaller printer font sizes.

My biggest gripe with working with the printer was that I had no real control over the actual resolution. (Using a KXP-1091i, and the FX driver.) I really wanted to write my own GDOS printer driver for the KXP, but never took the time to do it. I guess this is now a moot point since FSMGDOS is coming out...

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

4359. Re: DIY RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 03:03:48 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May28.030348.8103@actrix.gen.nz>
Source record: 231815

In article <1991May27.132828.5352@lut.ac.uk> M.A.Rahin@lut.ac.uk (Mohammad A. Rahin) writes:
> I've uploaded a text file to atari.archive describing a DIY RAM upgrade
> procedure. This is for upgrading the memory of 520/1040 ST(FM) to 2.5
> (or perhaps to 4) Mega Byte using inexpensive 2x1MB SIPP modules. This
> article is written by Christopher Hicks.
>
> - Rahin

Please can some one E-Mail this to me or post it to the net, Thanks.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4360. Re: Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 03:38:10 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May28.033810.19080@ecst.csuchico.edu>
Source record: 231816

In article <2820@prles2.prl.philips.nl> johnj@idms.UUCP (John Janssen) writes:
>
>As I stated in my previous message, I finally (!) got my Mega STe.
>I love the machine, it is good, except for the booting process
>(and the noisy fan).
>
>I only had a 1MB ST without hard disk before, so I do not know
>if the following questions are particular for a Mega STe.
>
>
>Is the following normal?
>
>1. When I switch on the computer, it takes very long (>30s)
> until it boots from hard disk.

Apparently, this is Atari's wonderous delay for allowing the hard drive
to come up to speed. I think there's a way to cancel the delay with a
keypress, but I don't know what it is. Hey, BTW, isn't there a PD program
called ROACH or something that changes the delay?!

Jerry Pournelle in his 'review' in Byte also commented on this delay. He
made it seem like his TT waited for several minutes however.

>
>2. When there is no floppy disk in the floppy drive
> the light of that drive stays on forever (after booting).
>
There's some programmer at Atari who likes having a lot of lights on
his machine. If he had his way, the ST would have an oscillating red glow
like the car, KITT, on "Knight Rider." I heard this is the same guy who
decided that they should put the joystick/mouse ports on the underside
of the STFM/STE machines. This is also the guy who decided that the
keyboard port on the MegaSTe/TT detachable keyboard should be on the
opposite side as the keyboard port on the main console.

This floppy light phenomenon has been around forever and ever. I can't
believe that they call this a feature. I agree that it is annoying.
When I got my STe and it did the same, I called Atari Technical Support
and asked them about it. They said that if it doesn't hurt anything,
don't worry about it.

>Please reply (see below) quickly, as I do have a
>one week money back garantee in case of problems.
>
>
>I found out the following (undocemented) sequence for a quicker

>start-up, however I do not like it:
>
>1. Switch on all peripheralls (monitor, printer, etc).
>2. Switch on computer, having an empty formatted disk in the FD.
>3. Sometimes the light of Floppy drive flashes(=on) shortly.

According to Allan Pratt, the floppy light always comes on during a
reboot to initialize the keyboard.

#2 helps so the computer doesn't choke on the drive waiting for a disk
to be installed.

>or: replace 1.- 3. with: Press Ctrl-Alt_RightShift-Del.

which is a coldboot and is very handy.

>
>4. Light of Floppy drive flashes aprox. 1-2 seconds.
>5. Light of Floppy drive flashes aprox. 1-2 seconds once again.
>6. Press Return.
>7. Boot starts from Hard disk immediately now.
>
>The same is true when no disk is in the FD, but then
>5-6 changes in:
>5. The light of the floppy drive goes on and stays on.
>6. Wait until the disk-head crash noises are over
> and press Return then.
>(Note the drive light stays on, even after the system
>has started and when running applications. It will only
>go off after using the FD at least once).
>
>Any comments?
>Please!
>

Having the floppy light on is quite annoying. No, I don't lose sleep over
it, but it is a pet peeve. I also don't understand why the floppy waits
so long until it 'decides' that there's no floppy in it. There was some
discussion about this a while ago, and it was mentioned that MS-DOS
systems do this too. But I've found that they don't wait nearly as long!

>So what I mean to say is >>> PLEASE REPLY BY EMAIL <<<,

A copy of this article has been sent to John. I just thought you'd
want to hear me bitch and moan. :^)

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

4361. Re: IMG gormat

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 04:55:22 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b64gka@pfunk.hanse.de>
Source record: 231837

In <CMM.0.90.2.675111152.larserio@kvart.ifi.uio.no>, LarsErikOsterud writes:
>Does anyone have an EASY TO UNDERSTAND description of the .IMG Gem bitmap
>file format. I have written some scanner software but today I use the DEGAS

Isn't the description of the IMG-format implementef in the monthly posted
picture-format list ? Just a moment, i take a look.....

--------------cut----------------

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines

? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored
separately starting with plane 0. There is, however, no standard way of
storing the color palette. Some programs may save the palette in separate
files, some may extend the header. For this reason, you should never
assume the header is 8 words long, always get the header length from the
2nd word of the header. Also, the line width in the 7th word is the number
of pixels in a line. Since the data is encoded in byte-wide packets, the
actual unpacked line width is always a multiple of 8, and may be 1-7 pixels
longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the

following record:

1 byte flag byte [$FF]
1 byte number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes to use
literally. The literal data bytes follow.

otherwise Solid run. The value of x determines
what to draw. The high bit specifies whether
the pixels are set or cleared. A 1 indicates
a byte-run using $FF, a 0 indicates a byte-run
using $00. The low 7 bits, taken as an unsigned
quantity, specify the length of the run in bytes.

-------------end---------------

--

----
listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

4362. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 05:43:31 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <937m33w164w@ersys.edmonton.ab.ca>
Source record: 231819

U43610@uicvm.uic.edu writes:

> 1) How are the graphics?

The graphics are good. 640 X 400 in Monochrome, 640 X 200 in Medium Resolution w/ 4 Colors and 320 X 200 in Low Resolution w/ 16 Colors. Programs like Spectrum allow you to draw pictures with as many as 512 colors on screen at once in Low Resolution. The Monochrome display is crisp and enjoyable to use. There are many graphics programs available to use.

2) Is there a CAD system available for the Atari ST units? How GOOD is it?

There are several CAD programs, although I have never used them. CAD 3D 2.0 is supposed to be impressive, as are other CAD programs. I do not know the production status of these products, but if they are not being sold anymore you may be able to purchase them used{

> 3) How good is the mouse system on the unit?

The mouse isn't bad at all. It has two buttons, and looks fairly good. It is a nice mouse, but there are third party mice available if you don't like it. The Atari mouse is FAR BETTER than the Mac mouse, which I have to use at school. It has a better response and moves faster.

> 4) How available is software? Is it expensive? Is is widly pirated?

There are many software packages available for the Atari ST, but not nearly as many as the IBM systems. Atari is a smaller company, and has a smaller share of the market. The programs are of excellent quality in most cases, with a few exceptions. Software usually sells{for prices between $70-$100, except in the case of Word Processors which are between $120 (Word Writer W/ Dictionary & Spell Checker) and $200 (Word Perfect and the others{).

> 5) What storage devices are available? Is there a floppy dbuilt in?

Yes, there is a 720K floppy drive built in. The older systems had 360K floppies, but the newer ones don't. It is fairly fast, but don't expect miracles. It seems faster than the IBM counterparts, though. There are also the usual assortment of Hard Drives available. I haven't seen any CD-Roms yet or Optical Drives yet, though. There are removable Hard Drive cartridge systems and 10 MEG floppies, though.

> 6) Is there a telecommunications package for the Atari ST?

Yes. There is also a serial (and parallel) port on the machine. The be best communications package I have seen is Interlink, which pretty much

covers all the bases. Th9e only thing it doesn't have is Zmodem, which
is supplied by another (PD) program.

> Ken

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< ---------------------------------- >>

4363. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 06:04:43 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <k38m34w164w@ersys.edmonton.ab.ca>
Source record: 231818

Michel Forget writes:
> >As a side note, it has happened in the past that an author will take a
> >story, change a few superficial details, and then re-release it. On the
Jim Omura writeS:
> A nice general statement without specific facts to back it
> up. Look, take this discussion to 'net.legal' or whatever it's
> called. You're not saying anything that's "special" to the Atari
> community, so you may as well talk to people who are more likely
> to be interested in the discussion than those in this group.

Fact: Taming Of The Shrew (Shakespear) is EXTREMELY similar to a play by another author called Taming Of The Grue (or some such{similar name).

The comment had a lot to do with this discussion, when you consider the material following that you neglected to mention in your flame. This comment was meant to add a little humour, but it seems it failed. Only the following material was relavent. Just in case you are interested in the above fact, you could read the text before the play "Taming Of The Shrew". The Swan Edition, to be specific.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< ---------------------------------- >>

4364. Re: ST World (UK) (was Re: Publishers (II))

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 06:18:49 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91147.130422ONM07@DMSWWU1A.BITNET>
Source record: 231817

In article <1991May25.141823.2473@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) says:
>Well I sent 2 letters with reply coupons, to 2 addresses for the
>German magazine ST-Computer.
>
>I never received one reply.
>--
>Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

Now, this is easy. Here comes the address of 'ST-Magazin' (formerly '68000er'):

ST-Magazin
Markt & Technik Verlag AG
Hans-Pinsel-Strasse 2
D-8013 Haar bei Muenchen

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

4365. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 07:57:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3089@odin.cs.hw.ac.uk>
Source record: 231831

In article <1624@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Even if the Laws are wrong, or the library's actions are legal, they may not
>receive justice, simply because of a lack of funds.

True. In this case however Spears were justified, although a little heavy
handed.

>>I'm surprised Dave gets off with Hacman 2.
>
>I'm GLAD.

Me too.

>> ... if PD stuff competed really
>>strongly with commercial products then companies would go out of business.
>
>So what? I think if someone is willing to give you something BETTER for
>FREE, then they shouldn't be punished. The problem is too many people like
>that poster have the attitude "It would be nice, but the Law doesn't allow
>it".

It could hurt some companies every bit as much as piracy, which is the illegal
version of free software. Say a company comes out with a new and very
innovative game for the ST in the UK. Some other group produce a clone,
a BETTER clone and start distributing it via the net. Soon the world will have
the PD version before some have even heard of the commercial one. When the
commercial version turns up reviewers would be saying "Not as good as the PD
version" and so no sale. Does that sound extreme? Maybe, but that is what
worries companies and that is what they are trying to prevent.

If a company lets things slip by then things can get out of hand. Look at
NEOchrome from Atari. Lots of people got version 0.5 free with their ST way
back. Despite the documentation clearly stating that it was a preview version
and the fact that later versions were on sale, PD libraries see it as free.
I have a letter from Atari saying that it is not.

>Laws can be wrong.

Ain't that the truth! Nuff said.

>Warwick.
>--
> _-_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.-._/ University of Queensland,
> v Brisbane, AUSTRALIA.

4366. Re: My stupidity

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 08:22:41 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3503@laura.UUCP>
Source record: 231803

In article <16582@helios.TAMU.EDU>, n160ao@tamuts.tamu.edu (Mark Lehmann)
writes:
|> I looked at the man pages and
|> tried the followin command:
|>
|> zoo {x}[//] d:\term\download\sozobon1.zoo
|>
|> But zoo doesn't understand and just give me the usage line.

Hmm, well, you should not actually type the braces and brackets. They are
metasymbols meaning you *must* type one of the characters in the braces and
you *may* take one (or more) from those in brackets. You should try the
command:

zoo x// d:\term\download\sozobon1.zoo

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

4367. COBOL on Atari STe

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 10:04:00 UTC
From: ZV0009@DMSWWU1C.BITNET
Message-ID: <91148.103518ZV0009@DMSWWU1C.BITNET>
Source record: 231822

I need a COBOL - System for the Atari STe .
Who can tell me, where to get one?

4368. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 10:25:51 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91May28102551@alfa.fct.unl.pt>
Source record: 231820

on 28 May 91 05:43:31 GMT,
mforget@ersys.edmonton.ab.ca (Michel Forget) said:

[stuff deleted]

>> 3) How good is the mouse system on the unit?

> The mouse isn't bad at all. It has two buttons, and looks fairly good.
> It is a nice mouse, but there are third party mice available if you don't
> like it. The Atari mouse is FAR BETTER than the Mac mouse, which I have
> to use at school. It has a better response and moves faster.

I wonder which Atari mouse you're talking about. All Atari mice I've used are the most dreadful rodents I've ever come across, second to none, not even the "original" VAXstation-100 mouse (ever seen one of these?) feels as bad.

Finding a replacement mouse seems to me one of the first priorities of an Atari owner. I recently ordered a Naksha mouse, and await it eagerly.

I'm saying this based on the general slowness of the mouse (a mouse accelerator is a possible way around this particular problem), the unbelievable way it resists being effectively cleaned (the metal rollers inside seem to get corroded or something, and will tend to stick, for instance my mouse has this tendency to not go left), and the number of times you have to press the buttons (and the strength you have to apply too) before it considers your gesture as a click.

[stuff deleted]

> << ---------------------------------- >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << mforget@ersys.edmonton.ab.ca >>
> << Michel Forget >>
> << ---------------------------------- >>

--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL

4369. Re: Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 10:43:15 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2827@prles2.prl.philips.nl>
Source record: 231825

My question about the boot sequence of the Mega STe
seems to be not totally clear. So I try to add the
correct information here and come straight to the point:

1. My Mega STe waits 30 seconds before it boots from hard disk,
although I do have an empty (formatted) floppy disk in the
floppy drive.

2. The special point of my start-sequence was, that I could
only decrease the idle time (in front of the booting process)
by pressing the 'return' key on the correct moment.

This correct moment is immediately after the 3rd switch-on of
the FD-light after switching on the computer, or immediately
after the 2nd switch-on of the FD-light incase of a reboot
by means of the Ctrl-Alt-RightShift-Del key press.

Note that the first flash of the three flashes mentioned above
is very short, and not noticable if you do not pay attention,
while the other two flashes (in both re-boot situations)
are very obvious as they last for a second or so.

So please let me know if these two procedures are correct.

As I stated before, I will be off the net for a few(?) days
from Friday May 31th onwards, so I probably won't be able
to read replies on the net, as they sometimes take a few days...
and my money back guarantee expires in a few days!

So please REPLY BY EMAIL .
I will summarise
when I'm back on the net.

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

4370. MPE2+ or Platon

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 10:47:41 UTC
From: nils@ooc.uva.nl
Message-ID: <20440@slice.ooc.uva.nl>
Source record: 231823

does any of you know, and or have worked with either one of
these programs, cause i'm now making my pcb's on a pc, but it's kind
of a bother to drive all the way down to my friends, to make a pcb on his
computer.

nils.

4371. Re: Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 11:37:35 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May28.113735.22168@informatik.uni-erlangen.de>
Source record: 231810

johnj@knor.prl.philips.nl (John Janssen) writes:

>Is the following normal?

>1. When I switch on the computer, it takes very long (>30s)
> until it boots from hard disk.

Wait ca. 5s after coldboot, then press a key. The Mega will then
boot immediately.

>2. When there is no floppy disk in the floppy drive
> the light of that drive stays on forever (after booting).

This is perfectly normal for any ST.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

4372. Re: Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 11:40:07 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May28.114007.22430@informatik.uni-erlangen.de>
Source record: 231811

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>Jerry Pournelle in his 'review' in Byte also commented on this delay. He
>made it seem like his TT waited for several minutes however.

Which sheds some light on the way he likes to test gadgets. He would only
have to press any key...

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

4373. Re: DIY RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 11:46:47 UTC
From: elmar@lut.ac.uk
Message-ID: <1991May28.114647.2742@lut.ac.uk>
Source record: 231703

Keywords: RAM, 2.5 Mega Byte, 520/1040 ST(FM)

In article <1991May27.132828.5352@lut.ac.uk> M.A.Rahin@lut.ac.uk (Mohammad A. Rahin) writes:
>I've uploaded a text file to atari.archive describing a DIY RAM upgrade
>procedure. This is for upgrading the memory of 520/1040 ST(FM) to 2.5
>(or perhaps to 4) Mega Byte using inexpensive 2x1MB SIPP modules. This
>article is written by Christopher Hicks.
>
>- Rahin
>

Forgot to specify the name of the file. The file name is 2_5ram.zoo and should be placed in atari/misc and also for a limited time in atari/newitems directory. Sorry for the mess-up.

- Rahin

4374. Re: Problems using GDOS and ha

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 11:53:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <16372@ms.maus.de>
Source record: 231729

Steve Hamley steveh @ tharr.UUCP wrote:

>One common problem I've found is that GDOS (both AMC and Atari flavours)
>require the fonts and graphic device drivers to be on the same drive as
>GDOS.

Sorry, but that's wrong. F.E.: My bootpartion is C:. Timeworks DTP is
installed on partition E: with all its fonts and device drivers. There is no
problem to run AMCGDOS, Atari-GDOS or NVDI-GDOS.

Patrick

4375. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 12:15:45 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91148.132622ONM07@DMSWWU1A.BITNET>
Source record: 231824

In article <yF9J32w164w@admiral.UUCP>, slammy@admiral.UUCP (Dave Litchman) says:
>
>Ok, I'm sure we've all SEEN the TT, at shows and such, but does anyone
>HAVE one yet?
>
Yes. Since September 1990. Most professional developers in Germany have one.

4376. Re: Bug in TT hardware?

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 13:02:52 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May28.130252.3634@lsuc.on.ca>
Source record: 231841

In article <1991May27.101719.2923@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet [Chemie]) writes:
>
>Did anyone ever try to save the last four bytes of TT-RAM on the TT's
>internal hard disk? This operation always fails because the scsi
>controller reports a bus error. (You don't get any bombs, because it's
>not a processor-related error. The hard disk driver simply aborts with
>the usual alert.)
>This problem doesn't seem to be driver dependant. It looks as if the
>controller tries to access not only the last bytes of TT-RAM but some
>bytes on higher adresses, too. Of course, at these adresses there is
>no RAM, so this explains the bus error. If the last byte to transfer
>lies at least four bytes below the end of the physical RAM everything
>is fine.
>Is there any reasonable explanation or is this some kind of hardware
>bug?
>

It sounds like the 68030 has "pre-fetch" active. You can
shut this off "manually". Check a 68030 instruction list. The
only problem might be that the "pre-fetch" might be built into
the driver and not over-rideable without writing your own driver.
That's probably not going to be a problem, but I've never seen
the code so I can't say.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4377. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 14:06:45 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991May28.140645.2069@bigsur.uucp>
Source record: 231829

In article <1991May27.210009.16927@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>In article <4cVH31w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>>As a side note, it has happened in the past that an author will take a
>>story, change a few superficial details, and then re-release it. On the
>
> A nice general statement without specific facts to back it
>up.

Actually I was just reading a collection of essays by Isaac Asimov in which he refers to an incident in which a plagairized story was published in his magazine (or at least the one that bears his name) without the editor's knowledge. This sort of thing does happen quite often (well, compared to the frequency with which I would suspect that people would be stupid enough to think they can get away with it).

>Look, take this discussion to 'net.legal' or whatever it's
>called. You're not saying anything that's "special" to the Atari
>community, so you may as well talk to people who are more likely
>to be interested in the discussion than those in this group.

I think the legal issues related to software have always been of particular interest to the Atari community, from piracy to copyright and so on. Because the Atari market is so heavily dependant on shareware, legal decisions regarding copyright status and licensing do have a special interest for us.

For instance if a licence is held by a large software corporation for a particular application which has done quite well on other computers, yet the corporation has no intention of developing it on the Atari, to what extent would a piece of shareware which closely approximates that application be a copyright violation? And how close do you have to come before you are infringing on a copyright? Reverse engineered? File compatibility? Look-and-feel (see Unix Review, Vol. 8, No. 12 on that one)?

I mean if it is obvious to the court that Scrabble is just a variant on crosswords, and while entitled to its particular format and graphics the company owning this game cannot extend its copyright to EVERY crossword variant (regardless of medium), then close duplicates would have legal grounds to refute the owning company's claims.

So this particular issue does have a lot of relevance to Atarians, since it is a piece of software for their machine being jeopardized, and because these alternate distribution systems (shareware, etc) are so important to the Atari community. While I haven't generally been interested in playing computer games since high school, and so have never even seen STrabble, I AM interested in the legal results in this case.

>Jim Omura

brad

4378. Re: Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 14:10:43 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May28161043@orion.laas.fr>
Source record: 231828

In article <1991May28.113735.22168@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

| >2. When there is no floppy disk in the floppy drive
| > the light of that drive stays on forever (after booting).
|
| This is perfectly normal for any ST.

As just a reminder, there exists KILLDRV which turns off that darn
floppy disk light. It was either posted to USENET or is available
from atari.archive. Both source and binaries should be available:

-rw-r--r-- 1 ralph 3188 Jan 2 11:22 lzh/killdrvb.lzh
-rw-r--r-- 1 ralph 1618 Jan 2 11:24 lzh/killdrvs.lzh

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4379. Re: My stupidity

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 14:19:55 UTC
From: hunt@jjmhome.UUCP
Message-ID: <10335@jjmhome.UUCP>
Source record: 231832

Yes!! Please post the info about the modem control lines!
Thanks!
Tad

4380. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 14:27:49 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May28.142749.3953@informatik.uni-erlangen.de>
Source record: 231826

slammy@admiral.UUCP (Dave Litchman) writes:

>Ok, I'm sure we've all SEEN the TT, at shows and such, but does anyone
>HAVE one yet?

Yep. Since October 1990.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

4381. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 14:31:01 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May28.143101.4285@informatik.uni-erlangen.de>
Source record: 231827

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>Yes, there is a 720K floppy drive built in. The older systems had 360K
>floppies, but the newer ones don't. It is fairly fast, but don't expect
>miracles. It seems faster than the IBM counterparts, though. There are
>also the usual assortment of Hard Drives available. I haven't seen any
>CD-Roms yet or Optical Drives yet, though. There are removable Hard
>Drive cartridge systems and 10 MEG floppies, though.

Atari sells two kind of CD-ROMs. The CDAR504 has a ACSI port, the CDAR505
is a SCSI device. There is also a MOD from Sony.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

4382. German PCB-CADs

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 15:04:43 UTC
From: ma62141@cs.tut.fi
Message-ID: <1991May28.150443.1637@funet.fi>
Source record: 231835

Hello there all PCB-designers!

Here is short review of some German PCB-cad packages for Atari ST.
I evaluated the demo versions the authors of those programs sent me.

The biggest drawback (or advantage to some of you:=) is that all these
programs are in German and the documents are also in German.

---

program: Layout 1.3 PD
author : Uwe Klatt
price : PD

This is a working public domain PCB-cad package . There
is output support only for 9-pin printer and it's limited to 2-sided
boards. But it's very good starting point. It is somewhat slow but it
has adequate zooming and object handling functions. I liked this one
(especially the price range is OK :=).

You can't really use accessories with this program (it tends to crash
then).

---

program : Connecti_CAD
author : Uwe Klatt
price : about DM 50,-

Connecti_CAD is basically expanded version of Layout 1.3. It is
faster, can output to 24-pin printer (+ other formats) and it has more
line widths and sizes of soldering dots. Nice "Mac-type" fonts.

---

program: PCB-Edit
author : Rosin Software
price : about DM 200,-

This program is different from all the other programs in the way it
handles graphic objects. It's not vector oriented (when scaling is
relatively easy) but raster (or pixel) oriented so it "draws" the whole
layout to the memory and outputs to screen the visible portion of
that layout. Because of this concept it is very fast but all the
zooming function etc are seriously limited.

You can edit objects pixel by pixel and thus generate some weird
pad-forms and lines. To a certain degree it's only general drawing

program but this means that you can also draw schematics with this
package.

---

program: PCB-Layout
author : Thomas Praefcke
price : about DM 200,-

This is very similar to Connecti-CAD but the routing options are
better (program does intelligent routing).

Doesn't support 9-pin printer (but supports 24-pin printer).

Accessories work well with this program.

---

program : Platon 1.4
author : VHF-Computer
price : about DM 300,-

This is the most comprehensive PCB-CAD package of all these reviewed.
Almost all of its parameters are user-configurable (line widths,
pad sizes etc). There are plenty of output formats, dot-matrix
printers, laserprinters and possibly gerber (that may cost extra).

You can also build a component libraries and extract the
bill-of-materials.

The user interface is somewhat confusing (drop-down + hierachical
pop-up menus + icons) but there really are plenty of options.

There is also version 2.0 available (it costs about DM 500,-) and
its evidently enchanced version of the v1.4 :=).

I could send demos of these programs to atari.arch or some
similar place provided that

a) they aren't there already
b) there is enough general interest to the demos
c) it is totally legal (maybe have to check from the authors)

I haven't used these programs for real designing, just gone through
the menus & options and checked what's available so if there are real
users of these programs around they may have different opinions and
views of many things.

Comments & corrections are welcome.

Obligatory disclaimer:
I'm not connected with any of the previously mentioned PCB-CAD:s :=)

* Marko Antila (ma62141@tut.fi) ! PhoHome +358-31-183539 *
* Tampere University of Technology ! PhoWork +358-31-161900 *
* Signal Processing Lab, P.O.Box 527 ! ====================== *
* SF-33101 Tampere, Finland ! Vacuum tube rules OK *

4383. Re: Rainbow TOS Bombs again

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 15:15:16 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91148.111516SYSPMZT@GECRDVM1.BITNET>
Source record: 231830

In article <12020002@hpspdra.spd.HP.COM>, freds@hpspdra.spd.HP.COM (Fred Saavedra) says:
>
>I have recently installed the new? rainbow TOS in my mega2.
>
>*flameon*
>It seems to run less software than the old version, which
>is depressing since the my older 1040 which I sold for the Mega
>ran the largest set of software.
>
>Well is it my imagination???
>
>Is there a solution to all this bombing?
>*flame off*
>

I just bought a 1040 STe and upgraded the memory to 4 meg. I've noticed that a lot of pd software others have suggested as great programs do not run or bomb my system. Examples so far are CAL 5.0, which will not run, and MELT, which melts the screen then bombs the system. Some of the software that I wrote with Personal Pascal long ago (I gave up writing for the machine about 3 years ago) has some odd reactions on the STe that my old 1040 did not.

I'm also interested in what the architectural differences are between an ST and an STe.

Phil Z

4384. ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 15:16:28 UTC
From: imt@crosfield.co.uk
Message-ID: <10099@suns2.crosfield.co.uk>
Source record: 231833

(This is probably only of interest to UK netters, although I believe ST User magazine is available internationally by mail order)

Has anyone had problems with this months (June) ST User cover disk?
I think that there is a free virus included on the coverdisk, which mangled the directory of two of my disks before I eradicated it. This is the second time that ST User has done this, and frankly I am bloody unimpressed. Anyone who's got this disk, beware.

4385. Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 17:10:52 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991May28.171052.3898@milton.u.washington.edu>
Source record: 231806

For years I have been waiting for a TT.. but when I finally saw one at my local dealer's, I wasn't impressed enough to plop down the cash for a TT/8... since the TT/2 is almost worthless.

My dealer has had TT's for months and hasn't sold a single one yet... though he tells me IB computers has been selling them mail order. BTW: my dealer price on the TT/2 sans monitor is $2,100. Could this be the problem? Seem like a reasonable price. But.. to get into 8 megs at an additional $800 or so... i wonder...

Are dealers selling these things?

cheers!
gunnar
alexd@milton.u.washington.edu

4386. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 18:01:43 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1991May28.180143.4644@colorado.edu>
Source record: 231838

In article <1111@stewart.UUCP> jerry@stewart.UUCP (Jerry Shekhel) writes:
>saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>
>>Sure enough, in selected applications,
>>the TT beats the pants off anything based on an Intel chip. In a lot of
>>other applications, it runs pretty much even with a 25 MHz 80486. And the
>>price is in the 80386 range.
>>
>
>Not to flame you or anything, but I seriously doubt all three claims. Perhaps
>you could provide some numbers to substantiate them?

I doubt it too, there was a demo of the TT here by an ATARI club, the
representative said the TT 68030 was equal to a 386-20 machine and only
2 MIPS, I found this hard to believe since there was so much talk of it,
I still think it does close to 8MIPS, but since there is so much people
disagreeing with the performance of the TT, I don't know what the real
MIPS on it. Also does anyone know how many MFLOPS the TT does? Like I
said the TT is not equivalent to the i486 and probably not the new 386-40.
The 386-33 is running 7.92 MIPS and the i486-25 is 11.1 MIPS.
THIS IS NOT A FLAME (I am a ATARIAN and probably always will be)

Jeff

4387. Re: Patches for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 18:34:02 UTC
From: kimmo@field.fi
Message-ID: <kimmo.675455642@field>
Source record: 231843

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>You don't need FolderFix with TOS 1.4.

Actually you *need* sometimes Folderfix also with TOS 1.4.
I noticed it when I was installing TeX 2.0.

The installation documentation said that you will need a
forderfix, and I did not believe it, so my installation
was terminated on one point. There was very many files
and folders, so the limit in TOS 1.4 might be higher, but
there is a limit. But there was no corruption or other
problems, so I added a folderfix to my ICD driver and
continued instalation.

>PinHead can help as it can be programed to clear memory that the OS.
>does not clear, and from what I believe is faster than the OS.

The main idea behind fastload bit and PinHead is that
we do not zero whole memory before program load.

By the way about the fast load bit. Some accessories do
not behave well when it is on.
>--
>Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
--
Kimmo Lahtinen E-Mail : kimmo@field.fi or
Finnish Meteorological Institute lahtinen@pouta.fmi.fi
Phone : +358 0 758 1322
Possesed by a Spirit G3 Fax : +358 0 758 1396

4388. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 19:39:36 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.675459576.larserio@kvart.ifi.uio.no>
Source record: 231844

Even in little Norway ALL developers (execpt me who has a MEGA STE) has a TT,
even some users have TTs and MEGA STEs...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4389. Re: Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 19:46:35 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May28.194635.19726@informatik.uni-erlangen.de>
Source record: 231839

ralph@laas.fr (Ralph P. Sobek) writes:

>As just a reminder, there exists KILLDRV which turns off that darn
>floppy disk light. It was either posted to USENET or is available
>from atari.archive. Both source and binaries should be available:

KILLDRV will just turn out the LED and not the floppy motor, right?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

4390. ST code or C source for uncompressing .hqx & .sit files: Wanted!

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 20:20:26 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991May28.202026.24719@cs.cmu.edu>
Source record: 231850

I'd like to try converting some mac fonts to GDOS format, but all the ftp font archives have the mac fonts compressed using something that creates .sit and .hqx extensions.

Does anybody know of any way I can uncompress these files on either my ST or a unix system (before down loading) ?

Thanks in advance,

Red/.

4391. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 20:25:55 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May28.202555.16251@lsuc.on.ca>
Source record: 231842

In article <10099@suns2.crosfield.co.uk> imt@crosfield.co.uk (ian taylor) writes:
>(This is probably only of interest to UK netters, although I believe ST User
>magazine is available internationally by mail order)
>
>Has anyone had problems with this months (June) ST User cover disk?
>I think that there is a free virus included on the coverdisk, which mangled
>the directory of two of my disks before I eradicated it. This is the second
>time that ST User has done this, and frankly I am bloody unimpressed. Anyone
>who's got this disk, beware.

Having read this message I immediately checked a bunch of my floppies.
I used a recent version of VKiller. I *did* find a virus, but I'm not
certain it came from the June ST User disk.

VKiller reported the "Green Goblin" virus. I'm not sure where
this virus usually resides, but when I checked my June ST User disk
VKiller reported no virus present. It didn't find a virus on any of
10 other disks I also checked. This brings to mind that 1 of the things
I looked at from the Net recently was this "only_ste.lzh" sound
demo package. Now this is a strange package with what seems to
be a whole disk compressed into an ".MSA" file which in turn was
LHARC'd. I unpacked this kit just this morning. When I unpacked
the disk I used the MSA.PRG auto-formatting command. It seems to
me that this method of packaging might allow for transporting of
boot sector or other viruses. Has anybody else unpacked this demo
kit recently?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4392. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 20:47:20 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91148.164720SYSPMZT@GECRDVM1.BITNET>
Source record: 231849

In article <1991May22.021421.23656@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) says:
>
> Ok. So now we know that STart may be gone from the North America
>scene, and what's left is pretty much just a couple of "fanzine"
>things. We'll hope that this improves. . . .
>what is exactly the situation with "ST World"? Are they really
>trying for a come-back? I thought the whole thing was sold to
>"ST User"? If so, will they be accepting submissions for publication?
>Is there a mailing address?
> I always thought of "ST Format" as a games magazine, but I
>bought the May '91 issue and it has coverage of desktop publishing
>and the monthly disk has a bunch of programming utilities (admittedly
>nothing new). That looks promising.
> What's "ST User" been like lately? I haven't even seen it
>around for about a half a year now, so I'm wary about sending anything
>to them.

Can I further the request, and ask what Atari magazine readers of the net find most useful? If possible, could someone post/send addresses for those magazines?

I've been trying for 2 weeks to find any Atari magazine locally so that I could look at current mail order prices, and, since I just upgraded my machine, consider once again subscribing. In the large Capital District of NY I haven't been able to find so much as a game magazine that even mentions Atari on the cover! I know that STart is gone, but Amiga's have 3 serious magazines with available distribution around here; Atari has none. I'll probably end up subscribing because of this, but what's going on here?

Phil Z

4393. AtariUser Magazine

Newsgroup: comp.sys.atari.st
Date: 1991-05-28 21:55:27 UTC
From: bigd@dorsai
Message-ID: <5q8N39w163w@dorsai>
Source record: 231845

Can somebody mail to me an INTERNETable address of one of the editors at
AtariUser Magazine?

```
888888888888888888888888888888888888888888888888888888888888888888888888
8 David Shapiro 8 The Gooey (GUI) BBS 8
8 bigd@dorsai.com 8 212-876-5885 9600 CSP 8
8 212-876-5885 9600 CSP (data) 8 Home of GUI-Net (tm) 8
8 R/O Routable at ->GOOEY on: 8 Home of the GUI BBS list 8
8 RIME (RelayNet), Intelec, MIDILink, GUI-Net 8 First NYC BBS with CSP 8
8 InterZone!, V-Net, TR'OL Works, NYNet, TRI-Net8 Since 12/90 8
888888888888888888888888888888888888888888888888888888888888888888888888
```

4394. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 00:57:55 UTC
From: takem_b@mammoth.unr.edu
Message-ID: <426@equinox.unr.edu>
Source record: 231848

In article <SPA.91May28102551@alfa.fct.unl.pt> spa@fct.unl.pt (Salvador Pinto Abreu) writes:
>on 28 May 91 05:43:31 GMT,
>mforget@ersys.edmonton.ab.ca (Michel Forget) said:
>
>>> 3) How good is the mouse system on the unit?
>
>> The mouse isn't bad at all. It has two buttons, and looks fairly good.
>> It is a nice mouse, but there are third party mice available if you don't

[stuff deleted]

>I wonder which Atari mouse you're talking about. All Atari mice I've
>used are the most dreadful rodents I've ever come across, second to
>none, not even the "original" VAXstation-100 mouse (ever seen one of
>these?) feels as bad.
>
[more stuff deleted]

I've seen good mice from Atari and still own (and swear by) my original Atari mouse which is at least a couple years old and has been HEAVILY used and abused by my brother playing Dungeon Master I and II. Keep in mind that this mouse was made in Japan and not country XYZZY. I do swear by MY mouse, but I have also seen others that were "most dreadful rodents"... I've found that the Japan mice keep good tracking, button touch, and feel with standard care and cleaning... I cannot say the same for most others.

---
takem_b@mammoth.unr.edu (or ?) ucbvax.berkley.edu!mammoth.unr.edu!takem_b
#include <signature.h> /* unfriendly control codes with ascii self portrate */
Anything that can go wrona@x3%se Pnews: segmentation violation. core dumped.

4395. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 01:20:24 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5754@wucc.waseda.ac.jp>
Source record: 231836

It is really off the point talking about what is the _maximum_ MIPs of a 030 machine. TT is likely to be less than 2.0 MIPs. Even if the CPU got a vast cache memory, the access time to the actual DRAM is often the decisive factor. Good CPU boards usually have 80-ns-4-MEGAbit DRAMs and when successive addresses are accessed the Column Address Strobe is repeated, reducing the access time dramatically. If these modern techniques are missing, the instructions already on the cache memory may be executed very fast, but the overall performance will be deadly slow.
I once used a 020 machine at 10 MHz but it was actually much slower than our ST because it had to be swapping memory to/from disks as it was a virtual memory machine!
The actual performance can be measured only by using a typical application program on them: I think my ST at 8 MHz is fast enough for my need.
Cheers,
Tsuji

4396. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 01:21:48 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May29.012148.23506@lsuc.on.ca>
Source record: 231846

In article <1991May28.202555.16251@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>In article <10099@suns2.crosfield.co.uk> imt@crosfield.co.uk (ian taylor) writes:
>>(This is probably only of interest to UK netters, although I believe ST User
>>magazine is available internationally by mail order)
>>
>>Has anyone had problems with this months (June) ST User cover disk?
>>I think that there is a free virus included on the coverdisk, which mangled
>>the directory of two of my disks before I eradicated it. This is the second
>>time that ST User has done this, and frankly I am bloody unimpressed. Anyone
>>who's got this disk, beware.
>
>
> Having read this message I immediately checked a bunch of my floppies.
>I used a recent version of VKiller. I *did* find a virus, but I'm not
>certain it came from the June ST User disk.
>
> VKiller reported the "Green Goblin" virus. I'm not sure where
>this virus usually resides, but when I checked my June ST User disk
>VKiller reported no virus present. It didn't find a virus on any of
>10 other disks I also checked. This brings to mind that 1 of the things
>I looked at from the Net recently was this "only_ste.lzh" sound
>demo package. Now this is a strange package with what seems to
>be a whole disk compressed into an ".MSA" file which in turn was
>LHARC'd. I unpacked this kit just this morning. When I unpacked
>the disk I used the MSA.PRG auto-formatting command. It seems to
>me that this method of packaging might allow for transporting of
>boot sector or other viruses. Has anybody else unpacked this demo
>kit recently?
>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880

I have now checked about 2/3 to 3/4 of all my floppies (a few
hundred). I found viruses on 6 disks (including the one I reported
earlier). The pattern of infection does NOT point to either the
June 1991 ST User magazine disk, nor to the 'only_ste.lzh' file.
Rather, it looks like I probably received an infected disk about
a year ago. Luckily, it just never had much of a chance to spread
on my disks. I won't go into why this is so. I have a fairly good
st dumb luck. It's probably a good
idea for everyone to check their disks anyway in case I'm wrong,
but I don't think there's anything particular to worry about.
>lsuc!jimomura
>Byte Information eXchange: jimomura

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880

lsuc!jimomura
Byte Information eXchange: jimomura

4397. Re: IMG gormat

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 01:40:46 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May29.014046.24302@lsuc.on.ca>
Source record: 231847

In article <A0b64gka@pfunk.hanse.de> blackbox@pfunk.hanse.de writes:
>In <CMM.0.90.2.675111152.larserio@kvart.ifi.uio.no>, LarsErikOsterud writes:
>>Does anyone have an EASY TO UNDERSTAND description of the .IMG Gem bitmap
>>file format. I have written some scanner software but today I use the DEGAS
>
>Isn't the description of the IMG-format implementef in the monthly posted
>picture-format list ? Just a moment, i take a look.....
>
>--------------cut----------------
>
><GEM Bit Image> *.IMG
>
>1 word version number of image file [1]
>1 word length of header in words [usually 8]
>1 word number of color planes [1 for monochrome]
>1 word pattern length in bytes [1-8, usually 2 for screen images]

I've been meaning to ask this for a while now, and this seems
like a good time. What is this "pattern length" all about?
It can't be the length of the data bytes. That would be 32000 rather
than 2.

>1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
>1 word pixel height in microns

Does most software actually take this into account for anything
or can you leaave the pixel dimension 0?

>1 word line width in pixels
>1 word number of lines
>-------
>? words header length defined in 2nd word of header
>
>? bytes data
>
>NOTES: If the image is a color image (planes > 1), the planes are stored
>separately starting with plane 0. There is, however, no standard way of
>storing the color palette. Some programs may save the palette in separate
>files, some may extend the header. For this reason, you should never
>assume the header is 8 words long, always get the header length from the
>2nd word of the header. Also, the line width in the 7th word is the number

This is one of the reasons I'm making IFF/ILBM my main "supported
file type". No matter how you feel about the Amiga/Atari/Mac wars,
the IMG "standard" just isn't sufficiently defined and has not real
underlying rational. I don't know if I would embrace the whole of the

IFF standard -- it's really just a mish-mash. But the ILBM part
is rational and practical.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4398. Re: The inexorable STacy???

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 02:30:47 UTC
From: slammy@admiral.UUCP
Message-ID: <1Tso33w164w@admiral.UUCP>
Source record: 231746

swood@vela.acs.oakland.edu (EVENSONG) writes:

> I never see STacy's for sale on the net. Is it that they are not sold
> that much, or that people are so happy with them that they never want to
> get rid of them?

1) STacy's are not all that widespread. Last I heard, they still only had
their FCC Classification B rating. Meaning that they can only be sold for
professional purposes.

2) STacy's only come out in the last year or so. There's nothing to
replace them yet (for die-hard Atarians, anyway) so there's no reason to
sell one if you have one.

3) STacy's are excellent laptop computers. If I had one, I wouldn't sell
it either!

slammy@admiral.UUCP (Dave Litchman)
The Grid/Magpie and /Waffle BBS
(HST/V32) 203-661-1279 (PEP/V32) -2873 (V32) -0450 (V29/MNP6) -2967
Multiplayer Games, Multicolor Chat, Multibbses, Multifun!

4399. Fix for Neodesk print spooler

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 02:53:14 UTC
From: cs00bd@unccvax.uncc.edu
Message-ID: <3432@unccvax.uncc.edu>
Source record: 231702

Help!

Has anyone posted the fix to the fix for the Neodesk print spooler acc?
I saw some chatter about it a few weeks ago, but nothing since....

Thanks in advance,
Brian

--

Reality is what YOU make of it. Brian Daniels (cs00bd@unccvax.uncc.edu)
"My opinions are mine and do not represent those of my host computer"

4400. DEALER & MAIL ORDER HOUSE LIST!!

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 03:39:06 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1991May28.223906.1@wharton.upenn.edu>
Source record: 231701

Hello All,

This is the list of dealers I have received so far.
They are in NO PARTICULAR ORDER, I just append incoming mail
to the end of this document. I did edit some of your mail messages
to keep it short, you can ask the companies questions as to
what they offer exactly. I am not responsible for the accuracy of the
information listed below and I am not in anyway affiliated with any of
the companies. Hope this helps everyone.

p.s. If you object to this posting, please flame me either on the net or
thru email, I would like any feedback you give me (positive | negative ;-)

AtariVille in San Antonio, TX. phone: (512)736-1405.
hardware and software

Goldleaf Publishing: (415) 257-3510
software

MicroTyme: 1-800-255-5835
hardware,software,repairs

Toad Computers: (301) 544-6943
hardware,repairs

"The Byte Track", 10971-101 St, Edmonton, Alberta, Canada T5H 2S9
1-800-667-2983 (1-800-MOR BYTE)
(403)-424-0066, FAX: (403)-421-4039
Hardware - mainly hard drives, SCSI units - good prices
other peripherals (mice, modems, other goodies)

IB Computers
2511B West 11th Ave.
Eugene, OR 97402
(503)-485-1424
hard/software, some 8bit support as well.

B+C Computervisions
3257 Kifer Road
Santa Clara, CA 95051
800-969-8810
(408) 749-1003
hardware,software

D&P Computer
800-535-4290
hardware,software

Micro Computer Depot
800-845-3070
hardware,repairs

The Electronic Clinic
301-656-7983
hardware,software,repairs

CompuWare
908-290-2242
hardware,software,repairs

American Techna-Vision
800-551-9995
8-bit hardware,software,repairs

Sideline Software
800-888-9273
software

The ST Connection
303-423-6805
PD/Shareware

Rising Star Computers
800-252-2787
hardware,software

Best Electronics
408-243-6950
parts for ST/8-bits

Computability
(800) 558-0003
hardware,software

Brad Roltgen software, 1St Stop
numbers were not given
hardware,software

L&Y Electronics
13644C Jefferson davis Highway
Woodbridge, VA 22191
(703) 643-1729
Great service from them on my Mega won me over, and they have decent prices
(competitive with mail order)
hardware,software

Software House
Perinton Square Mall, Fairport, NY 14450, 716-223-7658
ST Hardware/Software storefront. Authorized Atari dealer. Authorized
Atari 8-bit & ST service.

ALP Micro systemes,
4535, ave. du Parc, Montreal, Quebec, H2V 4E4,Canada, tel.

514/848-0755. As far as I know, they do not do any mail order business.

I usually buy from Island Computer and Software in Farmingdale, NY (also in Coram, NY). Sorry, I don't have any other information on how to reach them handy right now. Call directory assistance (516 area code) if you wanna look them up. They are dealers, no mail order as far as I know. They carry Atari computers and software. Also DOS and Amiga.

Butler's Computer Service
206-942-9096 or 622-2559
Hardware,Software,Service

Cave Creek Computers
206-893-0933
Hardware,Software,Service

Xanth Corporation
206-643-9697
Hardware,Software,Service

Hello,
I don't have the phone numbers handy, but two excellent dealers reside in the Fort Worth/Dallas, TEXAS metroplex. These are Computer Discoveries of Dallas and MegaByte Computers. Both are full service, have a strong customer base.

RUN PC
524 W. Laurel #2
Fort Collins, CO80521
(303) 493-5565
M-Sat 10AM - 6 PM
hardware,software also Protfolio and Lynx.

RIO Computers
800-782-9110
hardware,software,repairs

ComputAbility
800-558-0003
hardware,software

Software Discounters of America
800-225-7638
software

San Jose Computer
800-726-8576
hardware,software

1st STOP computer systems
800-252-2787
hardware,software

Carter Graphics & computers
801-628-6111
Hardware,software

Computer Garden
800-456-5689
software

****
Greg Zeibari
email: zeibari@wharton.upenn.edu
school: Temple University
work: University of Pennsylvania
disclaimer: If it's going to happen, it will happen on my shift.
****

4401. monitor for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 03:50:02 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1991May28.225002.1@woods.ulowell.edu>
Source record: 231747

```
For sale or trade: SC1224 color monitor.
will sell for $210 or best or trade for 40 mb or greater hard drive.
reply by mail if interested. Thank you.
```

4402. LHarc 1.13.21

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 05:24:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <4021@hh.maus.de>
Source record: 231640

The Version 1.13.21 of LHarc is available. It is now able to decode
Archives from Unix, Webb and Strunk-Versions.

You'll get this version if you send me a disk, an envelope and staps. (If you
live out of germany, please select some nice stamps :-))

My address: Thomas Quester
Lampenland 9
2050 Hamburg 80
Germany

MauTau V 2.2c - Internisten sind eingeweihte fuer Eingeweide.
(Net)

4403. Re: Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 05:54:01 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991May29.055401.10823@cs.cmu.edu>
Source record: 231834

>>As just a reminder, there exists KILLDRV which turns off that darn
>>floppy disk light. It was either posted to USENET or is available
>>from atari.archive. Both source and binaries should be available:
>
>KILLDRV will just turn out the LED and not the floppy motor, right?

On my Ste, when I boot off the hard drive without a floppy, it's ONLY
the floppy LED that stays on. The motor goes off by itself.

Red/.

4404. Re: Bug in TT hardware?

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 06:43:19 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991May29.064319.14892@rhrk.uni-kl.de>
Source record: 231704

jimomura@lsuc.on.ca (Jim Omura) writes on my article
<1991May27.101719.2923@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de:

> It sounds like the 68030 has "pre-fetch" active. You can
>shut this off "manually". Check a 68030 instruction list. The
>only problem might be that the "pre-fetch" might be built into
>the driver and not over-rideable without writing your own driver.

I don't think the 68030 is responsible for the bus error. Remember that
the error is reported by the scsi controller. During dma transfer the 68030
is not active. I do use my own driver but there it is the same problem with the
original atari driver.
BTW, in AHDI 4.02 you still find an old error: After initialising the driver
exits with PTERMRES. Instead of specifying its length to stay resident it
uses its start adress as parameter for PTERMRES. The effect: after running
AHDI several times you run out of memory. The first time it is started you
loose about 64KBytes of RAM. This means that by using AHDI you have always
less memory than with other drivers (e.g. HDDRIVER).

```
*********************************************************
* Uwe Seimet *
* seimet@sun.rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

4405. Neodesk3.0x Update ????

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 08:55:40 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <699@bigfoot.first.gmd.de>
Source record: 231707

Hello Neodesker,

where I can get the Update for Neodesk3 to Neodesk3.0x?
Who knows about the main differences?
Is symbol count on the desktop (now 32) increased?

Thanks in advance
Ralph

Ralph Berg, Reichenbergerstr.89,
D-1000 Berlin 36, West Germany during day 030/25499151
German National Research Center for Computer Science, FIRST
ralph@prosun.first.gmd.de

4406. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 09:42:15 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5236@syma.sussex.ac.uk>
Source record: 231710

From article <10099@suns2.crosfield.co.uk>, by imt@crosfield.co.uk (ian taylor):
> (This is probably only of interest to UK netters, although I believe ST User
> magazine is available internationally by mail order)
>
> Has anyone had problems with this months (June) ST User cover disk?
> I think that there is a free virus included on the coverdisk, which mangled
> the directory of two of my disks before I eradicated it. This is the second
> time that ST User has done this, and frankly I am bloody unimpressed. Anyone
> who's got this disk, beware.

I checked this out with George Woodside's VKILLER. My disk is clean.
It was formatted with Martin Backschat's FASTCOPY III, and has a
formatter ID of 'IBM' in bytes 3-5 of the bootsector, but the serial
number is OK - i.e. it doesn't correspond with an MS-DOS version number.

It looks like ST User is innocent this time. (Innocent of this, at
least. On the cover disk is what they call - several times - the 'very
latest version of UniTerm'. The version is in fact 2.0c. The last
version that Simon Poole released is, I believe, 2.0e011. 2.0c is quite
usable; if they didn't shout so much about the program being "hot from
the programmer's fingertips" - with a 1987 copyright date??? - I
wouldn't mind.)

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

4407. only_ste.lzh (was Re: ST User Virus!)

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 10:00:03 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May29120003@orion.laas.fr>
Source record: 231706

In article <1991May28.202555.16251@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
| This brings to mind that 1 of the things
| I looked at from the Net recently was this "only_ste.lzh" sound
| demo package. Now this is a strange package with what seems to
| be a whole disk compressed into an ".MSA" file which in turn was
| LHARC'd. I unpacked this kit just this morning. When I unpacked
| the disk I used the MSA.PRG auto-formatting command. It seems to
| me that this method of packaging might allow for transporting of
| boot sector or other viruses. Has anybody else unpacked this demo
| kit recently?

I just unpacked this demo for friends last nite! I don't have an STe
or MegaSTe, but I got 4 Mb and they were needed.

First off, I received only_ste.lzh through the News at work.
Unfortunately, only_ste.lzh is incompatible with MS-DOS compatible
floppy disks, since they're limited to 720 Kb. As a reminder,
only_ste.lzh is 802661 bytes long. What to do? I used "split" on my
SPARC to chop the file in half. Each half was put on a separate
floppy and taken home.

At home, I became worried about concatenating two binary file parts
together. I then decided to run full blown GNU emacs (not mg, jove,
nor micro-emacs) with a 1 Mb RAM disk. I then inserted into my emacs
buffer both halfs of the file and saved it to the RAM disk. Of course
there was no more room to unpack the file. It tested out okay. Well,
I copied it to a floppy and extracted back to the RAM disk. I then
ran MSA to create the demo floppy. Ouffhh!!! ;-|

The first thing I did then was to run VKILLER on it. It stated that
the floppy was executable, but no known virus was found!! 8-)

Did anyone have a much easier time of it? I only hope that few items
of this sort travel through USENET or are uploaded to atari.archive.
Normally, large *.lzh or *.zoo can be split up differently since the
individual member files are less than 720 Kb.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

4408. :-) (was: Re: Mega STe Question (or Problems))

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 10:03:38 UTC
From: hofer@urz.unibas.ch
Message-ID: <1991May29.110338.1580@urz.unibas.ch>
Source record: 231705

In article <1991May28.114007.22430@informatik.uni-erlangen.de>,
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>
> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>Jerry Pournelle in his 'review' in Byte also commented on this delay. He
>>made it seem like his TT waited for several minutes however.
>
> Which sheds some light on the way he likes to test gadgets. He would only
> have to press any key...

But where is any key located on your keyboard? I couldn't find it on mine. :-)
Remo Hofer
--
RFC822: <hofer@urz.unibas.ch> or <hofer%urz.unibas.ch@CERNVAX.BITNET>
X.400: S=hofer;OU=urz;O=unibas;P=SWITCH;A=ARCOM;C=CH
HEPNET/SPAN: CHGATE::YOGI::HOFER or 20579::48130::HOFER

4409. Re: RS-232 Port READ/WRITE status

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 11:07:59 UTC
From: marc@sequoia.cray.com
Message-ID: <032855.22298@timbuk.cray.com>
Source record: 231712

In article <16525@helios.TAMU.EDU>, n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
> Curses
> ------
> Did anyone find a curses subroutine library for C on the Atari ST?
> I am looking for some type of terminfo or termcap.

There are two curses packages at atari.archive: one is a GNU version.

> Thanks.
> Mark Lehmann
> Senior - Texas A&M University
> IBM AIX Technical Support
>
> tamuts.tamu.edu!n160ao
>
> I am also interested if anyone found curses routines.

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

4410. scc control on atari-tt

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 11:24:15 UTC
From: e4ct22@titan.hts.hsa.nl
Message-ID: <1442@titan.hts.hsa.nl>
Source record: 231713

We have got some problems with programming the SCC-chip on the
Atari-TT. We tried to programm it via DMA-SCC registers but it
didn't work. Who knows what we have to do with these registers\
or what the good method is of programming both the DMA-SCC registers
or the SCC directly.

B. van Schie
M. Koning

Hogeschool Alkmaar, the Netherlands
.

4411. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 11:52:00 UTC
From: magna@crosfield.co.uk
Message-ID: <10107@suns4.crosfield.co.uk>
Source record: 231722

In article <3089@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1624@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>>> ... if PD stuff competed really
>>>strongly with commercial products then companies would go out of business.
>>
>>So what? I think if someone is willing to give you something BETTER for
>>FREE, then they shouldn't be punished. The problem is too many people like
>
>It could hurt some companies every bit as much as piracy, which is the illegal
>version of free software. Say a company comes out with a new and very
>innovative game for the ST in the UK. Some other group produce a clone,
>a BETTER clone and start distributing it via the net. Soon the world will have
>the PD version before some have even heard of the commercial one. When the
>commercial version turns up reviewers would be saying "Not as good as the PD
>version" and so no sale. Does that sound extreme? Maybe, but that is what
>worries companies and that is what they are trying to prevent.
>

Surely any company that tries to produce and sell software that is not as
good as something an individual working on at home can produce and give
away does not deserve to remain in business. A software company does not
deserve to do well (ie make a lot of money) out of what must be a very
inferior product.

Although I have not personally seen the STrabble game in question, it
does not sound like a particularly difficult game to code (more difficult
getting the dictionary together I would have thought), and yet it is being
sold for the same price as some of the more complex games (anything involving
a lot of high speed graphics, say).

I therefore see the PD world as not only providing the "little" utilities
that are not worth writing yourself, and not worth paying money for, but
also for keeping the "Big" software houses "on their toes" and ensure
that their latest "masterpiece" is actually worth the money that they are
asking for it.

(What a rant !!!! Sorry about that)

--
****
* John Hartridge Crosfield Electronics Ltd Hemel Hempstead UK *
* Ext 3402 Tel:- (0442) 230000 Fax:- (0442) 232301 *
****

4412. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 11:52:08 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <26540@ttidca.TTI.COM>
Source record: 231738

In article <10099@suns2.crosfield.co.uk> imt@crosfield.co.uk (ian taylor) writes:
>Has anyone had problems with this months (June) ST User cover disk?
>I think that there is a free virus included on the coverdisk, which mangled
>the directory of two of my disks before I eradicated it. This is the second
>time that ST User has done this, and frankly I am bloody unimpressed. Anyone
>who's got this disk, beware.

And, anyone who's got the disk and VKILLER, please capture the virus and
forward a copy to me.

If it is indeed trashing disks, then it's different from the virus that
went out the first time.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca.tti.com *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

4413. Re: Mega STe applications

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 12:07:37 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.675518857.larserio@kvart.ifi.uio.no>
Source record: 231708

Exacly the same problem I had....
I know of LOTS of examples of MEGA STE's with this bad chips that causes the monochrome diplay to wrap when you change screen adresse and causes static in the DMA sound, but Atari Corp won't confirm this and tell me that this is only a problem with my machine (but you are the 4th one I've heard about).
Replace the chip with a chip from an old STE (not the same number so you need the print-layouts for both MEGA STE and STE to do this, the chip is called GSTSHIFTER and has to do with both video and sound in the STE machines..)
I would again like a comment on this from Atari Corp. You can't just ignore this problem that applies to a great number og MEGA STE's !!!!!???

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4414. Re: only_ste.lzh (was Re: ST User Virus!)

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 12:54:15 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91May29125415@alfa.fct.unl.pt>
Source record: 231711

on 29 May 91 10:00:03 GMT,
ralph@laas.fr (Ralph P. Sobek) said:

> I used "split" on my
> SPARC to chop the file in half. Each half was put on a separate
> floppy and taken home.

> At home, I became worried about concatenating two binary file parts
> together. I then decided to run full blown GNU emacs (not mg, jove,
> nor micro-emacs) with a 1 Mb RAM disk. I then inserted into my emacs
> buffer both halfs of the file and saved it to the RAM disk. Of course
> there was no more room to unpack the file. It tested out okay. Well,
> I copied it to a floppy and extracted back to the RAM disk. I then
> ran MSA to create the demo floppy. Ouffhh!!! ;-|

The exact procedure I followed was to run lharc on Unix (a DECstation
5000 unpacks LZH archives a *little* faster than an ST :-), split the
file in two, and then wrote the floppies. On the ST the easiest way I
found to do this was to `cat' the two parts (using GNU cat from
cs.uni-sb.de), a lot faster than creating a RAMdisk and using GNU
Emacs, I'd say...

> Did anyone have a much easier time of it? I only hope that few items
> of this sort travel through USENET or are uploaded to atari.archive.
> Normally, large *.lzh or *.zoo can be split up differently since the
> individual member files are less than 720 Kb.

The thing might be to have a simple stand-alone SPLIT/JOIN program on
the ST. If I knew more about GEM I'd do it myself (maybe I'll give it
a try someday). By "simple" I mean one that does NOTHING but the
equivalent of Unix's split and cat, ie. no headers or CRC's.

Anyway, regarding the only_ste demo, I must confess it's absolutely
fabulous.
--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL

4415. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 13:20:15 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May29.132015.16261@actrix.gen.nz>
Source record: 231736

In article <1991May28.202555.16251@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
> In article <10099@suns2.crosfield.co.uk> imt@crosfield.co.uk (ian taylor) writes:
> >(This is probably only of interest to UK netters, although I believe ST User
> >magazine is available internationally by mail order)
> >

> I looked at from the Net recently was this "only_ste.lzh" sound
> demo package. Now this is a strange package with what seems to
> be a whole disk compressed into an ".MSA" file which in turn was
> LHARC'd. I unpacked this kit just this morning. When I unpacked
> the disk I used the MSA.PRG auto-formatting command. It seems to
> me that this method of packaging might allow for transporting of
> boot sector or other viruses. Has anybody else unpacked this demo
> kit recently?
> --
> Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
> lsuc!jimomura
> Byte Information eXchange: jimomura

I have just checked, it does have a executable boot sector, but its for
checking if you are using a Mono Monitor. ie. it gives a warning if not

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4416. Re: Mega STe Question (or Problems)

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 14:05:38 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May29.140538.29240@informatik.uni-erlangen.de>
Source record: 231714

redmond+@cs.cmu.edu (Redmond English) writes:

> On my Ste, when I boot off the hard drive without a floppy, it's ONLY
> the floppy LED that stays on. The motor goes off by itself.

After a few minutes, right.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

4417. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 14:12:19 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May29.141219.3600@chinet.chi.il.us>
Source record: 231721

In article <1991May28.180143.4644@colorado.edu> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>In article <1111@stewart.UUCP> jerry@stewart.UUCP (Jerry Shekhel) writes:
>>saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>>
>>>Sure enough, in selected applications,
>>>the TT beats the pants off anything based on an Intel chip. In a lot of
>>>other applications, it runs pretty much even with a 25 MHz 80486. And the
>>>price is in the 80386 range.
>>>
>>
>>Not to flame you or anything, but I seriously doubt all three claims. Perhaps
>>you could provide some numbers to substantiate them?
>
>I doubt it too, there was a demo of the TT here by an ATARI club, the
>representative said the TT 68030 was equal to a 386-20 machine and only
>2 MIPS, I found this hard to believe since there was so much talk of it,
>I still think it does close to 8MIPS, but since there is so much people
>disagreeing with the performance of the TT, I don't know what the real
>MIPS on it. Also does anyone know how many MFLOPS the TT does? Like I
>said the TT is not equivalent to the i486 and probably not the new 386-40.
>The 386-33 is running 7.92 MIPS and the i486-25 is 11.1 MIPS.
>THIS IS NOT A FLAME (I am a ATARIAN and probably always will be)
>
>
> Jeff

Some particulars. Dynacadd ($1000 list, but available for about $550) handles drawings as well as Auto CAD. On a TT with a math coprocessor, it does an arbitrary rotation of the semi-standard space shuttle drawing in essentially human reaction time (not quite, but too fast to time conveniently). Last I heard, a '486 running Auto CAD took about 2 seconds. Pagestream and Calamus run at practical speeds on the TT; they are highly usable (I use Pagestream on a Mega, myself, and while it's highly functional, some text operations are slower than I'd like). The comparable programs for Intel chips, whatever their merits, just don't seem to get used. Similarly, because of the Atari-MIDI connection, there are good heavy-duty MIDI programs for the TT; in the 'mainstream', the word seems to be that for MIDI you get a Mac.

Pricing: we just saw a quote of $2100 for a stripped TT. That's '386 pricing. Similarly, the full configuration prices for the TT seem to be in the low $3000 range. Same comment.

Routine applications: my big routine application is chromatographic data processing. Big disk files going through once. Anything faster than a '386

25 runs i/o bound on this one, so all fast machines look the same. Any big math operation that has an inner loop that takes up residence in on-chip cache (and that's a lot of the market for cycles right there) is going to turn over amazing numbers of MIPS on any fast processor. The relative amazingness is going to depend on machine cycles per instruction (slight advantage to the '486 I believe) and efficiency of data addressing (slight advantage to the '030).

About that 2 MIPS for a 32 MHz '030 box: the TT needs some configuring to work at its best. This is new for Atari machines, but is old hat for other micros (and minis). Run a program with bad locality of addressing entirely out of RAM shared with video, maybe you can make it run that slowly. Unfortunately, unless someone tells the system not to, that's the RAM the program will use. And locality just wasn't the issue in 68000 programming that it is in 68030 programming, so lots of existing programs aren't ideal for the TT. Which comes to the old lament that the only real benchmark is YOUR application.

The BIG problem with the TT (and all machines Atari) is that the VARIETY of applications just isn't out there. The big applications are covered, but not with a whole lot of different choices. And Atari doesn't make it easy to develop for their newer machines (although they try to make up for it with their help once an application is developed).

I hate to argue in public. I'd have done this in email, but I think maybe this discussion might be worth keeping going.
Steve

4418. Questions on Desktop/Environment

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 14:20:01 UTC
From: tnzoerne@faui09.informatik.uni-erlangen.de
Message-ID: <tnzoerne.675526801@faui09>
Source record: 231715

Question on Environment:

I am actually writing a program, that shall read some Variables
out of the environment. But I reckognized something very strange:
Desktop overgives the first called program the environment:

PATH=\0 (\0 means Nul-Char)
C:\\\0 (\\ means Backslash)
\0\0
trash...

Now I can't guess, what that second String could mean. It is *not*
dependent on the starting-directory. Maybe it shall be the Boot-
Directory ? But I load AUTO-Prgs. and DESKTOP.INF from Disk A: !!

That is also not the MS-DOS-Standard, as there after the twice-Nul-
Bytes the starting-directory should be overgiven, and before only
correct Definitions (including a '=').

Question on Accessories under Dektop:

Is there any way to reckognize from out of an Accessory if the
aktual process is the Desktop (when receiving an acc_open) ?
I want to write a program, that opens automatically a window on
the Desktop to display some things; but that shall not happen
in other programs. (Thats no problem in TOS-programs, cause you
don't happen to get an acc_open)

Perhaps some kind person has an idea and tells me about it ?

Thanks, little TOM

Thorsten Zoerner, Neuweiherstr.36, D-8523 BD
tnzoerne@faui09.informatik.uni-erlangen.de

4419. Atari HD hostadapters/drivers.

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 14:28:12 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3444@sirius.ucs.adelaide.edu.au>
Source record: 231717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings all!

I'm looking for some information on the available host adapters for the ST,
and also driver s/w.

Currently I am running a Megafile 30 adapter board and an NEC D3142
drive. Someone I know is looking for an RLL controller to talk to an RLL
CDC wren, and I want to sell my controller to this person.

This places me in a difficult position: I need to find a new controller.

My current unit took me 3 months and untold hassles with certain Oz atari
techs, and I don't really want to try this again.

An well, I have my eyes on another 3142, with which I hope to add a minix
filesystem to my machine.

Thus, I am seeking a hostadapter which will run RLL : the only possibilites
seem to me to be:

ICD + Adaptec 4000A.

Supra. (is this ACSI <-> RLL or ACSI <-> SCSI???)

Berkley Microsystems. (again, to what?? RLL? SCSI?)

Are there other hostadapters available??
Are they any good??
Costs??

Please, being hereunder in Oz, can I have some addresses for the
manufacturer or a dealer that will export here?

With regards to driver s/w, I understand that the Atari HDI will not support
more than one drive per LUN. - how about the Supra/ICD/Berkley drivers?

How about Claus' driver (CBHD) - cost, language, etc...

Many thanks all.

Matthew.

4420. Re: please reply to this. favorite dealer listing.

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 14:54:23 UTC
From: freds@hpspdra.spd.HP.COM
Message-ID: <12020003@hpspdra.spd.HP.COM>
Source record: 231739

I don't have a favorite, BUT
Microworld alias ZEPHR in Berkley CA is not so hot.

4421. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 15:10:35 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <1884@richsun.cpg.trs.reuter.com>
Source record: 231716

In article <91148.132622ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:
>In article <yF9J32w164w@admiral.UUCP>, slammy@admiral.UUCP (Dave Litchman) says:
>>
>>Ok, I'm sure we've all SEEN the TT, at shows and such, but does anyone
>>HAVE one yet?
>>
>Yes. Since September 1990. Most professional developers in Germany have one.

Yes! I waited 5 months - ordered it December 1, 1990. I was the first one to order and the first to receive (probably one of the first to receive here in the Chicago area - non developer machine that is) the TT at the dealer near me. I'm starting to see new software appear for the TT also. Such as: Lattice C TT, Calamus TT, Pagestream (?) TT, Devpac Assembler TT, etc....
By the way, did you see my posting to this newsgroup from a few days ago? Here's the info:

How's this: TT030, 4M, 50M HD, with Color Monitor - $2680
Subtract about $500 without Color Monitor. I believe that you can also get the 2M TT030 for just under $2000. A 4M model includes 2M of ST RAM on the motherboard plus another daughterboard with 2 more Meg. One can expand this ST RAM daughterboard to 10 M. The fast TT RAM includes another daughterboard with 1M Sims to add another 4M to make a TT030 8M model. Remove the 1M Sims from this TT daughterboard and replace them with 4M Sims to expand TT RAM to 16M. Result total RAM = 10 + 16 = 26M. I was told today from a dealer here in the Chicago area that these RAM expansion boards will be ready for sale around mid June here.

CUL,
Chuck

P.S. Software from my ST is running many times faster on the TT - to be expected! :)

4422. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 15:14:36 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2834@prles2.prl.philips.nl>
Source record: 231723

Here in the Netherlands, you can just buy a TT at your atari dealer.
They do (did?) have them in stock.

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

4423. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 15:25:43 UTC
From: schultzd@kira.uucp
Message-ID: <1991May29.152543.17264@msuinfo.cl.msu.edu>
Source record: 231718

An important note:

A 520ST is by definition an older machine. IT DOES NOT HAVE A DRIVE BUILT IN. If someone is selling you a 520ST find out if it is an STf (f for FLOPPY). Those are newer and have the built in drive.

Some of the last 520STf's (before they were discontinued) used 1040 motherboards. So, to upgrade to 1meg cost only price of a few chips (a friend did it for $30 in about 3hrs. Takes some soldering though. I DON'T HAVE DETAILS, so don't ask me how he did it.)

Good Luck with your ST. I love mine.... So, glad I dumped my Compaq Luggable...

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

4424. Re: Questions on Desktop/Environment

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 15:41:40 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May29.154140.5510@informatik.uni-erlangen.de>
Source record: 231728

tnzoerne@faui09.informatik.uni-erlangen.de (Thorsten Zoerner) writes:

>PATH=\0 (\0 means Nul-Char)
>C:\\\0 (\\ means Backslash)
>\0\0
>trash...

Normal behavior. Ignore the \0 after PATH, this is really _one_
environment string.

>Is there any way to reckognize from out of an Accessory if the
>aktual process is the Desktop (when receiving an acc_open) ?

No legal way, unfortunately. (Correct me if I'm wrong.)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

4425. Green Goblin Virus

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 17:37:57 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May29.173757.17022@lsuc.on.ca>
Source record: 231734

Many thanks to all who replied. Apparently I received the Green Goblin virus on the ST User Magazine disk #58, December 1990. This was apparently a well known situation to those who read the magazine regularly. I never heard about it before.

I checked the rest of my disks and that particular disk did indeed have that virus on it.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4426. Re: : -) (was: Re: Mega STe Question (or Problems))

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 17:47:00 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May29.174700.17388@lsuc.on.ca>
Source record: 231735

In article <1991May29.110338.1580@urz.unibas.ch> hofer@urz.unibas.ch (Remo Hofer) writes:
>In article <1991May28.114007.22430@informatik.uni-erlangen.de>,
>csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>
>> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>>Jerry Pournelle in his 'review' in Byte also commented on this delay. He
>>>made it seem like his TT waited for several minutes however.
>>
>> Which sheds some light on the way he likes to test gadgets. He would only
>> have to press any key...
>

Actually, I would have done exactly the same thing he did.
On any complex system you never know if it's fully debugged. If
you hit a key during boot, and there's a bug, you might just cause
a crash. There's no way to know. Unless told otherwise, the safest
thing to do while a system is trying to boot and just sit there
and stare at the screen.

>But where is any key located on your keyboard? I couldn't find it on mine. :-)

Well it's only on the North American versions. ;-)

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4427. Milwaukee Area ST User Group

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 18:55:30 UTC
From: baaa02@mixcom.COM
Message-ID: <872@mixcom.COM>
Source record: 231709

The Milwaukee Area ST User Group (M.A.S.T.) will be sponsoring an Atari Swapfest on June 2nd, 1991 in Milwaukee, WI.
We wish to thank the following developers and vendors for committing to attend the show:
Apple Annie Branch Always Software
Compu-Seller West Dennis Palumbo Fonts
G.K. Enterprises ICD
Innovative Concepts Kolputer Systems
Komtech Micro Magic
MissionWare Software M-S Designs
Paper Express SKware One
Taylor Ridge Books Timeworks
Toad Computers Touch Technologies
Other User Groups that will be attending;

LCACE MAAUG
GCACE RACC

M.A.S.T. also will have two tables set-up for selling used equipment both for our members and on a commission basis. There will be the new TT and Mega STe computers at the show. I have been assured that both machines are also for sale at the show.
We also will have the new Atari Coupon Books And Catalogs from E. Arthur Brown Available to the attendees.
We hope that you will be able to join us in Milwaukee for this show.
We will be updating this notice as we have more information.
Ticket cost is two dollars in advance, three dollars at the door.
If you need a hotel, please contact one of the following;

Hampton Inn (414) 466-8881 (limited double rooms)
Budgetel Inns (414) 535-1300 (single rooms only)

If you have any questions please feel free to call (414)463-9662.

Thank You

Bruce Welsch
President

4428. Re: ST World (UK) (was Re: Publishers (II))

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 19:43:58 UTC
From: aj_taylo@sol.brispoly.ac.uk
Message-ID: <AJ_TAYLO.91May29194358@sol.brispoly.ac.uk>
Source record: 231732

NOTE ST World Issue 54 Quarter 1 1991 DOES NOT EXIST.

ST World is currently being given away with Atari ST User as was very thin this last issue. It is intended to re-launch ST World as a separate magazine at an unspecified later date

--
Andy Taylor, Bristol Polytechnic, UK

"... and pray that there's intelligent life somewhere up in space, 'cos there's bugger all down here on Earth."
Monty Python's Meaning Of Life
E&OE

4429. Last Uniterm (Was Re: ST User Virus!)

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 19:47:49 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991May29.194749.16987@garfield.cs.mun.ca>
Source record: 231748

grahamt@syma.sussex.ac.uk (Graham S Thomas) writes:
>It looks like ST User is innocent this time. (Innocent of this, at
>least. On the cover disk is what they call - several times - the 'very
>latest version of UniTerm'. The version is in fact 2.0c. The last
>version that Simon Poole released is, I believe, 2.0e011. 2.0c is quite
>usable; if they didn't shout so much about the program being "hot from
>the programmer's fingertips" - with a 1987 copyright date??? - I
>wouldn't mind.)

I'm using version 2.0e011, and it has a 1986 copyright date. So maybe
2.0c _IS_ a newer version.
--
C. Miguel Borges "The philosophers have only interpretted
St. John's, Newfoundland, Canada the world in various ways; the point
carlos@garfield.cs.mun.ca is to change it."
an630@cleveland.Freenet.edu - Karl Marx

4430. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 19:54:34 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May29.195434.16735@wam.umd.edu>
Source record: 231727

In article <10107@suns4.crosfield.co.uk> magna@crosfield.co.uk (john hartridge) writes:
>In article <3089@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>In article <1624@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>>So what? I think if someone is willing to give you something BETTER for
>>>FREE, then they shouldn't be punished. [...]
>>
>>It could hurt some companies every bit as much as piracy, which is the illegal
>>version of free software. [...]
>
>Surely any company that tries to produce and sell software that is not as
>good as something an individual working on at home can produce and give
>away does not deserve to remain in business. A software company does not
>deserve to do well (ie make a lot of money) out of what must be a very
>inferior product.

The more that games programming moves into the realm of higher level languages and away from the realm of arcane assembly language voodoo (heh-heh), the more you will see "individuals working at home" producing games that give the professional houses a run for their money.

I strongly suspect that in the next few years we will see many more games written by former "mere hobbyists" that are of professional or near-professional quality. The main thing that separates commercial games from those done by amateurs at this point is art. If you get two friends working together for fun on a PD game, one a programmer and one an artist, you can get amazing results that rival the professional games in quality. Don't think for a minute that algorithms to move shapes around the screen quickly are "secrets." There are already several examples of Shareware and PD games for the ST that "have the technology." Have a look at LLamatron or Nova.

Of course the professional houses will always have the edge in extremely complex games like flight simulators, Ultima N+1, etc. simply because games like that require huge amounts of data. But games in the "shoot everything that moves" and "ninja chop-socky warriors part 19: revenge of Foo" genres come down to basic straight-ahead game mechanics and glitzy art.

>Although I have not personally seen the STrabble game in question, it
>does not sound like a particularly difficult game to code (more difficult
>getting the dictionary together I would have thought), and yet it is being
>sold for the same price as some of the more complex games (anything involving
>a lot of high speed graphics, say).

Scrabble is QUITE difficult to do well. Not as hard as chess or go perhaps, but then there's quite a bit of literature written on those.

Making an intelligent Scrabble opponent has been the subject of at least one PhD dissertation. Add to that the difficulty of just getting the dictionary of words into the program in a space-efficient manner, and you've got quite a challenging project.

>I therefore see the PD world as not only providing the "little" utilities
>that are not worth writing yourself, and not worth paying money for, but
>also for keeping the "Big" software houses "on their toes" and ensure
>that their latest "masterpiece" is actually worth the money that they are
>asking for it.

There's absolutely nothing wrong with writing a game that rivals professional games in quality. The problem comes when you cause the professional software houses to lose sales on their own products because you copied them. That's the main issue here -- that STrabble performs all the functions of a commercial Scrabble playing program (and quite brilliantly, I might add) and therefore steals sales from the people who bought the rights to produce the official version. If STrabble were a game only _similar_ to Scrabble, then Spears would just be out of luck, but then STrabble probably wouldn't hurt Spears' sales if it weren't an implementation of the famous board game.

Like Neil, I think that Spears have every legal right to ask Warwick to stop distributing the game. (Note that I said _legal_ right.) However, it IS an unfortunate trend. It makes me unhappy to see someone who is just trying to provide quality software to the ST community essentially for free getting raked over the coals for it. On the other hand, however, if I were Spears and saw that my sales were being hurt after I'd shelled out the bucks to write the legitimate version, I'd probably feel that trying to stop distribution of the shareware version were my only recourse.

If Scrabble were a game no one cared about any more (like Pacman), I'm sure this wouldn't even be an issue. The problem comes when a shareware author copies a game that still has sales potential. The big bombshell in this area is of course Tetris. It's a simple concept that is unbelievably easy to implement. Easier, even, than Pacman. Since it's so easy, it's been copied all across creation. But this does indeed affect sales of the official versions, and sure enough, Spectrum Holobyte (supposedly) attempted to kill all the shareware versions of Tetris for the Amiga. (Perhaps an Amiga owner will correct me if it wasn't Spectrum Holobyte.)

To see things from the other side, ponder this: How would you feel if you'd come up with the idea for Tetris, written the game and put it out there (commercially), only to come across equally good PD rip-offs of YOUR game idea?

Copyrights and patents are intended to protect intellectual property. The fact that the laws are only severely enforced when someone else is getting hurt by an infringement is a virtue that allows people to have an ancient (but fun) game like Pacman or Robotron on their ST's even

after there's no commercial potential for it. Who would write Pacman for the ST if it could only be released commercially? It just wouldn't sell.

This whole legal mess should be taken VERY seriously by PD/Shareware authors. Whereas shareware and PD started out as a vehicle for hobbyists to release anything they wanted to, it has now become a threat to big business. Shareware authors should realize they're now walking through a legal mine field when they infringe on others' copyrights.

Dave Baggett
dmb@wam.umd.edu

4431. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 20:55:43 UTC
From: jdp@engr.uark.edu
Message-ID: <jdp.675550543@engr>
Source record: 231731
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sources.wanted

acook@athena.mit.edu (Andrew R Cook) writes:

>I have some code that I wrote that will get rid of all the crap in catted
>together uuencoded files. Usually I just pipe the output to uudecode, but you
>can indirect it to a file if you like. It seems to work fine, I haven't had any
>problems. If you want it, email me, and I'll send it out (source).
>
>Andy Coook
>acook@athena.mit.edu

If this one isn't sufficient let me know and I'll send you mine.

Combine file0? --> one output file that's decoded.

Dalton Porter
jdp@engr.uark.edu

4432. detecting GDOS and using vst_load_fonts

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 21:09:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1899828925@thelake.mn.org>
Source record: 231726
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

(This is a repost ... because of a configuration error, the original may
not have achieved the distribution I had intended.)

I'm having trouble figuring out how to use an alternate font
to draw text in a GEM window. I presume I need to check for
the existence of GDOS before calling vst_load_fonts, but
how?

I'm also getting three bombs when calling vst_load_fonts, with
AMCLITE installed and ASSIGN.SYS set up properly (or at least well
enough that GEMINI doesn't complain).

I'd like to install Gemini 9 pt inside an application program.
Do I need to search for "Gemini 9 pt" in the data returned by
vqt_name() or do I search for the filename "BAGE09.FNT"?

Code fragment follows:

```
open_vwork()
{
int i;
char tmpln[80];
handle = graf_handle( &char_w, &char_h, &box_w, &box_h);
for( i=0; i<10; work_in[i++] = 1 );
work_in[10] = 2;
v_opnvwk( work_in, &handle, work_out);
fonts_loaded = work_out[10];
sprintf(tmpln,"[1][There are %d|fonts available][OK]",fonts_loaded);
form_alert(1,tmpln);
/* note: it tells me I have one font available */
fonts_loaded = vst_load_fonts(handle,2);
/* BOOM! Three big ones and we go no further */
sprintf(tmpln,"[1][After vst_load_fonts,|there are %d|fonts available][OK]",fonts_loaded);
form_alert(1,tmpln);
if (fonts_loaded > 1)
set_font();
}

set_font()
{
/* Wouldn't it be nice if there were a font selector like the
file selector? (Volunteers?) */
int i,fontindex;
```

```
char fontname[32];
char *p = "BAGE09.FNT"; /* or should it be "Gemini 9"? */
if (form_alert(2,"[1][Load BAGE09.FNT?][Yes|No]") == 2)
return;
for (i=0;i<fonts_loaded;i++)
{
/* find the font */
fontindex = vqt_name(handle,i,fontname);
if(strnicmp(p,fontname,strlen(p))== 0)
{
/* select the font */
vst_font(handle,fontindex);
/* set the point size */
vst_point(handle,9,&char_w, &char_h, &box_w, &box_h);
return;
}
}
}
```

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

4433. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 21:21:57 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May29.212157.27603@jato.jpl.nasa.gov>
Source record: 231730

In article <1991May29.195434.16735@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
...
>If Scrabble were a game no one cared about any more (like Pacman), I'm
>sure this wouldn't even be an issue. The problem comes when a
>shareware author copies a game that still has sales potential. The big
>bombshell in this area is of course Tetris. It's a simple concept that
>is unbelievably easy to implement. Easier, even, than Pacman. Since
>it's so easy, it's been copied all across creation. But this does
>indeed affect sales of the official versions, and sure enough, Spectrum
>Holobyte (supposedly) attempted to kill all the shareware versions of
>Tetris for the Amiga. (Perhaps an Amiga owner will correct me if it
>wasn't Spectrum Holobyte.)
>
>To see things from the other side, ponder this: How would you feel if
>you'd come up with the idea for Tetris, written the game and put it out
>there (commercially), only to come across equally good PD rip-offs of
>YOUR game idea?
...
Correct me if I'm wrong, but I think the original Tetris WAS PD, and the
folks that have been making money on high-quality professional implementations
don't deserve a copyright on the original innovation.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

4434. Re: IMG gormat

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 22:08:49 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May29.220849.15765@cs.ucla.edu>
Source record: 231733

In article <1991May29.014046.24302@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>In article <A0b64gka@pfunk.hanse.de> blackbox@pfunk.hanse.de writes:
>>In <CMM.0.90.2.675111152.larserio@kvart.ifi.uio.no>, LarsErikOsterud writes:
...
>>1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
>>1 word pixel height in microns
>
> Does most software actually take this into account for anything
>or can you leaave the pixel dimension 0?

I've talked to several other Atari developers who _do_ use this information.
Applications that print image files especially need to know the pixel size.

--Steve

>--
>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
>lsuc!jimomura
>Byte Information eXchange: jimomura

--
Steve Whitney - UCLA CS Grad Student ())_-_())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

4435. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 22:37:49 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <qPcq34w164w@ersys.edmonton.ab.ca>
Source record: 231664

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
> >Yes, there is a 720K floppy drive built in. The older systems had 360K
> >floppies, but the newer ones don't. It is fairly fast, but don't expect
> >miracles. It seems faster than the IBM counterparts, though. There are
> >also the usual assortment of Hard Drives available. I haven't seen any
> >CD-Roms yet or Optical Drives yet, though. There are removable Hard
> >Drive cartridge systems and 10 MEG floppies, though.
>
> Atari sells two kind of CD-ROMs. The CDAR504 has a ACSI port, the CDAR505
> is a SCSI device. There is also a MOD from Sony.

Really? Could someone tell me about these devices? Price, capacity, and
type of software available would be of particular interest?

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< ---------------------------------- >>

4436. 1040STfm repair/upgrade

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 22:52:29 UTC
From: briant@tsltor.uucp
Message-ID: <1991May29.225229.10554@tsltor.uucp>
Source record: 231724

Greetings netlanders and sundry ST hacks,

My ST keyboard has a strange malady. Namely the '/', 'CR', '\' and
DELETE key require me to hold them down for an eternity or bang on them with
a sledgehammer to get them to work.

Bottom line, I probably want to have it fixed or figure out how to
do it myself. I'm tempted to upgrade to the latest version of TOS (I have
an old '86 TOS1.0) and probably upgrade my memory to something that lets
me use a few of the neat tools (e.g., MiNT) that are out there and still
be productive.

Any solutions (including "don't be stupid, you'd save money by buying
a Mega from XXX for $$$ because your upgrade would cost $$$'") would be
gratefully received. Recommended repair folks/dealers/others in the Toronto
(where I work) or Guelph (where I live) would be great.

Best Regards and many thanks,

Brian
--
Brian Taylor briant@tsltor.uucp
UNIX Systems Administrator (...jtsv16!tsltor!briant)
Teleride Sage Ltd. (416) 596-1940

4437. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-29 22:56:22 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1991May29.225622.28340@murdoch.acc.Virginia.EDU>
Source record: 231740

In article <1991May29.212157.27603@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:

>Correct me if I'm wrong, but I think the original Tetris WAS PD, and the
>folks that have been making money on high-quality professional implementations
>don't deserve a copyright on the original innovation.

As usual, you're wrong. I'd be happy to tell you in email, but you don't seem to like receiving email from people who tell you you're wrong. Freedom of stupidity, I guess. Your loss.

The rights to Tetris are owned by a Russian company who sells it to various other companies. I recall a court case recently in which Nintendo forced Tengen (a subsid. of Atari Games, which isn't related to Atari Corporation anymore) to stop selling a Tetris game. Nintendo had licensed it directly from the Rusians, while Tengen had sub-licensed it from a British company who owned the "home computer" rights.

4438. Mega ST for sale!

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 00:03:20 UTC
From: cwc@aethelbehrt.cs.odu.edu
Message-ID: <1991May30.000320.20524@cs.odu.edu>
Source record: 231725
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

For immediate sale:

Atari Mega 2 ST with TOS version 1.04 and a Tweety Board installed. Only $600!

--I'll ship it for free to anywhere in the continental US via UPS--

==========
Chris Carpinello (cwc@xanth.cs.odu.edu) /// Peace, Love, and NO CENSORSHIP
"Of all possible worlds, we only got one, we got to ride on it"__Grateful Dead

4439. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 00:40:58 UTC
From: fh@well.sf.ca.us
Message-ID: <25114@well.sf.ca.us>
Source record: 231744

> I have been offered a 2nd hand copy of Lattice C version 5.
>Unfortunately the registration card has been sent in. Does
>anybody know what Lattice' policy is regarding transfer of
>registration (for updates and such)?

Goldleaf Publishing is now representing HiSoft in the US. The
policy for reregistering current users of HiSoft products has not
been finalizes jet. I suspect there will be a small $$ amout to
get access to tech-support and upgrades.

The number for Goldleaf is 415/257-3510

Fabian

4440. 'only_ste.lzh'

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 02:29:13 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May30.022913.5649@lsuc.on.ca>
Source record: 231741

I don't know what's going on here. After receiving the 26
uuencoded parts I tested the 'only_ste.lzh' file with 'fstlzh20'
and it passed. So I unpacked the files and it turns out to be
'msa.prg' and 'only_ste.msa'. Ok. So I ran the 'msa' program
and in theory I unpacked the disk. It turns out that on that
"huge" disk there were only a few files, none of which was all
that big. Is this some kind of joke? I think I could repackage
all the relevant files in a single LZH file of about 40K.

I've passed the disks on to a fellow who works at a store
that sells STEs and he's going to report back to me around the
end of the week. Has anybody finished testing this thing?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4441. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 03:52:20 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991May30.035220.23253@watmath.waterloo.edu>
Source record: 231742

In article <RALPH.91May16151116@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>Sorry, I do not understand this shell script. Don't all versions of
>Dumas' uud strip extraneous headers and trailers from uuencoded files?
>The problem arises with all the nonstandard decoders/encoders that
>exist.

Ralph is right.
One does not need such a complicated script. UUD will ignore the
parts that it does not need. It jumps from the "include", past
the mail or news header, and straight to the next "begin" line.
A good command line might be like this:

```
cat somebigf.u?? | uud
```

Silvert's adaptation of the Dumas' code is great.
Highly recommended.
--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

4442. Re: Latest Atari hard disk formatter/partitioner?

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 06:39:02 UTC
From: Rod.Fulk@therip.FidoNet.Org
Message-ID: <675582946.7@therip.FidoNet>
Source record: 231691

Hello Graham,
The early Ste's are all covered on a case to case basis..
Your supposed to call atari if you find out your STe doesnt work with a hard drive for some reason. (Yes, atari USA did say there was a problem but all current STe's should be working just fine. The problem was NOT with JUST the third party drives although they seemed more apt to mess up.)
I would suggest making sure your hard drive is very backed up...
My bosses computer didnt start trashing files until about a week after he had the computer. He swapped it and it has worked every since.
(Atari USA's customer service told me the above policy. I decided to wait until later. Glad I did. I am gonna try getting a new machine pretty soon)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

4443. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 07:07:51 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17555@chaph.usc.edu>
Source record: 231570

In article <1884@richsun.cpg.trs.reuter.com> chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>
>How's this: TT030, 4M, 50M HD, with Color Monitor - $2680
>Subtract about $500 without Color Monitor. I believe that you can also
>get the 2M TT030 for just under $2000. A 4M model includes 2M of ST
>RAM on the motherboard plus another daughterboard with 2 more Meg. One
>can expand this ST RAM daughterboard to 10 M. The fast TT RAM includes
>another daughterboard with 1M Sims to add another 4M to make a TT030
>8M model. Remove the 1M Sims from this TT daughterboard and replace
>them with 4M Sims to expand TT RAM to 16M. Result total RAM = 10 +
>16 = 26M. I was told today from a dealer here in the Chicago area that
>these RAM expansion boards will be ready for sale around mid June here.
From the discussion on c.s.a.st a while back with Alan Pratt, I believe he said that you can only have 4MB _ST_ ram. You can have 16 MB TTram like you said, but that the other 6MB of ram comes from using the VME bus for ram expansion. In fact, the VME ram is supposed to be faster than STram (no sharing it with video, etc.), even though it is slower than TT ram. However, I wonder why you are limited to only 6MB from the VME? Is it Atari being silly and not allowing you to use _most_ of the '030's addressing capability (of course SOME of it has to be reserved for I/O etc. but not more than 32k worth!) like they did with the ST (you know - the 68k can address 16MB but you are limited to using 4MB max - I mean, even if you dedicated 512k to I/O,ROM,etc. you could put in 15 1/2 MB around it. It would be worth it to use 4-4MB SIMMs as you would only be losing the use of 1/8 of one of the SIMMs (actually 1/16 of two of them)).

>
>CUL,
>Chuck
>
>P.S. Software from my ST is running many times faster on the TT - to be
> expected! :)

-Mike

4444. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 07:10:51 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17556@chaph.usc.edu>
Source record: 231569

In article <17555@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>course SOME of it has to be reserved for I/O etc. but not more than 32k worth!)
ooops ^^^
That should be around 1MB - just to be generous with the ROMs :).

>-Mike

-Mike

4445. assorted TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 07:19:09 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.675587949@cstw163>
Source record: 231660

Hi,

I'm in the process of convincing myself to buy a TT, and I'm stuck with
the following questions:

As I'm told the TT does not have a 68882 on board, but does have
a socket for such a beast. Right?
What speed must this beast have, or can is the speed selectable?
the 68881 and 68882 are supposed to be compatible. I owe a 68881.
Can I use that one instead (assuming it is the right speed).

I'm a little puzzled by a previous posting about how memory is
implemented. Are there two different daugtherboards??
If I buy a 2 MB system is it then just a case to add sims if I want to
upgrade to 4 MB? If not, I think I'll prefer to buy a 4 MB system.
Is such a 4 MB system easily upgradable (e.g. by adding (or maybe
replacing) simms). From a previous posting I concluded that there is
a different daugther board if you go to 8MB. Is the ram on the
second daughter board faster than on the first one??

What speed is the ram actually. Do I get wait states when accessing the
memory? In any of the above cases??

Then there is the monitor. Is it possible to use an ST monitor if the
screen is in an ST resolution??
I think the price on a TT monitor is on the high side. However, I'm
told that this is just a regular VGA monitor. Can I go out and buy a VGA
monitor and use it?
I assume I need a monitor with 640x480 resolution and 60 or 70 hz
refresh rate, and a D connector plug (forgotten the number of pins).
Do I need a color monitor, or can I also use a monochrome monitor.
Using a monochrome monitor would cut the price with $ 200 or $ 250, and
I do not really need color.

If someone could answer these questions that would be very appreciated.

Thanks!
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Centre for Software Technology

4446. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 07:49:35 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3100@odin.cs.hw.ac.uk>
Source record: 231678

In article <5236@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk
(Graham S Thomas) writes:
>It looks like ST User is innocent this time.

Yes. Mine's clean too.

> (Innocent of this, at
>least. On the cover disk is what they call - several times - the 'very
>latest version of UniTerm'. The version is in fact 2.0c. ...

You'll also find an illegal (very!) copy of NEOchrome on there too.
About now you'll all be saying "Why does this guy keep going on about
NEOchrome?". Well the answer is I would like it to be PD officially but Atari
seem disinterested.

>Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
>Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 viruses!" !
+---+

4447. Re: Questions on Desktop/Environment

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 08:27:36 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3101@odin.cs.hw.ac.uk>
Source record: 231679

In article <1991May29.154140.5510@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>tnzoerne@faui09.informatik.uni-erlangen.de (Thorsten Zoerner) writes:
>>Is there any way to reckognize from out of an Accessory if the
>>aktual process is the Desktop (when receiving an acc_open) ?
>
>No legal way, unfortunately. (Correct me if I'm wrong.)

OK :-)
BTW: Atari UK say this is 'OK' to talk about.

When an accessory is starting up it should get the address of the OS header at $4F2. This usually points to the start of the ROM, wherever it is, but AHDI might change it. Either way what it points to is, or should be, consistant.

At $28 offset from the start of the structure $4f2 points to is a pointer to the process ID of the current process. This is actually its basepage.

For an accessory that is starting up this will be the PID of the GEM Desktop since accessories are not processes in the true sense, ie. they belong to the AES and Desktop.

The accessory can save this PID and compare it to the current value when the accessory is activated from the menu. If it's the same then we are on the desktop. If not then we are in a program. Actually this is quite handy for adding modules to an existing program.

Caveat:
This PID pointer does not exist in TOS 1.0. For that ROM version its value is 0x602C execpt for the Spanish ROM where it is at 0x873C.
The TOS version is found at offset $2 from the start of the OS header and the country is encoded at offset $1C but the lowest bit is screen freq.

eg.

```
; long *get_pid()
; Return PID pointer for any ROM version.
; (Note: Call this in Super mode for access to _sysbase)

SPA: EQU 4 ; Spain country code

_sysbase: EQU $4F2

_get_pid:: MOVE.L _sysbase,A0 ; A0 -> OS header
CMP.W #$0100,2(A0) ; Is this the old TOS?
BEQ.S .old
```

```
MOVE.L $28(A0),D0 ; D0 = PID address in modern ROMs
BRA.S .done

.old: MOVE.W $1C(A0),D0 ; D0 = Country and screen freq.
LSR.W #1,D0 ; D0 = Country code
CMP.W #SPA,D0 ; Is it Spain?
BNE.S .other

MOVE.L #$873C,D0 ; D0 = Spanish PID
BRA.S .done

.other: MOVE.L #$602C,D0 ; D0 = Rest of the world PID

.done: RTS ; return(D0);

END

Note the complete lack of XBRA usage in the above example! :-)
```


```
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+-------------------------------------------------------------------------+
```

4448. Re: My stupidity

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 11:07:30 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1991May30.110730.3478@actrix.gen.nz>
Source record: 231749

In article <16582@helios.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
...
> I have a problem though. The sozobon files have directory names that
> I want to keep. If I use the novice "zoo -extract" command, all of the
> files are retrieved without pathname. I looked at the man pages and
> tried the followin command:
>
> zoo {x}[//] d:\term\download\sozobon1.zoo
>
> But zoo doesn't understand and just give me the usage line. Would someone
> tell me the proper zoo command and flags needed to retrieve zoo files with
> their original pathnames.
>
> Thanks
...
>
> Mark Lehmann
> tamuts.tamu.edu!n160ao

Were you trying to run zoo from the desktop and do you have TOS 1.0?
The TOS 1.0 desktop converts all TTP parameters to uppercase. So,
instead of zoo seeing a -x option, it sees -X which it doesn't
understand. Try using a CLI (one that doesn't convert parameters to
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

4449. Re: ST code or C source for uncompressing .hqx & .sit files: Wanted!

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 11:19:03 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91May30121903@ghiggins.hpl.hp.com>
Source record: 231656

```
++ Does anybody know of any way I can uncompress these files on either my
++ ST or a unix system (before down loading) ?

Try looking for unix utilities on apple or sumex-aim ftp-accessible archives.
'Mcvert' is a Eunuchs-hosted .hqx converter (to .sit) and 'Unsit' unarchives
.sit files.

Graham
======

------------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
------------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
------------------------------------------------------------------------
```

4450. Best ST serious Magazine

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 11:21:13 UTC
From: lhf@ukc.ac.uk
Message-ID: <3678@gos.ukc.ac.uk>
Source record: 231745

>From: SYSPMZT@gecrdvm1.crd.ge.com
>
>Can I further the request, and ask what Atari magazine readers of the net
>find most useful? If possible, could someone post/send addresses for
>those magazines?

I recommend ST Applications. After the demise of ST World, it evolved
from a PD newsletter, into a magazine. Even though STW is coming back, STA
has the edge as the best serious ST publication for the ST. (IMHO)

The address is,
ST Club,
49 Stoney Street,
Nottingham,
NG1 1LX
England.
Tel: 0602-410241

And subsciption costs are,
UK 15 pounds
Europe 18 pounds (Air Mail)
Worldwide 28 pounds (Air Mail)

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

4451. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 13:45:49 UTC
From: steveh@tharr.UUCP
Message-ID: <2182@tharr.UUCP>
Source record: 231690

In article <1991May28.140645.2069@bigsur.uucp> brad@bcars362.UUCP (Brad Shapcott) writes:
>I mean if it is obvious to the court that Scrabble is just a variant on
>crosswords, and while entitled to its particular format and graphics the
>company owning this game cannot extend its copyright to EVERY crossword variant
>(regardless of medium), then close duplicates would have legal grounds to
>refute the owning company's claims.

No doubt a major part of the problem was that the name "STrabble" would
almost certainly be considered an infringement of Spear's trademark. Had the
game been called something else then the company would probably not have
taken an interest. In court they'd simply have to show the product was
"passing off" rather than get into the intricacies of copyright that
Brad mentioned.

4452. Sleeping GEM

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 13:48:47 UTC
From: hofmann@cbnewse.att.com
Message-ID: <1991May30.134847.949@cbnewse.att.com>
Source record: 231653
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have written a GEM application that launches a long running
application, writting text output to one window and graphs to
other windows. This works fine, except that - after running awhile -
the computer halts. It stays halted until the mouse is moved.
The mouse pointer is converted to a bee while the application is
running and back to a pointer when it re-enters the event_multi loop.
When the program locks up, the mouse pointer is still a bee. I am
running this on a Mega ST2, TOS 1.4, Viking Moniterm monitor.
Is this a known problem? Are there workarounds?

Any insight into this problem would be appreciated!

Jim Hofmann
AT&T Bell Laboratories
hofmann@ihlpf.att.com

4453. Assistance selecting a hard drive, please.

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 14:05:11 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91150.100511SYSPMZT@GECRDVM1.BITNET>
Source record: 231683

With the imminent demise of my external B drive (likes to misread directories, and goes into a long pause at access time most of time, successful or not), I'm going to finally break down and purchase a hard drive. I recently bought a 1040 STe, and am running Rainbow TOS (1.6?).

Can anyone post/mail considerations on the various options available to me? I can live with 20 meg, though 30 or 40 would be more appealing. Cost is important, and I'm suprised at the expense of most of the drives the latest STart listed. My friend was able to purhase a 105M drive for his Mac for little more than most 30M Atari drives are listed. Is there any way I can take advantage of SCSI technology? Any recommendations on inexpensive yet trustworthy dealers to buy this from? What are the software requirements for formatting a hard drive and backing up a hard drive? I assume that any drive I purchase will include that software, but is there a standard (pd?) application that I should/want to have?

I apologize for my naive and encompassing questions, and truly appreciate any assistance I might receive. If anyone's noticed me in this category lately, they'll know that I started by asking if I should buy a Mega or a 1040. The responses to those questions directed me to buy a new 1040 STe and upgrade the memory to 4M myself, at ****CONSIDERABLE**** savings. I hate to be an information leach, but you Netters really know what you're doing, and I surely don't.

Many thanks in advance,

Phil Z

4454. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 14:45:41 UTC
From: mathew@mantis.co.uk
Message-ID: <uiLR324w164w@mantis.co.uk>
Source record: 231662

As an aside:

I play the PD Tetris and Arkanoid games rather than the commercial ones.

Why?

Because I have a monochrome monitor.

If the software companies are so lazy that they won't make their games run on my computer, well, I'll just have to use the superior PD programs.

I think (no guarantees) that the commercial Scrabble game is colour-only. It certainly looks that way from the box.

mathew

4455. Re: 'only_ste.lzh'

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 14:46:02 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.675614762@piring.cwi.nl>
Source record: 231663

jimomura@lsuc.on.ca (Jim Omura) writes:

> I don't know what's going on here. After receiving the 26
>uuencoded parts I tested the 'only_ste.lzh' file with 'fstlzh20'
>and it passed. So I unpacked the files and it turns out to be
>'msa.prg' and 'only_ste.msa'. Ok. So I ran the 'msa' program
>and in theory I unpacked the disk. It turns out that on that
>"huge" disk there were only a few files, none of which was all
>that big. Is this some kind of joke? I think I could repackage
>all the relevant files in a single LZH file of about 40K.

Since it's a pity if anyone with an STe would miss this
beautiful demo I'll explain in some more detail how to unpack it:

1. Transfer only_ste.lzh to your system
2. Unpack the archive using lharc

This will give you two files:

a. only_ste.msa
b. msa.prg

There is no documentation included for the msa.prg.

Now execute msa.prg and press the disk-->file button. It will
change to file-->disk. Insert an empty floppy in your disk drive
and press the F:\FILENAME.MSA button to select the only_ste.msa
file which you have unpacked previously.

Finally press the DOIT button and the msa file will be unpacked
to a full floppy disk image.

As Jim Omura mentioned a listing of the files on A:\ will only show
an auto folder and three or four other files.

At this stage do a soft reset (!).

After the intro screen has been build up hit space and while
a message and credits story will flow over your screen you can
select one out of two modes using arrow up or down.

The top mode (sorry, I forgot the exact name) is the music demo.
The bottom mode is a music sample editor (called Esion).

If you select the editor you'll return to the desktop and you can
execute the program esion.prg on A:\.

Jan van der Steen

PS. Amazing sounds and user interface. Beautiful!
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

4456. Lost connection again?

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 14:46:13 UTC
From: mrhyner@HUACHUCA-EMH2.ARMY.MIL
Message-ID: <9105301459.AA18861@ucbvax.Berkeley.EDU>
Source record: 231669

Can anyone tell me if the digest is still in operation?

Our Internet host was updated with new software from Unisys and that usually
means stuff is screwed up for awhile. :-<

If this gets out could someone reply to me, please?

Thanks

##
Mark Rhyner #
USAISEC # All comments are mine and
ASQB-OSE-PA # mine alone. They are
DSN: 879-7440 COMM: (602) 538-7440 # not attributable to any
EMAIL: mrhyner@huachuca-emh2.army.mil # Government organization.
or mrhyner%sed@huachuca-emh2.army.mil #
##

4457. What's a fair comparison?

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 14:50:23 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May30.145023.1684@chinet.chi.il.us>
Source record: 231696

I seem to be involved in what is fast becoming a shouting match about relative price and performance of Atari computers vs those based on Intel chips. One of the main problems is knowing what to compare with which. So how about we pick some fair yardsticks. Atari isn't 'Joes Garage Computer Manufactorie', and shouldn't have prices compared with it. I'll suggest ZEOS as a company whose prices are widely advertized, and whose quality is comparable to Atari (I rate both of them very good for service, by the way. Start your own thread if you want to talk about service). Often as not, ZEOS machines are the least expensive ones included in those comparative reviews magazines have so much fun with. Cross-platform benchmarks are damn near impossible (Byte magazine has had several articles on the subject), but I'll modestly propose as a benchmark the time for GNU C to compile itself, with all temporary files on hard disk. Any other suggestions?

Ok now: I personally have none of these things: GNU C source distribution, TT or 80486 box. The people I know who have them I trouble enough over more serious issues. Anyone care to post about how long it takes GNU C to compile itself on the TT?
Steve saj@chinet.chi.il.us

4458. Re: Rainbow TOS Bombs again

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 14:50:51 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91150.105051SYSPMZT@GECRDVM1.BITNET>
Source record: 231667

In article <91148.111516SYSPMZT@GECRDVM1.BITNET>, <SYSPMZT@gecrdvm1.crd.ge.com>
says:
>
>In article <12020002@hpspdra.spd.HP.COM>, freds@hpspdra.spd.HP.COM (Fred
>Saavedra) says:
>>
>>I have recently installed the new? rainbow TOS in my mega2.
>>
>>*flameon*
>>It seems to run less software than the old version, which
>>is depressing since the my older 1040 which I sold for the Mega
>>ran the largest set of software.
>>
>>Well is it my imagination???
>>
>>
>
>I just bought a 1040 STe and upgraded the memory to 4 meg. I've noticed that
>a lot of pd software others have suggested as great programs do not run or
>bomb my system. Examples so far are CAL 5.0, which will not run, and MELT,
>which melts the screen then bombs the system. Some of the software that I
>wrote with Personal Pascal long ago (I gave up writing for the machine about
>3 years ago) has some odd reactions on the STe that my old 1040 did not.
>
>I'm also interested in what the architectural differences are between an ST
>and
>an STe.
>
>Phil Z
>
>

I should follow up, as this isn't quite correct. Actually, the offending
software was the MACCEL mouse accelerator that Dr. T shipped as pd with
KCS Omega. I'll miss the speed, but it was corrupting all sorts of
software. I can't tell you if it would have on old TOS as I only started
using it when I got my 1040STe (my old 1040 ST wouldn't read it's internal
drive, so I had no ACC's or AUTO things loaded).

CAL50 seems to run alright, although with other windowing software it seems
to have problems keeping the mouse pointer visible on the screen.

It's really hard to figure out who or what's causing a problem in the moving
target public domain software world...

Phil Z

4459. Protect6 - New version !!

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 15:09:44 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.675616184.larserio@kvart.ifi.uio.no>
Source record: 231671

```
Protect6 - The resident bootsector/linkvirus detect/kill program
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

Well... Uhhh.... Hmmm...

OK, so the first version of Protect6 didn't stop all the link-
viruses :-( Because of some strange features in the GEMDOS
it is possible to WRITE data to a file that i OPENed as READ ONLY.
This should give an error from GEMDOS, but it doesn't. Some link-
viruses opens the program file from READ ONLY and then use WRITE.
(does Atari Corp have a comment on why this is possible !!!????)
As the first version of Protect6 checked for OPENing of a program
file for READ & WRITE or WRITE ONLY these viruses get passed it.

Well, this new version of Protect6 (check your date) uses a
completly different way of checking things. I also removed
the XBRA stuff. Why? Well, any virus could use the XBRA stuff
to un-hook Protect6 from the OS-vectors and disable Protect6 !

<newest version posted to comp.binaries, if you can't wait
or if you don't recieve comp.binaries send me a message>

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

4460. Re: Green Goblin Virus

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 15:12:06 UTC
From: SYSPMZT@gecrdvm1.crd.ge.com
Message-ID: <91150.111206SYSPMZT@GECRDVM1.BITNET>
Source record: 231672

I've seen quite a number of references to viruses, and to a program called VKILLER. Is this a public domain program? I've been downloading quite a bit of software recently, and it scares me to think that something corrupting may have come along with one of the files. It's doubly scary to hear that a disk included with ST User may have included a virus.

Any suggestions of precautions/checks I should routinely be taking to avoid problems? I've been having trouble with intermitent corrupted 3 1/2" directories, and this has me worrying.

Gosh, just what I need: a new way to be paranoid.

Thanks,

Phil Z

4461. Rodneys uucp

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 16:52:46 UTC
From: dale@celtech.com
Message-ID: <512@ctsx.celtech.COM>
Source record: 231670

Has anyone who has used Rodneys Uucp package been able to
have it retrieve files from a remote site.

Example:
on the remote side > uucp -r foo hoser\!~
queue up foo on the remote side.
from hoser > poll remote
hoser logs on to remote and gets file foo.
file foo should go into remotes public directory which
is c:\etc\spool\uucp\remote BUT it goes into c:\etc\spool\mqueue as
~a/weirdname and any files that may have been queued along with foo
with just overwrite this file. I would appreciate any help.
I probably need to explicitly tell the remote where to put the file.

Dale L Thomas (I've been dazed and confused for so long ...)
(206-443-6400)
{uw-beaver}!sumax!ctsx!dale

4462. Re: Rainbow TOS Bombs again

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 17:09:42 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91May30170942@alfa.fct.unl.pt>
Source record: 231689

on 30 May 91 14:50:51 GMT,
SYSPMZT@gecrdvm1.crd.ge.com said:

>> I should follow up, as this isn't quite correct. Actually, the offending
>> software was the MACCEL mouse accelerator that Dr. T shipped as pd with
>> KCS Omega. I'll miss the speed, but it was corrupting all sorts of
>> software.

I've been using MACCEL3 from atari.archive.umich.edu on my 4Mb 1040STe
and haven't had any of those problems.
--
-- Salvador Pinto Abreu spa@fct.unl.pt
Universidade Nova de Lisboa, PORTUGAL

4463. Re: 'only_ste.lzh'

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 17:15:18 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.675623718.larserio@kvart.ifi.uio.no>
Source record: 231688

The ONLY_STE disk is AUTO-BOOTING and contains PURE DATA for the AUTO-BOOTING DEMO. In addition ONE SMALL PART of the disk is a NORMAL DISK with a few program files - THIS IS NOT the demo. DO NOT use a virus killer on the disk as this will remove the autoboot and make it unusable....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4464. Re: WANTED PD 3D Maze Game Source. Please.

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 17:30:54 UTC
From: stevens@vms.macc.wisc.edu
Message-ID: <1991May30.173130.14529@macc.wisc.edu>
Source record: 231743

In article <42289@cup.portal.com>, Bobster@cup.portal.com (Robert Jules Shaughnessy) writes...

>
> I have been looking high and low for source code to a 3d maze game. I
>would preferably like one that randomly generates the maze. However I will
>take what I can get! If you have such a thing or know where I can get it,
>PLEASE send me a message.
>
>Thanks in advance!

I have such a thing that I wrote for the kids. If you get desperate,
write me via EMAIL.

stevens@macc.wisc.edu

4465. Re: The inexorable STacy???

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 17:52:18 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <4cFHjGi00VIBRiHe0B@andrew.cmu.edu>
Source record: 231652

I'm thinkin' of sellin' mine.

4466. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 17:53:38 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <8cFHkWi00VIB1iHeZd@andrew.cmu.edu>
Source record: 231654

> Excerpts from netnews.comp.sys.atari.st: 28-May-91 Re: Atari 540ST
> Questions Michel Forget@ersys.edmo (2672)

> > 3) How good is the mouse system on the unit?

> The mouse isn't bad at all. It has two buttons, and looks fairly good.
> It is a nice mouse, but there are third party mice available if you don't
> like it. The Atari mouse is FAR BETTER than the Mac mouse, which I have

Are you kidding? You must be kidding!

4467. Help requested with BMS 200 + Quantum pro drive

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 18:19:59 UTC
From: acton@cs.ubc.ca
Message-ID: <1991May30.181959.23362@cs.ubc.ca>
Source record: 231657

I am writing this note on behalf of a friend so I may be a little confused on some of the details. My friend recently acquired a Quantum Pro Drive 40 SCSI hard disk for use with his Atari 1040 ST of early 1988 vintage. He also got a BMS 200 from someone who was getting rid of their Atari system. Unfortunately he is not having very much luck getting this combination to work. He can format, partition and mount the disk but any files copied to the disk are corrupted. If the file is a text file every now and then one of the characters is replaced with a " (intuition suggests this happens every 2048 characters). Executables larger than 2048 bytes execute for a bit and then crash with 3 bombs, smaller executables work fine. My guess is that the program has finally got around to executing one of the corrupted bytes when it crashes. So the questions:

1) Has anyone got one of these Quantum Pro Drives (it is from a NeXT machine) to work with the BMS 200 and if so what did you have to do and what version of the BMS software are you using? (This disk has a cache just in case that is causing problems.)

2) Just in case no one can help, is Berkeley Microsystems reachable by email and if so what is their email address?

Donald
acton@cs.ubc.ca

4468. TT/68882

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 19:05:37 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <27361@know.pws.bull.com>
Source record: 231659

One netter asked if the TT includes the 68882; mine did and the TT manual stated that it is a TT standard feature, not an option. It has a clock speed of 32MHz, just like the 68030. The MegaSTE manual states that the 68881 is an option. Note, for firm believers that Atari never delivers; THIS MESSAGE CREATED ON A TT. Now, if only the software base would expand (yeah, I know I can run Macware, after all I use GCR!!!!!).

4469. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 19:08:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1628051134@thelake.mn.org>
Source record: 231658

[In article <1991May30.035220.23253@watmath.waterloo.edu>,
ljdickey@watmath.waterloo.edu (L.J.Dickey) writes ...]

> In article <RALPH.91May16151116@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>>Sorry, I do not understand this shell script. Don't all versions of
>>Dumas' uud strip extraneous headers and trailers from uuencoded files?
>>The problem arises with all the nonstandard decoders/encoders that
>>exist.
>
> Ralph is right.
> One does not need such a complicated script. UUD will ignore the
> parts that it does not need. It jumps from the "include", past
> the mail or news header, and straight to the next "begin" line.
> A good command line might be like this:
>
> cat somebigf.u?? | uud
>
>
> Silvert's adaptation of the Dumas' code is great.
> Highly recommended.

Bill's version works fine, but I also have an older UUD that chokes
if there's too much junk between include and begin.

Remember the GEM-based uuencoder/uudecoder that I mentioned I was
working on? Somehow, in ripping the decoder out of WD.C, I managed
to break that feature; my program now won't manage concatenated files
that include lots of trash. As soon as I have the right combination
of spare time and caffeine I should be able to get it fixed and post
the program to comp.binaries and comp.souces.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

4470. Re: IMG gormat

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 19:50:50 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b69bcq@pfunk.hanse.de>
Source record: 231562

In <1991May29.014046.24302@lsuc.on.ca>, Jim Omura writes:
>In article <A0b64gka@pfunk.hanse.de> blackbox@pfunk.hanse.de writes:

>>1 word pattern length in bytes [1-8, usually 2 for screen images]
>
> I've been meaning to ask this for a while now, and this seems
>like a good time. What is this "pattern length" all about?
>It can't be the length of the data bytes. That would be 32000 rather
>than 2.

"pattern length" means the fill-pattern. As it looks, you can define your own
fill patterns and save them with your IMG-file. As you may know, standard
fill patterns are 16 pixel wide, so it's the 2 for two bytes.
>
>>1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
>>1 word pixel height in microns
>
> Does most software actually take this into account for anything
>or can you leaave the pixel dimension 0?

When you are using your ATARI for publishing, you will need this information
for restoring the original size of your IMG. In CALAMUS (SL Version is on the
run since this week) you have a function for restoring this, but it will only
work, if you have inserted the correct data. Please do so.

Bye....Mike

--

listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

4471. COMP: TADS: The Text Adventure Development System

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 21:39:29 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991May30.213929.6204@watmath.waterloo.edu>
Source record: 231697
Cross-posted to: rec.games.design,comp.sys.atari.st

If you're interested in creating Infocom-like text-only adventures on your home computer, TADS is a great start.
The package does all the parsing and defines most of the common adventure verbs and item types in editable include files.

TADS is a shareware object-oriented programming tool for the Atari ST, Macintosh, and IBM PC Compatible (MS-DOS/PC-DOS) which is available from High Energy Software, P.O. Box 50422, Palo Alto, CA 94303.
(Atari users can try out atari/games/tads/tads.lzh on atari.archive.umich.edu)

For my $25 US, I got the TADS Author's Manual, a sample game, updated versions of the include files and programs, and a tool for combining the game runner and game into a single file.

I am pleased with the quality of the manual, the response to the question I asked with my payment, and the complexity and flexibility that the package allows.

I would like to get together with other TADS users even on different platforms since a game written for the Atari can be compiled on all three systems.

Sample simple adventure:
****

```
#include <adv.t>
#include <std.t>

fireVerb: deepverb
verb = 'fire' 'shoot' 'blast'
sdesc = "fire"
doAction = 'Fire'
;

/* This is where you start the game. */
startroom: room
sdesc = "Hallway"
ldesc = "You are in the hallway. There is an room to the east. "
east = engineroom
;

engineroom: room
sdesc = "Engine Room"
ldesc = "You are in the engine room. The only exit is to the west. "
west = startroom
;
```

```
/* The engine can not be taken since it is a fixed item. */
engine: fixeditem
sdesc = "diesel engine"
ldesc = "It's an old-fashioned diesel engine. You can't imagine how it
runs this spaceship. "
location = engineroom
noun = 'engine'
adjective = 'diesel' 'old-fashioned' 'spaceship'
;

/* The slime gun starts out in your possession. */
slimegun: item
shotsleft = 6
sdesc = "slime gun"
ldesc = "It's standard equipment in the Denebian Space Patrol. "
location = Me
noun = 'gun' 'pistol' 'blaster'
adjective = 'slime' 'space' 'denebian'

/* Don't allow the gun to be dropped. */
/* ver = verify, do = direct object */
verDoDrop( actor ) =
{
"You can't leave the gun here. ";
}

/* Allow the gun to be fired if you still have slime. */
verDoFire( actor ) =
{
if ( self.shotsleft < 1 )
{
"No more slime left.";
}
}
doFire( actor ) =
{
/* Decrement number of shots left. */
self.shotsleft := self.shotsleft - 1;
/* If I'm not in the engine room */
if ( Me.location <> engineroom )
{
"You get slime all over yourself.";
}
else
{
"The slime clogs up the engine and the spaceship explodes.";
die();
}
}
;
```

****
WARNING: The following is probably only interesting to TADS users.
****

> Marvin, pick up the paper

Although the TADS parser recognizes the actor Marvin, most of the
standard responses assume Me was the actor.
e.g. "You don't see the paper." instead of "Marvin doesn't see the paper."

I have spent a great deal of time editting ADV.T changing
"You" to "caps(); actor.sdesc;" and
and "don't" to :

```
if ( actor = Me ) {
{
"don't";
}
else
{
"doesn't";
}
```

plus similiar changes for "your", "are", "see", "have", etc.

While I was at it, I reorganized the file into functions, prepositions,
verbs, and items alphabetically unless there was a better ordering
plus cleaned up the indentation and brace style and a few typos.

Before I mail the file back to the authors, are there any other suggestions?

Even though I have made all these changes and allowed my actors in my game
to pick up items, I keep getting an error from "Marvin, pick up the paper"
which usually says that I am trying to compare two different data types
in a comparison. However, "give paper to Marvin" works fine. Any ideas?

Dani Roloson

From the TADS manual (please read carefully):

(Like all TADS limits, this can be changed at compile-time with user-specified
compiler options; of course, string space is also limited by the amount of
computer in your memory, which you unfortunately cannot change with compiler
options.

4472. Test please ignore

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 21:47:28 UTC
From: dale@celtech.com
Message-ID: <514@ctsx.celtech.COM>
Source record: 231750

testing.

4473. Accessing Compuserve in Ontario

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 21:52:15 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991May30.215215.7087@watmath.waterloo.edu>
Source record: 231651
Cross-posted to: comp.sys.atari.st,uw.sys.atari,ont.micro

In order to access Compuserve in Ontario, do you have to make long-distance calls to Toronto?

Is it possible to get a listing of available Compuserve files and mail order them from Compuserve?

What is Compuserve's position on a non-member paying a member for the time and trouble of downloading selected files?

Please email.

Dani Roloson

4474. Re: What's a fair comparison?

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 22:36:29 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May30.223629.13096@jato.jpl.nasa.gov>
Source record: 231665

In article <1991May30.145023.1684@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I seem to be involved in what is fast becoming a shouting match about relative
>price and performance of Atari computers vs those based on Intel chips. One
>of the main problems is knowing what to compare with which. So how about we
>pick some fair yardsticks. Atari isn't 'Joes Garage Computer Manufactorie',
>and shouldn't have prices compared with it. I'll suggest ZEOS as a company
>whose prices are widely advertized, and whose quality is comparable to Atari
>(I rate both of them very good for service, by the way. Start your own thread
>if you want to talk about service). Often as not, ZEOS machines are the least
>expensive ones included in those comparative reviews magazines have so much
>fun with. Cross-platform benchmarks are damn near impossible (Byte magazine
>has had several articles on the subject), but I'll modestly propose as a
>benchmark the time for GNU C to compile itself, with all temporary files on
>hard disk. Any other suggestions?
>
Some of the benchmarks people commonly use are Dhrystone (integer performance), Whetstone (Floating point performance), Linpack (Floating point performance), Livermore loops (Floating point performance), SpecMark (Overall system performance, but belongs to SPEC Inc). The advantage of using these is that you don't have to re-do the benchmarks on the other machines, which you might not own. I've seen dhrystone for the ST, maybe at atari.archive?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

4475. Stupid question on using ARC for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 22:39:15 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <42805@cup.portal.com>
Source record: 231655

Like the title says, this is a simple, stupid question...

I downloaded a file called ARCsomething.TTP, and need to know the syntax for using it. I tried all the possible combinations I could think of, but theres obviously one I cant think of. I dont quite recall the exact full name of the program, but it was something like arc v6. If someone could help me out, mail me the doc file, etc, Id like that :-)

Also, a similar note. I downloaded another file called arcsh20.prg, but when I double-click on it, it gives me a TOS error #35.

No flames please, I am totally new to the Atari ST computer world, so I still am getting used to the way things are done...

Thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com

4476. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 22:44:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42806@cup.portal.com>
Source record: 231666

Phil Z writes:

>In the large Capital
>District of NY I haven't been able to find so much as a game magazine
>that even mentions Atari on the cover! I know that STart is gone, but
>Amiga's have 3 serious magazines with available distribution around here;
>Atari has none. I'll probably end up subscribing because of this, but
>what's going on here?

You're seeing effects of the death of the Atari marketplace in the US.
There are no longer enough Atari users or advertisers to support large
"glossy" magazines. There are still a few smaller magazines trying to
support the market, but they may be hard to find.

Atari Interface magazine is available at many B.Dalton Bookseller stores, as
well as WaldenSoftware stores, and many Atari dealers (if you can find one).

For a free sample issue of AIM, write to: Unicorn Publications,
3487 Braeburn Circle, Ann Arbor, MI 48108

BobR

4477. Re: PD fonts for Calamus reqd

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 22:51:45 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <1991May30.225145.10483@ists.ists.ca>
Source record: 231668

In article <19429@k2.maus.de> Christoph_Bregulla@k2.maus.de (Christoph Bregulla) writes:
>I've got PD-fonts for Calamus here. Interested ?

Yes, I am! I have some PD fonts for Calamus as well. Why don't we upload them to atari.archive.umich.edu so they will be available to everyone? I'm sure if we sent enough fonts and asked Jeff nicely, he would create a Calamus directory.

While on the DTP topic, is anybody interested in clip-art? The .img format works well for Calamus. Any comments?

--
Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul

4478. Re: What's a fair comparison?

Newsgroup: comp.sys.atari.st
Date: 1991-05-30 23:30:04 UTC
From: rosenkra@convex.com
Message-ID: <1991May30.233004.24755@convex.com>
Source record: 231673

In article <1991May30.145023.1684@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>has had several articles on the subject), but I'll modestly propose as a
>benchmark the time for GNU C to compile itself, with all temporary files on
>hard disk. Any other suggestions?

benchmarking is often serious stuff, at least at the level i deal with.
so, you must also post guidelines like 1) all tmp files to single n sized
(empty) partition, 2) hd seed rate should be included in results, 3) non-
standard clock speed, 4) version of GNU C (which can't be enhanced),
5) compiler switches, etc, etc, etc...

as u can see, to truly make objective comparisons you have to be thorough.
in general, benchmarks including compiles are less desirable (yes, even
SPECmark) since you more often than not compare compilers not systems.
dhrystone is notorious for this (i have seen *widely* varying DS for
exactly the same hardware, just different compilers). i think you are
better off with real or near-real applications and just use the fastest
compiler for that system. report the compiler as well. at least with
real applications, users have a better feel more often than not.

i would also try to exercise different aspects of an architecture: raw
cpu, data/instruction cache, i/o, screen writes, etc. fortunately (???)
the TOS ST is not multitasking (really) so that at least there are no
issues like throughput vs single job times :-)

in general, the more information the better. try to avoid single number
performance indeces. let the user make up his own mind. his/her application
may be totally different than yours...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

4479. Modula-3

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 00:15:00 UTC
From: sinner@csd4.csd.uwm.edu
Message-ID: <12634@uwm.edu>
Source record: 231675

Has anyone ported Modula-3 to the ST? Is anyone working on it?

kenton.

4480. Re: assorted TT questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 01:43:01 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17569@chaph.usc.edu>
Source record: 231571

In article <meulenbr.675587949@cstw163> meulenbr@cst.prl.philips.nl (Frans Meulenbroeks) writes:
>Hi,
>
>I'm in the process of convincing myself to buy a TT, and I'm stuck with
>the following questions:
>
>As I'm told the TT does not have a 68882 on board, but does have
>a socket for such a beast. Right?

No the 68882 is standard (however, it may be in a socket...?).

>What speed must this beast have, or can is the speed selectable?
>the 68881 and 68882 are supposed to be compatible. I owe a 68881.
>Can I use that one instead (assuming it is the right speed).

The 68882, like the 68030, runs at 32 MHz.

>I'm a little puzzled by a previous posting about how memory is
>implemented. Are there two different daugtherboards??
>If I buy a 2 MB system is it then just a case to add sims if I want to
>upgrade to 4 MB? If not, I think I'll prefer to buy a 4 MB system.
>Is such a 4 MB system easily upgradable (e.g. by adding (or maybe
>replacing) simms). From a previous posting I concluded that there is
>a different daugther board if you go to 8MB. Is the ram on the
>second daughter board faster than on the first one??

Ok. The two basic memory types are ST and TT ram. ST ram is located on the mother board (I believe that there is 2MB soldered and 2MB socketed which are empty if you get a 2MB TT or a 4MBTT with 2MB TTram) and doesn't need a daughterboard. TT ram does need a Daughter board (its more than just a bunch of SIMM sockets - it also has a chip that allows access to the TT memory). The TT daughterboard holds 4 SIMMS - up to 16MB max (using 4MB SIMMS). Using the card slot inside the machine, you can add a memory board for even more memory. However, in neither case is it simply a matter of slapping SIMMS into your machine (unless you already have the TT daugterboard).

>
>What speed is the ram actually. Do I get wait states when accessing the
>memory? In any of the above cases??

Since the machine runs at 32MHz, I assume that there are at least 1 wait state on all memory, the TT ram having less than the ST ram.

>
>Then there is the monitor. Is it possible to use an ST monitor if the
>screen is in an ST resolution??

No. Even though the TT displays ST resolutions, it does it on the same
signal that displays the TT's special resolutions.

>I think the price on a TT monitor is on the high side. However, I'm
>told that this is just a regular VGA monitor. Can I go out and buy a VGA
>monitor and use it?

Probably. I can't see why not (except you may need to "customize" the cable
connector).

>I assume I need a monitor with 640x480 resolution and 60 or 70 hz
>refresh rate, and a D connector plug (forgotten the number of pins).
>Do I need a color monitor, or can I also use a monochrome monitor.
>Using a monochrome monitor would cut the price with $ 200 or $ 250, and
>I do not really need color.

I forget - is 640x480 the max resolution of the TT's color screens? If not,
you will need to get a monitor that reflects that limit.

>
>If someone could answer these questions that would be very appreciated.
>
>Thanks!
>--
>Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Centre for Software Technology

Hope that does it!

-Mike

4481. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 01:44:20 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May31.014420.18419@lsuc.on.ca>
Source record: 231674

In article <8cFHkWi00VIB1iHeZd@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>> Excerpts from netnews.comp.sys.atari.st: 28-May-91 Re: Atari 540ST
>> Questions Michel Forget@ersys.edmo (2672)
>
>> > 3) How good is the mouse system on the unit?
>
>> The mouse isn't bad at all. It has two buttons, and looks fairly good.
>> It is a nice mouse, but there are third party mice available if you don't
>> like it. The Atari mouse is FAR BETTER than the Mac mouse, which I have
>
>Are you kidding? You must be kidding!

Time for a few "mouse basics". I can believe that Michel is
very happy with his mouse. I'm very happy with my own mouse too.
I think you seem to be saying that you were not happy with yours.
Well, first, not all Atari mice are the same. For the record,
mine is a "Made in Japan", serial number P1595168339. I've been
told that this was the best series of mice that Atari ever used.
I clean it periodically and it keeps on working fine. It is
perfectly even in response and the click response is fine in most
situations, subject to proper adjustment via the Control Panel.
I don't need a mouse accelerator for my work.

Now, some of the later mice had various problems. At least
1 series of mice would not respond evenly in all directions. The
classic is when you find the cursor doesn't move left as fast as
it moves right. Others are apparently flimsy and don't last.
Furthermore, if you work on a monochrome screen (and particularly
the larger Moniterms) you will find that my mouse would suddenly
feel too slow. That's because the system software doesn't adjust
the response to act proportionally in that manner, so even though
my mouse is fine for me, I could give you my mouse and you'd still
not be happy for that reason. A variable speed mouse accelerator
tends to be a better solution for this than a new mouse though.
At least for some people this is true.

And then there's the surface you work on. I don't use a
"mouse pad". I've tried some and they didn't feel very good. What
I do use is a sheet of old paper to run the mouse on. It allows
the ball to grip well enough without affecting the overall feel.

And then again, even aside from all that, you might not like
my mouse and I might not like one that you like. That's just
taste.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4482. Re: Accessing Compuserve in Ontario

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 02:19:43 UTC
From: brad@looking.on.ca
Message-ID: <1991May31.021943.11085@looking.on.ca>
Source record: 231661
Cross-posted to: comp.sys.atari.st,uw.sys.atari,ont.micro

Compuserve can be accessed via Datapac (in most Ontario towns) or
Tymnet (in Kitchener & Ottawa and one or two others) for the rip-off
fee of about $9 USD/hour.

CIS also has an 800 number which is apparently cheaper at certain times.

NOte that it is also less than $9/hour to call Toronto on the phone
system on weekends and after 11.

You can also get a datapac NUI and do outdial in Toronto for
something around $5-6/hour, I think.
--
Brad Templeton, ClariNet Communications Corp. -- Waterloo, Ontario 519/884-7473

4483. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 02:46:10 UTC
From: gsyme@cix.compulink.co.uk
Message-ID: <1991May31.024610.1893@demon.co.uk>
Source record: 231680

In article <10099@suns2.crosfield.co.uk>, imt@crosfield.co.uk (ian taylor) wri-
tes:
>(This is probably only of interest to UK netters, although I believe ST User
>magazine is available internationally by mail order)
>
>Has anyone had problems with this months (June) ST User cover disk?
>I think that there is a free virus included on the coverdisk, which mangled
>the directory of two of my disks before I eradicated it. This is the second
>time that ST User has done this, and frankly I am bloody unimpressed. Anyone
>who's got this disk, beware.
>
>
According to vkiller, there's nothing wrong with the disk. Looks like
your problems lie elsewhere.

Gavin Syme.

4484. Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 03:17:36 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <1991May30.221736.31169@kuhub.cc.ukans.edu>
Source record: 231686
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've had a megafile 30 for about a year, and the only complaint
I've had is the loud fan. Is it really needed, or will the
drive run cool enough without it? Are there any ways to quiet the
fan, maybe replacing it with a quieter one?

THanks,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

4485. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 03:54:51 UTC
From: cs180sbg@sdcc5.ucsd.edu
Message-ID: <19933@sdcc6.ucsd.edu>
Source record: 231676
Cross-posted to: comp.sys.atari.st,soc.culture.taiwan

In article <426@equinox.unr.edu> takem_b@mammoth.unr.edu (Brian Takemoto) writes:
>>I wonder which Atari mouse you're talking about. All Atari mice I've
>>used are the most dreadful rodents I've ever come across, second to
>>none, not even the "original" VAXstation-100 mouse (ever seen one of
>>these?) feels as bad.
>I've seen good mice from Atari and still own (and swear by) my original
>Atari mouse which is at least a couple years old and has been HEAVILY used
>and abused by my brother playing Dungeon Master I and II. Keep in mind that
>this mouse was made in Japan and not country XYZZY. I do swear by MY mouse,
^^^^^^^^^^^^

What country is this?

>but I have also seen others that were "most dreadful rodents"... I've found
>that the Japan mice keep good tracking, button touch, and feel with standard
>care and cleaning... I cannot say the same for most others.
>
>---
>takem_b@mammoth.unr.edu (or ?) ucbvax.berkley.edu!mammoth.unr.edu!takem_b

4486. Unix for the TT?

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 03:56:51 UTC
From: tnfw0@isuvax.iastate.edu
Message-ID: <1991May31.035651.26744@news.iastate.edu>
Source record: 231677

Since I haven't seen any talk about this subject, I'll start some. Is UNIX yet available for the TT, or is that somewhere in the indefinite (infinte?) future?

Steven Ourada

4487. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 05:12:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1704@uqcspe.cs.uq.oz.au>
Source record: 231684

In <uiLR324w164w@mantis.co.uk> mathew@mantis.co.uk (CNEWS MUST DIE!) writes:

>As an aside:
>I play the PD Tetris and Arkanoid games rather than the commercial ones.
>Why?

>Because I have a monochrome monitor.

>If the software companies are so lazy that they won't make their games run on
>my computer, well, I'll just have to use the superior PD programs.

>I think (no guarantees) that the commercial Scrabble game is colour-only. It
>certainly looks that way from the box.

I wouldn't be suprised - the IBM version only uses CGA (the lowest of the lows).

This does show how poor the implementation is. I wrote STrabble in mono first,
then spent 2 days converting it to colour. It can only be described as poor
programming not to be so flexible.

Hey, and get this: The IBM version had music and beeps!
I was soooooo impressed :-).

Ciao,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

4488. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 05:22:35 UTC
From: Patrick_Devine@resbbs.UUCP
Message-ID: <Patrick_Devine.3646@resbbs.UUCP>
Source record: 231681

Here, in Vancouver, $3000 is in the 486/386-33 range. Of course, that's with an 80Mb Hard Drive, VGA 1024X768 1Mb Ram video card, and 1-4Mb's or RAM. The TT on the other hand costs just as much for a lot less. A 386-22 w/VGA, 100+Mb hard disk, etc. is now $1900. All prices are in Canadian dollars aswell, so that would be around $1650US. It looks as if Atari is cutting itself short .. again.

patrick_devine

-- Via DLG Pro v0.97b

<eof>

4489. WANTED: PD Neochrome Editor

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 05:25:38 UTC
From: Patrick_Devine@resbbs.UUCP
Message-ID: <Patrick_Devine.3652@resbbs.UUCP>
Source record: 231682

Does someone have a public domain Neochrome editor other then Art ST 2? Art ST is so limiting, its not funny. The pixel drawing command only works on half of the page, and the clearscreen command leaves part of the page on the screen aswell. Ack!

patrick_devine

-- Via DLG Pro v0.97b

<eof>

4490. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 05:29:51 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1991May31.052951.13342@colorado.edu>
Source record: 231685

In article <Patrick_Devine.3646@resbbs.UUCP> Patrick_Devine@resbbs.UUCP (Patrick Devine) writes:
>
> Here, in Vancouver, $3000 is in the 486/386-33 range. Of course, that's
>with an 80Mb Hard Drive, VGA 1024X768 1Mb Ram video card, and 1-4Mb's or RAM.
>The TT on the other hand costs just as much for a lot less. A 386-22 w/VGA,
>100+Mb hard disk, etc. is now $1900. All prices are in Canadian dollars
>aswell, so that would be around $1650US. It looks as if Atari is cutting
>itself short .. again.
>
>patrick_devine
>
>-- Via DLG Pro v0.97b
>
ATARI is not cheap anymore "POWER WITHOUT THE PRICE" now it should be said "PRICE WITHOUT THE POWER". In my store I sell the 486-33 for alot cheaper than that. My 486 systems start at $2275 with HD and monitor, and I seen them alot cheaper in mags., you just have to look for them. By the way what is 386-22? or do you mean 386-33.

Jeff

4491. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 05:57:51 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1991May31.055751.13822@colorado.edu>
Source record: 231695

In article <1991May31.052951.13342@colorado.edu> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>In article <Patrick_Devine.3646@resbbs.UUCP> Patrick_Devine@resbbs.UUCP (Patrick Devine) writes:
>ATARI is not cheap anymore "POWER WITHOUT THE PRICE" now it should be said
>"PRICE WITHOUT THE POWER". In my store I sell the 486-33 for alot cheaper
>than that. My 486 systems start at $2275 with HD and monitor, and I seen them
>alot cheaper in mags., you just have to look for them. By the way what is
>386-22? or do you mean 386-33.

I wanted to state that the following was mine opinion, this is not to cause any flames. After posting this I realize perhaps people may get the wrong idea. Someone has already sent mail stating how I am against ATARI, WRONG, I am interested in purchasing a TT and this is how I can learn from people posting the reasons and why the TT is worth purchasing. I don't plan on spending close to 3000 on a system in which I am unaware of things. I must know all point of views and try to get ATARIANS to respond. AS for against ATARI I have been in flame wars before in defense of ATARI against many other system users, but only to get involved when I see someone stating incorrect claims. (TT = i486-25 for example).

Jeff

4492. Re: 'only_ste.lzh'

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 06:09:59 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <134302@unix.cis.pitt.edu>
Source record: 231687

In article <CMM.0.90.2.675623718.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>The ONLY_STE disk is AUTO-BOOTING and contains PURE DATA for the AUTO-BOOTING
>DEMO. In addition ONE SMALL PART of the disk is a NORMAL DISK with a few
>program files - THIS IS NOT the demo. DO NOT use a virus killer on the disk
>as this will remove the autoboot and make it unusable....
>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST

For any users that might have been Atari 8-bit users at one time, the
MSA (Magic Shadow Archiving) works in the same way as DISCOMM or Scrunch -
it simply takes data from the whole disk (including boot sectors) and
puts it into a file, so it can be transmitted via modem. Then when the
file is received, you just reverse the process and unpack it to a full
disk, boot and all. For some programs and demos, this is the only
way to go about it (say an author doesn't want you messing with his/her
data (by loading a file into an editor such as Edhack) - so he/she
wipes out the directory and makes the program autobooting - kinda
a method of file protection...

Robert Anisko
rjast1@cis.unix.pitt.edu

4493. PageStream 2.1

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 06:36:41 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991May31.013641.3764@desire.wright.edu>
Source record: 231586

I talked to SoftLogik this week, and evidently PageStream 2.1 is done, they're just waiting to get the manuals before they ship (the manuals were just sent to the printer's this week). I asked them if they had considered sending the program out without the manual (for us bravos), and they said they had just started considering it that day. I then indicated :-) that I would be one of those who is extremely brave, and would like to go mad trying to figure out PageStream without the manual :-) :-) :-). So, to all those who have an interest in PageStream, would you call SoftLogik and help me get my upgrade early? Tell them Bob Schulze would like to have his software now, and incidentally you'd like a copy too. { HUGE :-) }
1-800-829-8608 is the U.S. toll-free number; I'm afraid I can't lay my hands on numbers for any other country. T'anks.
Bob The Schulze

4494. Re: Legal action against STrabble game.

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 08:00:30 UTC
From: robin@castle.ed.ac.uk
Message-ID: <10710@castle.ed.ac.uk>
Source record: 231561

>The rights to Tetris are owned by a Russian company who sells it to
>various other companies.

I thought that there was no copyright laws in the Soviet Union?

Therefore anything they have we can copy? :-)

4495. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 08:24:57 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5764@wucc.waseda.ac.jp>
Source record: 231692
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991May30.221736.31169@kuhub.cc.ukans.edu>, whitten@kuhub.cc.ukans.edu writes:
>
> I've had a megafile 30 for about a year, and the only complaint
> I've had is the loud fan. Is it really needed, or will the
> drive run cool enough without it? Are there any ways to quiet the
> fan, maybe replacing it with a quieter one?

At first I thought the same and replaced a better fan, which made no
difference (human feel the noise is reduced to half when it is reduced to
one tenth). I then added a couple of diodes along the 12 V line to the fan
to reduce the voltage and turn the fan slower. This didn't make a difference
either. I then bought another 5.25" disk second hand (66 MB at US$150) which
is reputed to be the least noisy. The noise has been reduced to half, but
it was still roaring!
I then bought a 3.5" disk of the same specification at the same price. The
noise has been reduced quite substantially now. But I must say it is still
noisier than ordinary 104 MB SCSI drives.

The megafile30's original drive was a seagate thing and got heated very
easily. People sometimes sticks a very think fan on the drive mechanism
directly,but the casing of megafile30 does not allow this.

A warining: a 3.5" drive cannot be replaced on the 5.25" mounting.

Tsuji

4496. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 08:28:20 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5765@wucc.waseda.ac.jp>
Source record: 231693
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

P.S.
The drive to be replaced must be RLL or 'as good as RLL certified'.

4497. grass not greener on other side

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 09:49:57 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May31.094957.1@simvax.labmed.umn.edu>
Source record: 231557

For all of those out there who appear to believe that the grass is greener in other computer pastures for small developers, I refer them to the July 1991 issue of Macworld, wherein Steven Levy writes an article titled "The Rime of the Ancient Marketer: a cautionary tale for little guys in the Mac marketplace".

Several quotes of interest:

"I don't know if any small companies will be around soon," he told me. "Nine companies sell over 90 percent of the software, and over a hundred are fighting for the rest."

"But not everything was rosy. Apple had just instituted a policy that required developers to pay $750 for the privilege of being authorized to write the software that would support the Mac."

Caveat emptor.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

4498. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 10:06:00 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991May31.100600.1@simvax.labmed.umn.edu>
Source record: 231559

In article <42806@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:

> You're seeing effects of the death of the Atari marketplace in the US.
> There are no longer enough Atari users or advertisers to support large
> "glossy" magazines. There are still a few smaller magazines trying to
> support the market, but they may be hard to find.

Not exactly true, Bob. ST Log was making money when it was folded into ANALOG, and was still making money when the publisher decided to discontinue publishing the magazine. Likewise, STart's parent company was still making money from the magazine --- it was 'killed' by cash draw-off to other publications within the same company (or so I am led to believe from the conflicting press reports to which I've had access.)

It wasn't from lack of subscribers OR advertisers that these magazines died -- it was a decision by the publishers to put their money into other endeavors.

As for other "glossy" magazines, both ST User and ST Format (from England) have been selling well in my own neck of the woods -- I imagine that quite a large number of folks wouldn't mind a subscription service for either (ie. import the magazines from England, ship them to subscribers in the United States). I find them interesting enough to devote the $7.95 + tax that my local ST dealer charges for them each month.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

4499. What happened to comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 10:39:55 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1991May31.123955@cs.utwente.nl>
Source record: 231587

A long long time ago in a place not far from here (within 10cm :-)
I offered to submit some example sources of a GEM program if people were
interested. People were interested, so I sent it to
atari-sources@unido.informatik.uni-dortmund.de but I have not seen
anything since then.
I can imagin that the moderator disliked it so much that he (she?) threw
it away, but I have not seen anything else in comp.sources.atari.st either.
Is it still alive? Is it normal that it takes a long time?
Should I send it to twitterpater instead?
Have other sites received any sources?

#ifdef utwente.nl
Hier binnen de universiteit was er ook iemand ge\"{$\imath$}nteresseerd.
Als die me even mailt, wil ik het wel rechtstreeks sturen.
#endif

According to `ls -l` that long time ago is before 13 may.

Mark

4500. looking for stacey

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 10:56:49 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991May31.105649.19204@crash.cts.com>
Source record: 231553

```
anyone have a stacey for sale?give me your phone numbers and your desired
or price!
thanks
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

4501. gcr

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 10:56:52 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <1991May31.105652.19252@crash.cts.com>
Source record: 231554

```
can specture gcr use apple system 7?how much memory does the atari need to
run it since on a mac it needs mnionimum of 2 megs.?
----
ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil
```

4502. ASV - first impressions...

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 11:28:07 UTC
From: hb9zz@bernina.ethz.ch
Message-ID: <1991May31.112807.19817@bernina.ethz.ch>
Source record: 231551

Here in Zurich there has been the anual logic computer show. There have
been several new very interesting products to see, in particular a series
of new Unix machines in the "popular" class. The first I've seen is the
Mac with A/UX 2.1. It isn't yet a SYSV, and there are some compatibility
problems, but the BSD and SYSV libraries are included, and the integration
of MultiFinder and Unix with X Window 11R4 is really impressive. I find
they are really on the good way. I've been there during about 15-20 min,
and Dr. Antonov, the Unix Guru there, I think, explained me every detail
with enourmous enthusiasm. Althougth I don't have a Mac, and the price of
A/UX 2.1 is to high for me (not to speek about the X Win., wich is not
bundled with), his presentation was fantastic.
The second system I've seen is the Amiga 3000UX. It was also really
impressive! The OpenLook interface operated exactly the same way as the
Sun's OpenWindows 2.0 we have at school, and the price was really interesting
too. The Commodore port of SYSV is the most complete I've seen for this class
of machines. It comes with everything, from the networking capabilities
to the BSD lib. and util. and OpenLook. The guy there is a student of
economical computing at the Univ. ZH (his name is Blatter), and he let me
"play" with the machine, showed me an xterm connection with another non
Unix Amiga, and so on.
At last I came to the Arari boots and I couldn't belive my (x)eyes.
The Unix machine was there and there was nobody around it!!!
The windowing interface looked great. I went there and tried some commands
out in a csh, as the cd, ls, and so on. Then came a man, and with an impolite
voice asked me :"kann ich Ihnen helfen?" (can I help you?) and stand in front
of me so that I could not see the screen! The message was clear: Take your
hands off my machine and get out of here! I asked him some details about the
new machine (btw: how can an atari laser work with Unix w/o stopping the
processor? I think it is impossible by soft) and his answer were allways very
expeditive and short. Absolutely no enthusiasm from his side! The only thing
he wanted was that nobody put his finger on thekeyboard! (he maybe was afraid
that somebody typed "rm -r /" or something like that). Anyway he stood all the
time with his shoulder between me and the screen!
His name is Mr. Mester, from Atari Germany. I personnaly find that if they
sent some young guy involved in the devloppent of ASV, instead of this dick
pig, it would be much better. (Sorry for title on this bandwidth, but he
was really dick and had a face of a pig!)
If this is the Atari policy I think I'll buy an Amiga 3000 UX, wich is btw
ready and can be bought w/o problems (atari devlopper machine will be out
in August!!!).
Ok, that's all! I'm sorry to write something like that, 'cause I was really
excited at the idea I could see the ASV jewell, but it wasn't what I
expected.
I hoped that I could write a good description of what I would see, but I

didn't see very much...

Ciao --- Rick

--

Opinion expressed here are mine, and I'm proud of them !!!
And don't forget that: "No problem is so big or so complicated that it can't

4503. Problems with GDOS and HD driver (again)

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 12:22:54 UTC
From: s_kraemer@iravcl.ira.uka.de
Message-ID: <1991May31.132254.1@iravcl.ira.uka.de>
Source record: 231700

I've got problems using GDOS (AMCGDOS) with the harddisk driver of my vortex HDplus 20 (hardware: Mega ST 2 with TOS 1.4).

GDOS works if I don't use the harddisk, so I guess the problem is the disk driver. (The path in ASSIGN.SYS seems to be correct).

Does anybody know how to solve this? Or can I use another HD driver without getting into trouble?

Thanks for information!

Oliver Kraemer
Litzelaustr. 4A
W-7500 Karlsruhe 21
Germany

E-Mail: s_kraemer@iravcl.ira.uka.de

4504. Re: ST User Virus!

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 13:05:24 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May31.130524.5964@actrix.gen.nz>
Source record: 231552

In article <3100@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
> In article <5236@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk
> (Graham S Thomas) writes:
> >least. On the cover disk is what they call - several times - the 'very
> >latest version of UniTerm'. The version is in fact 2.0c. ...
>
> You'll also find an illegal (very!) copy of NEOchrome on there too.
> About now you'll all be saying "Why does this guy keep going on about
> NEOchrome?". Well the answer is I would like it to be PD officially but Atari
> seem disinterested.
>
> >Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
> >Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865
>
>
> +---+
> ! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
> ! !
> ! Neil Forsyth JANET: neil@uk.ac.hw.cs !
> ! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
> ! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
> ! Edinburgh, Scotland, UK "That was never 5 viruses!" !
> +---+

I think you will find it is not a illegal copy, its a demo
version, NEOchrome Version 0.5

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

4505. Re: Stupid question on using ARC for the ST

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 13:09:05 UTC
From: marc@sequoia.cray.com
Message-ID: <044104.3473@timbuk.cray.com>
Source record: 231694

In article <42805@cup.portal.com>, Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
> Like the title says, this is a simple, stupid question...

Disagree... though it may be on FAQ (Frequently Asked Questions) ?

> I downloaded a file called ARCsomething.TTP, and need to know the
> syntax for using it. I tried all the possible combinations I could
> think of, but theres obviously one I cant think of. I dont quite
> recall the exact full name of the program, but it was something
> like arc v6. If someone could help me out, mail me the doc file,
> etc, Id like that :-)

X FILE.ARC - will extract all files from archive
X FILE.ARC FOO.BAR - will extract file FOO.BAR from srchive
L FILE.ARC - will list files in archive (or is that `V' ?)

By the way, 6.02 is (I think) the latest version of ARC.

> Also, a similar note. I downloaded another file called arcsh20.prg,
> but when I double-click on it, it gives me a TOS error #35.

You may have forgotten to set the transfer mode to binary when you downloaded.

> No flames please, I am totally new to the Atari ST computer world,
> so I still am getting used to the way things are done...
>
> Thanx

No problem.

> Billy D'Augustine
> Azog-Thoth@cup.portal.com

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

4506. What's a fair comparison

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 13:39:01 UTC
From: CSULLOGG@CRL.AECL.CA
Message-ID: <27484@know.pws.bull.com>
Source record: 231555

A fair comparison is made the same way a person compairs stereo systems. The manufacturer hits you with a lot of specs. However, the true test is to bring a favourite disc, play it on the new system and if it sounds great and is in your price range buy it.

Same is true for buying a computer. Forget MIPS. Decide on the applications that you're interested in and see how similar apps perform on different platforms. For example, WINDOWS 3 may LOOK great on a superVGA monitor; however, just compare speed and easy of use of MS Word, EXCEL, PageMaker, etc on Macs and 386s/Windows running these apps and you'll see that for sheere productivity the Mac wins hands down (especially when it comes to getting your printed copy). Go ahead, spend some time in computer stores running apps on various platforms - that's the FAIR comparison!!!

Computer loyalty runs deeper and stronger than car loyalty. Just because someone says he loves a Mac, Atari, Amiga or PC does not mean that the same system is good for you. I sell Atari computers but often recommend that the client get a Mac; sometimes even a PC if he/she HAS to run some specialized software for the PC (normally, though, I warn novices about the complications of setting up a PC - ever install PC codes???)

Novices should be advised of one thing; often the seller has absolutely no ability to give you proper advice. Often he/she may be selling a system that he/she hates but the job calls for SELL, SELL, SELL. Do not be bullied into getting a system that suits someone else.

4507. Re: Accessing Compuserve in Ontario

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 13:43:49 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991May31.134349.205@bigsur.uucp>
Source record: 231698
Cross-posted to: comp.sys.atari.st,uw.sys.atari,ont.micro

In article <1991May30.215215.7087@watmath.waterloo.edu> daroloso@watmath.waterloo.edu (Dani A. Roloson) writes:
>In order to access Compuserve in Ontario, do you have to make long-distance
>calls to Toronto?

No, you can use Datapac, which charges a connect-time fee that is comparable to the discounted (2/3 off) rate for LD to Toronto. It's been some time since I used either CI$ or DP, but I do remember that the information for doing so is on-line. All you have to do is specify a port that connects you to CI$ and then go through the logon sequence (oh yeah, last time I was at Waterloo there was Datapac availble through a CALL XXX from the campus terminals and also through a dial-in number).

Sorry that it's been too long for me to come up with specifics.

>Is it possible to get a listing of available Compuserve files and
>mail order them from Compuserve?

Never heard of this. You might want to check out QuickCis which (again going completely on memory) does automatic searching for downloads (and news meassages and e-mail). It should be on atari.archive.

>What is Compuserve's position on a non-member paying a member for the time
>and trouble of downloading selected files?

The distribution of files I assume is under the conditions set by the author (for example PD, etc). CI$ only has the right to charge for connect time used to download. This effectively puts a fee on something that the author is offering free of charge, but once its on your media you can follow the author`s licence. So CI$ really has no say in what a member does with a program after receiving it (and I don't think they really care).

So if you pay someone to use THEIR connect time to do something for you I don't think they care. It's the CONNECT TIME that is charged for, not the actual material being downloaded.

>Please email.

Would if I could. Wouldn't get outside of the city limits if I tried, though.

>Dani Roloson

Caveat - if you are used to downloading from BBS systems, be prepared for an unpleasant suprise. Instead of the alternating RD/SD you are used to on your modem's front panel, you'll get a lot of dead time as other users' on the system get their time slice. Downloads can be frustratingly slow even at 2400 bd (my modem's speed). And slow on CI$ means EXPENSIVE.

brad

4508. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 14:27:04 UTC
From: gerloff@opal.cs.tu-berlin.de
Message-ID: <670@mailgzrz.tu-berlin.de>
Source record: 231556
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991May30.221736.31169@kuhub.cc.ukans.edu>, whitten@kuhub.cc.ukans.edu writes:
|>
|> I've had a megafile 30 for about a year, and the only complaint
|> I've had is the loud fan. Is it really needed, or will the
|> drive run cool enough without it? Are there any ways to quiet the
|> fan, maybe replacing it with a quieter one?
|>

Hello Chris!
I think you need the fan, because those Seagate drives in the MEGAFILE 30
can get hot. Here in Germany are kit's aviable to make the fan not so loud.
First of all you can remove the lattice behind the fan. I heard of some
people that solder a resistor in the power connection of the fan.
I have a little kit, that turns the fan only on, if it is to hot in the
drive. You need nothing to solder for that one.

Greetings, Olaf
--

****
* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG)* or gerloff@opal.cs.tu-berlin.de *
* Department of Computer Science * BITNET : GERLOFF@DB0TUI11 *
* Computerbased Informationsystems * Usenet : ...!mcsun!unido!opal!gerloff *
****

* Impossible things will be executed immediately, *
* miracles take a little longer! *
****

4509. The Current Market

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 14:41:27 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May31.144127.19756@lsuc.on.ca>
Source record: 231584

These are just some random observations about the current market and definitely NOT a complete overview of what's happening in the Toronto area:

Long & McQuaide North is a music store -- NOT a computer store, but they had a stack of 1040STEs and has sold them all. Obviously if a music store with no real computer people can sell 1040STEs there's a market for STEs.

Comspec, a computer store next door to L&M has discontinued stocking Atari products completely. That's not much of a loss to the Atari community. Comspec has always preferred Amigas and would go to great lengths to sell Amigas at the expense of ST sales. Still, I agree with a lot of the things Comspec has to say about the current Atari Corp. and the Canadian situation. I'm not at all happy about the current trend in Atari to "pull out of Canada" and leave us with a warehouse and repair department. Though I plan to do development on the ST for the immediate future, if things don't turn around on this matter I'll probably move on to another platform.

CompuPlace is strange. I've always felt they were strange and now their getting even stranger. Not bad, mind you, but if you look at the software they carry, I just don't know why they get in what they do. The best thing they have lately is a good supply of the British magazines. That and they have 2 of the better flight simulators. They have Proflight (British simulator of the Tornado that's supposed to be really good) and the F-19 pseudo-simulator (simulating a non- existant plane is, well, interesting). They are essentially out of stock of 1040STE's but will be getting more.

I have been hearing rumours that Atari has really been jerking around the dealers with the recent price drops. I hope this isn't true.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4510. Re: What's a fair comparison?

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 14:41:40 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May31.144140.25373@chinet.chi.il.us>
Source record: 231578

In article <1991May30.223629.13096@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>In article <1991May30.145023.1684@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>I seem to be involved in what is fast becoming a shouting match about relative
>>price and performance of Atari computers vs those based on Intel chips. One
>>of the main problems is knowing what to compare with which. So how about we
>>pick some fair yardsticks. Atari isn't 'Joes Garage Computer Manufactorie',
>>fun with. Cross-platform benchmarks are damn near impossible (Byte magazine
>>has had several articles on the subject), but I'll modestly propose as a
>>benchmark the time for GNU C to compile itself, with all temporary files on
>>hard disk. Any other suggestions?
>>
>Some of the benchmarks people commonly use are Dhrystone (integer performance),
>Whetstone (Floating point performance), Linpack (Floating point performance),
>Livermore loops (Floating point performance), SpecMark (Overall system
>performance, but belongs to SPEC Inc). The advantage of using these is that
>you don't have to re-do the benchmarks on the other machines, which you
>might not own. I've seen dhrystone for the ST, maybe at atari.archive?
>

I know that linpack (which used to be considered the great 'real-world'
benchmark) is no longer considered a fair comparison of machines because it's
too architecture-sensitive (especially to cache and super-scalar aspects).
Whetstone never seems to have caught on for micros, perhaps someone knows
why and will say. I guess Byte eventually picked a suite of benchmarks,
which they make available in source, but they hedged pretty heavily about
counting on them across architectures. I'm assuming that the people who
participate in this discussion have some applications that exercise a processor
pretty thoroughly, and might be considered as successors to Linpack.
For what it's worth, I talked to a friend who rides herd on some big iron,
and he says that simply saying that beyond a certain machine speed my biggest
application (chromatographic data processing) is disk-bound sounds like a
benchmark to him. I disagree, but I'll toss it into the discussion.
Steve saj@chinet.chi.il.us

4511. Re: Accessing Compuserve in Ontario

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 14:50:24 UTC
From: dperks@hobbit.gandalf.ca
Message-ID: <1991May31.145024.4372@hobbit.gandalf.ca>
Source record: 231699
Cross-posted to: comp.sys.atari.st,uw.sys.atari,ont.micro

Compuserve has local number in Canadian cities than can be accessed without long distance charges. The communications surcharge for using the CIS network is less than a dollar an hour over and above the Compuserve charges (like about $.25)

I can't say anything about other cities, but Ottawa has 1200 and 2400 bps connections.

If you're in a hurry, log on to Compuserve any way you can, then GO PHONES where you can search by city, area code, or speed.

--dave perks, standard disclaimers apply

4512. Re: 'only_ste.lzh'

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 15:03:18 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May31.150318.20441@lsuc.on.ca>
Source record: 231583

In article <134302@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
>In article <CMM.0.90.2.675623718.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:

...

> For any users that might have been Atari 8-bit users at one time, the
>MSA (Magic Shadow Archiving) works in the same way as DISCOMM or Scrunch -
>it simply takes data from the whole disk (including boot sectors) and
>puts it into a file, so it can be transmitted via modem. Then when the
>file is received, you just reverse the process and unpack it to a full
>disk, boot and all. For some programs and demos, this is the only
>way to go about it (say an author doesn't want you messing with his/her
>data (by loading a file into an editor such as Edhack) - so he/she
>wipes out the directory and makes the program autobooting - kinda
>a method of file protection...

Now that's getting down right, uh, not-very-intelligent.
Anybody with enough knowledge to analyse an object code file
probably has sufficient tools to read sectors anyway. For
the rest of us who have no intention of playing with their
object code they do us the great honour of create a situation
where virus distribution can increase. All we need now is
somebody forging a copy of this 'only_ste' demo kit with a
virus in place of the original boot sector and dozens of
STE owners are going to find themselves doubting the wisdom
of their purchases.

While we're on the topic of viruses, I was very impressed with
the "finish" of VKiller. It got me to thinking about such programs.
VKiller identifies ST boot sectors and where possible specifically
identifies viruses. But even the warning about boot sectors is
well done. I was just thinking that many of us use Atari ST's in
"mixed environments" with MS-DOS machines and it would be helpful
if VKiller identified MS-DOS boot sectors as well. I wouldn't go
so far as to try and keep up with the MS-DOS virus situation completely,
but just give a warning like this:

"MS-DOS Executable boot sector found. If this disk was not supposed
to have one, you might want to discuss this with whomever supplied
the disk."

That way you could alert an MS-DOS user that s/he might have
a virus.
>
> Robert Anisko
> rjast1@cis.unix.pitt.edu

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4513. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 15:22:25 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.675703345.larserio@kvart.ifi.uio.no>
Source record: 231560

Insert an speed regulator on your fan (so did I and it workt great).
It adjusts the speed to fit the temp. inside the harddisk...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4514. GNU Compiler Error

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 15:34:31 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91May31163431@ghiggins.hpl.hp.com>
Source record: 231568

In article <9105082156.aa25310@Bonnie.ics.uci.edu>, bferrer@Bonnie.ICS.UCI.EDU says:
>
> After downloading the gcc compiler and getting very thing ready, I came
>across another problem. When I type in gulam gcc -v hello.c, I get an error:
>
>can't find d:\tmp/cc100000.s
>
>or something like that. gcc created a file that has a slash in the filename
>which does not exist how can i fix this error.

Whilst apratt, entropy, bammi and davidli are all correct in observing that the GNU environment variables need setting correctly, I believe that this is *NOT* the case for this poster and that pointed references to "RTFR" may have been a little harsh.

I got *exactly* the same problem --- but with *all* the enviroment variables correctly set --- boy, was I confused before I figured out what I'd done ...

I had d/l'ed gcc139b.lzh from terminator and (deliberately neglecting to keep copies of the previous port) unarchived the replacement code straight into my c:/gnu directory, including the CRC-corrupted cc1, the corruption of which lharc reported, but it nevertheless wrote the file.

The corruption was reported here, but a correction wasn't immediately available (no criticism intended). I never followed this up until recently, when I had occasion to test a gnumake port which resulted in the now-familiar

"can't find c:/usr/tmp/cc100000.s" message

If you use the original corrupted distribution (i.e. without replacing the gcc-cc1.ttp with the updated version from a.a.umich.edu), GCC reports that it is unable to find $TMP/cc100000.s --- because the corrupt cc1 has the -quiet flag automatically set, it crashes and exits quietly, never writing the .s file, hence the 'cannot find" error.

I d/'ed the corrected distribution of cc1 from a.a.u.e and the problem vanished.

I checked the posters' queries and they were both quoting problems with "$TEMP/cc100000.s", which should have tipped us off; "$TEMP/cc100000.cpp"
^ ^^^
(the first temp file to be written) is normally associated with environment variable problems. Having a missing .s file means that a .cpp file was found by cc1.

Question: Does gcc139b.lzh on a.a.u.e contain the corrupted or uncorrupted gcc-cc1.ttp? It's not immediately obvious because both versions of cc1 are exactly the same byte size.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
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Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

4515. Drawing rubber-bands

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 15:36:00 UTC
From: Stefan_Rupp@ac2.maus.de
Message-ID: <5753@ac2.maus.de>
Source record: 231608

Hello,

>It's easy enough to determine the start point by using the EventMulti
>loop to detect the mouse button's first click, but how does one keep
>track of the mouse cursor and draw to it AND know when the mouse button
>is clicked again?
>
>Is it necessary to drop out of the EventMulti loop and use lower-level
>facilities?

No! If you want to follow the path of your mouse-cursor, you may do a
event-multi call with parameter MU_M1 (Mouse-Event 1). Just set the width and
height of the rectangle to 1 pixel and if you move the mouse and the cursor
leaves the rectangle, you'll recieve a MU_M1-Event.

Ciao,
struppi

4516. Re: Publishers (II)

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 15:44:13 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7817@tekgen.BV.TEK.COM>
Source record: 231564

In article <1991May31.100600.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <42806@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
>> You're seeing effects of the death of the Atari marketplace in the US.
>> There are no longer enough Atari users or advertisers to support large
>> "glossy" magazines. There are still a few smaller magazines trying to
>> support the market, but they may be hard to find.
>
.
.
>It wasn't from lack of subscribers OR advertisers that these magazines died --
>it was a decision by the publishers to put their money into other endeavors.
>

It most certainly was. Look at the number and size of ads in thier final issue. The total advertsing revenue from those is insignificant relative to the cost of producing a glossy. I know of at least three writers for STart that Antic Publishing owes over $3000 each with no ability or intention to pay. They don't have any money left to divert to other endevors.

Read the full page editorial in STart's final issue explaining thier decision to go bimonthly. Paraphrased from thier own words, the logic goes like this:

1) No users = No software sales
2) No software sales = No developers
3) No developers = No advertsing
4) No advertising = No magazine

Regardless of personnal opinion of the quality of journalism provided by STart, the loss of the last domestically produced glossy is not a good sign for the health of the US Atari community. Unfortunately, it is not the only bad sign.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

4517. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 16:01:27 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <15253@ccncsu.ColoState.EDU>
Source record: 231563

In article <qPcq34w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>> >also the usual assortment of Hard Drives available. I haven't seen any
>> >CD-Roms yet or Optical Drives yet, though. There are removable Hard
>> Atari sells two kind of CD-ROMs. The CDAR504 has a ACSI port, the CDAR505
>> is a SCSI device. There is also a MOD from Sony.
>
>Really? Could someone tell me about these devices? Price, capacity, and
>type of software available would be of particular interest?
>
>

Yes, they do. However, the CDAR504 was never offered to public and has been discountinued. The 505 was reported been shown in computer show and suppose to be release to public soon. You can find more about 505 in various ST magazines that has detail report on the past CeBiT (hope I spelled it right) show.(Like the free ATARI USER magaize, the Znet on-line).
Maybe Alan or Atari willing to shine some more light on the specifications and possible CD-ROM titles for 505?

Tang
sytang@lamar.colostate.edu

4518. Neophyte question: what's Blitter?

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 17:03:49 UTC
From: darkstar@milton.u.washington.edu
Message-ID: <1991May31.170349.15843@milton.u.washington.edu>
Source record: 231566

We are the very new (3 days) owners of an Atari 1040 STe.
There is a toggle on the options menu for something called Blitter.
The little manual has no reference to it at all. Can anyone enlighten
us as to the meaning of this option?

Thank you very much

Alden F.M. Hackmann
darkstar@milton.u.washington.edu

"Wake up to find out that you are the eyes of the world."

4519. .gif files

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 17:23:45 UTC
From: klassa@asdsun.larc.nasa.gov
Message-ID: <1991May31.172345.19875@news.larc.nasa.gov>
Source record: 231567

Is there an FTP site somewhere that maintains an archive of .gif files?

Thanks,
John Klassa
klassa@asdsun.larc.nasa.gov

4520. Re: Accessing Compuserve in Ontario

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 17:48:41 UTC
From: tj@gpu.utcs.utoronto.ca
Message-ID: <1991May31.174841.12192@gpu.utcs.utoronto.ca>
Source record: 231558
Cross-posted to: comp.sys.atari.st,uw.sys.atari,ont.micro

In toronto, the 2400 baud number is 265-8035

4521. Re: Atari Mortis

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 18:30:38 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May31.183038.3835@chinet.chi.il.us>
Source record: 231580

I hope Jeff won't object to my disclosing a specific issue he mentioned to me in email; it will help people identify what might interest him.

One of his major applications is animated graphics, for which he is prepared to write his own code. To me, that sounds like a set-up in favor of the TT. If anyone has benchmarks or pointers to tools directly relating to animated graphics, this might be a good time to mention them.

What I'll mention is that there's said to be an awesome TT demo (about an hour's download time worth of it) recently put up on GEnie by Bob Brodie. I won't see it myself for a while, but perhaps someone has more to say about it?

Steve saj@chinet.chi.il.us

4522. Gemini Standard Usages

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 18:43:17 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991May31.184317.26514@lsuc.on.ca>
Source record: 231585

I've been working with Gemini off and on for a while now and
I hope somebody can pass these comments to the programming team.
It's all regarding the "mupfel.mup" file:

HOME is defined as the current "gemini" directory. This is
a bad practice. You should tell people to define "HOME" to
their current "working directory", whereever that is.
On a Unix system, my normal HOME directory would generally
be something like "/usr/mygroup/jimomura". This is the directory
in which I do my usual work. The thing to emphasize is that
it has *nothing* to do with the operating system or executables.
In fact, it's mainly just text data files of my own concern.
If you don't learn this concept early on your going to scr*w up
your system organization by writing programs that look to the
wrong places for the wrong things.

Also, I have no idea what they are intending to use the "CDPATH"
for. I've never seen it on a Unix system or an OS-9 system and
I don't know what program would look for it. Is that supposed to
be a path for CD Rom applications?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4523. Re: What's a fair comparison?

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 18:49:44 UTC
From: erlingh@idt.unit.no
Message-ID: <1991May31.184944.9804@ugle.unit.no>
Source record: 231572

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o MS-dos should be dying!
```

4524. FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 19:11:05 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991May31.191105.13736@lonex.radc.af.mil>
Source record: 231530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been trying to get GDOS drivers for my HP Deskjet for "ever"
it seems, and now have given up the search (No, I haven't ordered one from
Migraph, please read rest of note) to await the arrival of FSM-GDOS.

Questions:
1) When will it be relesed ?

2) Who will handle distribution (Atari Directly, or through dealers, mail
order, ...)?

3) What will it cost, and will it include (as I have heard rumoured) drivers
for most printers including the HP DeskJet (original version)?

4) Can I get it now by buying Goldeaf's Wordflair II?

5) Will this guy ever run out of questions? Why ask why? Why is the sky blue....

Thanks in advance for whatever information you can provide!
I would assume posting replies should be appropriate, since I am sure
that many would like to hear more details about FSM-GDOS!!!!

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

4525. Re: Accessing Compuserve in Ontario

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 19:16:21 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991May31.191621.13103@watmath.waterloo.edu>
Source record: 231565
Cross-posted to: comp.sys.atari.st,uw.sys.atari,ont.micro

In article <1991May31.174841.12192@gpu.utcs.utoronto.ca> tj@gpu.utcs.utoronto.ca (Terry Jones) writes:
>In toronto, the 2400 baud number is 265-8035
>

Does anybody know a number that works in Kitchener-Waterloo?

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

4526. Re: Unix for the TT?

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 19:20:58 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May31.192058.10926@nntp.hut.fi>
Source record: 231609

In article <1991May31.035651.26744@news.iastate.edu> tnfw0@isuvax.iastate.edu writes:
>Since I haven't seen any talk about this subject, I'll start some. Is UNIX yet
>available for the TT, or is that somewhere in the indefinite (infinte?) future?
>
> Steven Ourada

Unix System V Release 4 is available for TT. The package consists of
TT 030/8 or higher (16 Mb would be quite good), harddisk bigger than
200Mb (I'm not quite sure of this), X-Windows, TTM 194 19" MC-monitor
and a big bunch of software and manuals.
I don't know the exact price, but it is much lower than the NeXT Station,
and A 3000 & Unix SVR4.

Just checked, the harddisk is 200Mb, and there are also VME Ethernet network
card, OSF/Motif, and GNU package (with C, C++ etc.).

My personal opinion is that you should get a harddisk of at least 400Mb and
minimum 16Mb of total RAM to run this Unix well enough (=fast enough).

A friend of mine told me that his Unix workstation has a 1.2Gb hd and it is
just about enough... But it has it's own nntp package and mail handler.

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

4527. Atari's position in the U.S. Market

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 20:48:30 UTC
From: Metalist@cup.portal.com
Message-ID: <42834@cup.portal.com>
Source record: 231574

Atari's image in America has never been great, has it? Now I hear that STart is going bi-monthly?! Ok. But let me ask you out there: Will the Atari situation ever IMPROVE? Or will it continue to decline? (You can assume this is a rhetorical question.)

Bryan_Jones_Woodworth@cup.portal.com

4528. Re: Atari 540ST Questions

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 21:10:20 UTC
From: Metalist@cup.portal.com
Message-ID: <42837@cup.portal.com>
Source record: 231575

-- Salvador Pinto Abreu spa@fct.unl.pt says:

>I wonder which Atari mouse you're talking about. All Atari mice I've
>used are the most dreadful rodents I've ever come across, second to
>none, not even the "original" VAXstation-100 mouse (ever seen one of
>these?) feels as bad.
>Finding a replacement mouse seems to me one of the first priorities of
>an Atari owner. I recently ordered a Naksha mouse, and await it
>eagerly.

I have to disagree. You must have been supplied witha faulty mouse. The Atari mouse is lightweight and easy to use. The mouse never moved too slow for me. Like you said, a mouse accelerator is easily obtained if the mouse moves exceedingly slow for you.
I cannot understand what you don't like about the Atari mouse! let me say that I am by no means a mouse connoisseur, for I have only fondled two mice: Macintosh and Atari ST. Macintosh, in my opinion, are heavy and unresponsive. I click, but I get no confirmation onscreen. I despise the recessed single button.

The Atari ST is easy to move, responsive, and suits my needs. I have felt no urge to get a replacement mouse.

Bryan_Jones_Woodworth@cup.portal.com

4529. ST code or C source for uncomp

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 21:30:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <63533@hb.maus.de>
Source record: 231607

RE>creates .sit and .hqx extensions.
RE>
RE>Does anybody know of any way I can uncompress these files on either my
RE>ST or a unix system (before down loading) ?

Nope. .sit is the extension from the Mac Packer StuffIt and .hqx ist from
BinHex (something like uuencode or btoa).
As far as I know the only possibility for you to unpack that stuff is somebody
with a Mac or Spectre and the needed programs. :-(

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | (UUCP) bsp3@informatik.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | & Franz)

4530. Lynx and sega

Newsgroup: comp.sys.atari.st
Date: 1991-05-31 23:47:05 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1991May31.234705.17779@terminator.cc.umich.edu>
Source record: 231582

Has anyone seen the commercial for sega's new portable game machine?
Color graphics that, at least on tv, look comperable to the lynx.
Could spell trouble for one of the better selling atari machines.

weiner
--
Jeff Weiner --- weiner@{{sklyab,felix}.engin, atari.archive}.umich.edu